CONVENTION INFORMATION

MAGNETRON COUNCIL
Administration.............................Jim Beecher
Finance....................................April Snyder
Marketing.................................Nyree Spurrier
Membership.........................Abby Mims
Operations...............................Jessica Heasley
Programming.......................JD Stocksett
Technology.............................Jason Girard

APPOINTED POSITIONS
Archivist..................................Don Prust
Database.................................Jason Girard
Webmaster..............................Victoria Shafer

ARTWORK
CoverArt..................................Lou Frank
Additional: Whittney Streeter, David Ackerman,
..................Jeff Felson, Trever Harwell, Garrison,
........................................William Heagy & others from the Art Archives

Thank you to all our Sponsors, Volunteers, Judges,
Appointed Positions & Magnetrons!

CONVENTION LOCATION
Crowne Plaza Minneapolis West
3131 Campus Drive
Plymouth, MN 55441

CONVENTION DATE
February 14 - 16, 2020

HOTEL RESERVATION
By Phone: Call (763) 559-6600 and mention you are attending Con
of the North, use our discount code "Q39"

By Internet: Go to http://conofthenorth.org/hotel-information/ and
see the Hotel Information section for instructions.

If you have any issues/concerns about your reservation, please call the hotel directly. Their “online helper” from
the Crowne Plaza website does not have information about our room block, nor our convention.

OPERATING HOURS

<table>
<thead>
<tr>
<th>Day</th>
<th>Date</th>
<th>Operating Hours</th>
<th>Front Desk</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friday</td>
<td>February 14, 2020</td>
<td>12 PM – 2 AM</td>
<td>11:00 AM</td>
</tr>
<tr>
<td>Saturday</td>
<td>February 15, 2020</td>
<td>8 AM – 2 AM</td>
<td>7:30 AM</td>
</tr>
<tr>
<td>Sunday</td>
<td>February 16, 2020</td>
<td>8 AM – 10 PM</td>
<td>7:30 AM</td>
</tr>
<tr>
<td>Player</td>
<td>Preregistration</td>
<td>On-site</td>
<td></td>
</tr>
<tr>
<td>Entire Weekend</td>
<td>$30</td>
<td>$40</td>
<td></td>
</tr>
<tr>
<td>Friday only</td>
<td>n/a</td>
<td>$25</td>
<td></td>
</tr>
<tr>
<td>Saturday only</td>
<td>n/a</td>
<td>$30</td>
<td></td>
</tr>
<tr>
<td>Sunday only</td>
<td>n/a</td>
<td>$25</td>
<td></td>
</tr>
<tr>
<td>Fri/Sat or Sat/Sun (2 day)</td>
<td>n/a</td>
<td>$35</td>
<td></td>
</tr>
</tbody>
</table>

CONTACT INFORMATION

| Email      | info@conofthenorth.org |
| Web        | http://www.conofthenorth.org |
| Mailing Address | PO Box 20092, Bloomington, MN 55420 |
The Crowne Plaza is on the Northeast corner of I-494 and Hwy 55. Head East on 55, take the first left onto Northwest Blvd - then take a left on Campus Drive -or- a left on Xenium Lane. Both will arrive at the destination!

Map link for Google Map directions

Link for additional hotels in the area

www.conofthenorth.org

Registration & Events
FREQUENTLY ASKED QUESTIONS

Welcome to Con of the North!
We're pleased to be hosting Con of the North 2020 at the Crowne Plaza Minneapolis West, Plymouth MN. We hope that you enjoy the great variety of games this year and that you'll enjoy the convention as much as we do!

What do I need to know to attend the Con?
Our rules, regulations, and guidelines are also printed on the next few pages of this publication. If you have other questions before the convention begins, send us an email at info@conofthenorth.org. If you're at the convention and have questions, just ask anyone with a "Volunteer" or "Magnetron" badge and they will be happy to assist you.

How do I Preregister?
We are accepting preregistration through our online system. Visit our website, www.conofthenorth.org. Click on the Registration button and follow the Online Registration link. FYI: Event tickets are picked based on the paid date of the registration. The preregistration and event ticket request deadline is December 31, 2019.

All information for registration, running events, and selecting events can also be found on our website www.conofthenorth.org.

Can I register and pay online?
Yes! We are accepting pre-registrations and payment through Paypal. Visit our website, www.conofthenorth.org. Click on the Registration button and follow the Online Registration link. Your information will be sent to Con of the North and you can select Paypal as a payment type.

What do I do if I want to run an event?
You can submit event proposals through our online system. Visit our registration and event website at http://registration.conofthenorth.org. Click on the Manage Proposal button, then click on Propose a New Game, and fill out the form. Events submitted by December 31, 2019 will appear in our Onsite Event Supplement. You must be registered for the convention to run games.

How do I sign up for games if I've already Preregistered for the convention?
Once the events go live, you can log onto http://registration.conofthenorth.org and select your games.

How/when do I pick up my Preregistration Packet?
The Registration Desk is Will-Call only. No packets will be sent out ahead of the convention. Follow the signs inside the hotel for the Registration Desk location. You can pick up your Preregistration packet any time after 11:00 AM on Friday, and after 7:30 AM on Saturday or Sunday.

How do I Register Onsite?
Follow the signs for the location of the Registration Desk. Any time after 11:00 AM on Friday, and after 7:30 AM on Saturday or Sunday. Cash or credit card payments accepted. Then you must complete your registration at one of our computer kiosks before selecting event tickets.

How can I get Event Tickets after I am at the Con?
Either use your smart phone on our Registration website to look for open game slots and select that game. Then come to one of our printer kiosks and print out your ticket. Or you can use one of our computer stations to look for events, as well as print out tickets right there. If you have a ticket but want to turn it in, the computer station will be set up to help with you that as well.

"Did I Get Into (insert event name here)?"
Once the events go live, you can log onto http://registration.conofthenorth.org and select your games. When you’ve finished selecting your games, the system will generate the tickets for you to print.

Game Location
Games that are in this publication are printed several months in advance, so please check on-line or on the physical ticket for the final event location.

www.conofthenorth.org
Where can I find a map of the hotel?
   Please see maps posted around the hotel area for a layout of the convention rooms & locations.

Is there space for open gaming?
   We typically have a few free tables if you want to run an impromptu game. Please ask at the Registration Desk and our staff can see if there is a space for the period you need and to avoid getting bumped for a scheduled game. You must be registered to run games – even for the open gaming spaces.

How do I get Convention updates during the year?
   It's easy! Just find us on Facebook at https://www.facebook.com/groups/conofthenorth. Any specific questions, you can email us at info@conofthenorth.org.

Are there any additional rules I should know about?

Attendee Code of Conduct:
   ♦ By purchasing a registration, you agree to follow the following Code of Conduct. Violating this Code of Conduct may result in penalties up to and including expulsion from the convention without refund and a permanent ban.
   ♦ Be courteous and polite to all attendees.
   ♦ Only take tickets for those events in which you plan to play. If you decide to not attend an event, please return the event ticket to the Registration Desk.
   ♦ Don’t take event tickets you aren’t going to use.
   ♦ Don't bring weapons to the convention. All weapons and weapon-like objects are banned from convention areas.
   ♦ Don't drink and game. Alcohol is NOT allowed in convention areas. You may have alcohol in your hotel room or in the bar area of the hotel only.
   ♦ Illegal activities will be reported to the proper authorities.
   ♦ Attendees may not buy or sell items in convention areas from anyone but our vendors or the hotel.
   ♦ Parents, you are responsible for your children while at the convention.
   ♦ Be kind to yourself and your attendees: practice good personal hygiene during the convention weekend.
   ♦ Most importantly, have fun!

GM Code of Conduct:
   ♦ Be courteous and polite to all attendees.
   ♦ Prepare for your event before the convention.
   ♦ Begin and end your game on time. Your event duration must include any additional setup and cleanup time. We recommend wrapping up your game 10-15 minutes before the end time to allow players to go to their next game. Tables must be surrendered at the end of the time slot to allow the next event to begin.
   ♦ You must verify that all players have a valid badge to participate in your game(s). They must be wearing a current year Con of the North 2020 Player, Judge, or Vendor badge to play in your game. A Guide to Badges is included in your registration packet.
   ♦ You may not charge additional fees for your event without prior authorization from the convention. If your event requires an extra charge (e.g.: a sealed-deck CCG tournament) then include that information in the Special Requests section when submitting your event.
   ♦ Monetary transactions are only allowed by registered vendors of the convention.
   ♦ Your event must be approved by Con of the North 2020. No ticketing or scheduling of players that occurs outside of Con of the North 200’s ticketing system will be permitted.
   ♦ Avoid unnecessary profanity, descriptions of violence, or other conduct which may offend attendees.
   ♦ Avoid excessive noise or other activities that may disrupt other games.
   ♦ If any players are not abiding by the Code of Conduct or Harassment Policy, please notify the nearest Con of the North staff member.
   ♦ Most importantly, have fun!
GENERAL POLICIES

GMs must be registered before their games will be scheduled. GMs have two registration choices, Judge or Referee.

Registering as a Judge costs the same as a Player registration and gives the attendee the ability to participate in other events at the convention. In addition, Judges who are fully paid and have their games submitted before the event submission deadline are eligible for a Judge’s Premium: either a discount on their registration price or a free convention t-shirt.

Registering as a Referee is free, but the only thing a Referee can do is run their own events. Referees cannot participate in other convention events, nor do they receive any of the premiums that Judges receive.

Events will not be scheduled until after the GM is registered.

To be included in the Events Book, games must be submitted by the event submission deadline and all Judges/Referees for the games must be fully registered by that time as well. If an Event Proposal is a little late, every reasonable effort will be made to include it in the book. However, due to the workload needed to produce the Events Book, it is not possible to guarantee that any events received after the deadline will be able to be processed and included in the book.

Both Judges and Referees must agree to follow the GM Code of Conduct.

REFUND AND REGISTRATION TRANSFER POLICY

Refund Policy

The convention must receive a registration refund request message sent via the proper channels (support site or info@conofthenorth.org), no later than one week before the start of the convention, in order to guarantee a refund. After this, refunds will only be considered on a case by case basis by the Registration Magnetron (Director). Accepting your registration packet at the convention waives your option to seek a refund.

Refunds will be paid out in a manner similar to how the registration was paid, and will be processed within 60 days of the request, and no later than the “After-Con Review” meeting (please check the convention timeline on the website for details about this meeting). Refunds will be up to the amount paid for registration only. Payments for additional merchandise (shirts, etc.) will not be refunded; the additional merchandise will be shipped to you and your registration refund will be reduced to cover shipping and handling fees.

Under no circumstances will refunds be paid out at, or during the convention, or in cash.

Transfer Policy

The convention must receive a registration transfer request message sent via the proper channels (support site or info@conofthenorth.org), no later than one week before the start of the convention, in order to process the transfer; after this, transfers will only be considered on a case-by-case basis by the Registration Magnetron (Director). This request must come from the person giving away their registration (transferor), and must contain the full registration details for the person receiving the registration (transferee). Accepting your registration packet at the convention waives your option to transfer your registration.

NOTE: Additional items purchased with the original registration (shirts, etc.) will be transferred along with the registration. Any pre-purchased shirts may be exchanged, at the discretion of the Operations staff, for a shirt of a different size based on availability of the desired new size.

We hope you enjoy Con of the North 2020!
ARTICLE I.
NAME
§ 1.1 The name of this organization shall be Con of the North.

ARTICLE II.
MEMBERSHIP
§ 2.1 The gaming community consists of all persons who engage in role-playing games, wargames, board games, miniature games, or other games as a hobby or recreational activity.
§ 2.2 All persons who are members of the gaming community as defined above are members of Con of the North.

ARTICLE III.
VOTING MEMBERS
§ 3.1 Any person who was a paid registrant at a Con of the North annual convention and who meets one of the following criteria during a convention year as defined in § 11.2 will be a voting member during the next convention year:
(a) The person attended at least 50% of the Council meetings.
(b) The person volunteered for a period no less than 12 hours at work sessions and/or committee meetings outside the convention, for which notice was given in a manner consistent with Con of the North's standard practice under Article VII, § 7.2.
(c) The person volunteered at the convention for a period of time no less than 25% of the hours for which the convention was open. This includes set-up and break-down for convention operations, running publicized games as a judge, and assisting with operations activities onsite.
(d) The person volunteered for a period no less than 14 hours through a combination of activities from (a), (b), and (c).
§ 3.2 A voting member must be in attendance at a meeting to be entitled to vote at that meeting.
§ 3.3 Voting member eligibility will be tracked by one or more members of the Council. Responsibility for this task will be determined at the same time responsibilities are set according to Article VI.

ARTICLE IV.
PURPOSE
§ 4.1 The purpose of Con of the North is to foster a sense of community among gamers, to give the gaming community the best quality forum in which to present their games, and to promote the hobby of gaming.
§ 4.2 Con of the North will not discriminate on account of race, religion, color, age, sex or national origin.
§ 4.3 Con of the North will not carry on any activity not permitted to be carried on by an organization or association exempt from federal income tax under Section 501(c)(7) of the Internal Revenue Code of 1986.

ARTICLE V.
ANNUAL MEMBERSHIP MEETING
§ 5.1 Con of the North will have an annual meeting of the gaming community as it is defined in Article II.
§ 5.2 The annual membership meeting may adopt any policies or plans for Con of the North which it sees fit.
§ 5.3 The annual membership meeting will elect members of the Council as described in Article VI.
§ 5.4 The annual membership meeting and elections will take place within one month after the conclusion of the annual convention.

ARTICLE VI.
COUNCIL
§ 6.1 The voting members will elect at each annual membership meeting a Council to serve for the upcoming year. The Council will consist of seven persons. The Council will be responsible for the planning and operation of the annual convention. The term of office for a Council member is one convention year as defined in § 11.2.
§ 6.2 Elections for Council will be held as follows:
(a) The outgoing Council will propose areas of responsibility for each of the seven Council seats for the
upcoming year in accordance with Article VIII. Voting members will approve this proposal prior to nominations and selections.

(b) Nominations will be made for each of the seven Council seats. Any voting member may nominate themselves or another voting member for the Council.

c) Elections will be held for each seat on the Council one at a time.

d) Nominees for each seat will make a brief statement, after which members may ask questions. Votes will be collected via secret ballot from voting members, as defined in Article III, § 3.2. The nominee with the majority of the votes will be elected to the Council seat with a term of one year.

e) In the event of a tie, further discussion and question/answer time will be given, after which additional voting will be conducted by voting members, as defined in Article III, § 3.2.

§ 6.3 In the event that a Council seat becomes open during the year, an election will be held following 6.2(b) through 6.2(e). The election will be held at the next possible Council meeting for which notice of the election can be provided in accordance with standard practice under Article VII, § 7.2.

ARTICLE VII.
MEETINGS OF THE COUNCIL

§ 7.1 The Council will hold meetings as it deems necessary in order to conduct its business. The first meeting of the incoming Council should be within one month after the annual membership meeting.

§ 7.2 The Council will provide at least two weeks notice of its meetings. This notice shall be given to the gaming community in a manner which shall efficiently provide the greatest degree of notice possible.

§ 7.3 The meetings of the Council will be open to membership as it is defined in Article II.

§ 7.4 Four Council members must be present at any meeting in order for the Council to conduct business.

§ 7.5 All Council votes will be open to all voting members, as defined in Article III, who are present at the Council meeting.

§ 7.6 With the exception of elections, bylaws amendments, dissolution, and selection of an organization to receive the convention's assets after dissolution, any given Council vote may be closed (limited to the members of the Council) upon a majority vote of the Council.

§ 7.7 The meetings may adopt any policies or plans for Con of the North which it sees fit.

ARTICLE VIII.
RESPONSIBILITIES OF COUNCIL MEMBERS

§ 8.1 The Council may divide the responsibilities of the Con of the North among the Council members as it sees fit.

§ 8.2 All Council members will implement the policy of Con of the North as approved by the Council and the appropriate committees.

ARTICLE IX.
COMMITTEES

§ 9.1 The Council will authorize the creation of committees to perform specific tasks in the operation of Con of the North.

§ 9.2 The Council will set policy guidelines and goals for the various committees.

§ 9.3 As much as possible, the Council will delegate day-to-day decisions and operations to the various committees.

§ 9.4 All committee votes will be open to all voting members, as defined in Article III, at the committee meeting.

ARTICLE X.
CODE OF CONDUCT

§ 10.1 All members of Con of the North are expected to comply with the Code of Conduct of Con of the North while engaged in Con of the North activities.
ARTICLE XI.

FISCAL YEAR AND CONVENTION YEAR
§ 11.1 The fiscal year of the Con of the North shall be from May 1 to April 30.
§ 11.2 The convention year of Con of the North shall be from the first Council meeting held after elections as defined in § 7.1 through the Annual Membership Meeting and elections held after the conclusion of the annual convention as defined in § 5.4.

ARTICLE XII.

NONPROFIT STATUS
§ 12.1 Con of the North will not issue shares of stock. No part of the Con of the North's earning will be distributed to any members, volunteers, committee members, or Council members.

ARTICLE XIII.

MEMBERS' RIGHT TO CALL MEETINGS
§ 13.1 A meeting of the full membership, as defined in Article II, may be called by five or more voting members in Article III.
§ 13.2 Upon submission of a written notice by five or more voting members, the appropriate person shall give notice of the membership meeting in a manner which is consistent with Con of the North's standard practice under Article VII, § 7.2.

ARTICLE XIV.

DISSOLUTION
§ 14.1 Con of the North shall be dissolved if, at the annual meeting or a meeting of membership called in accordance with Article XIII solely for that purpose, two-thirds of the voting members present vote to dissolve the convention.
§ 14.2 Upon dissolution or other termination of Con of the North, and after payment in full of all its debts, obligations, and necessary final expenses or after the making of adequate provision therefore, all remaining assets shall be given to an organization that is dedicated to charitable purposes and which is exempt from federal income tax under Section 501(c)(3) of the Internal Revenue Code of 1986 or the corresponding section of any future federal tax code. This organization shall be selected by two-thirds vote of voting members, as defined in Article III, § 3.2.

ARTICLE XV.

AMENDMENTS
§ 15.1 These Bylaws may be amended at the annual meeting or any other membership meeting which is called in accordance with Article XIII.
§ 15.2 Amendments shall require a two-thirds vote of the voting members present to be accepted.
§ 15.3 Amendment history:
(a) The bylaws were amended in August 2012 to reflect changes to the voting membership requirements and the election procedures.
(b) The bylaws were amended in March 2013 to add a new Article XIV: Dissolution, renumber Article XIV: Amendments to XV, add the dissolution and dissolution distribution votes to the list of votes that cannot be closed, and add the two-thirds approval requirement for amendments.
(c) The bylaws were amended in September 2015 to: Article III, clarifying voting members; Article V, clarifying annual membership meetings; Article VI, clarifying voting members; Article VII, cleaning up verbiage; Article XIII, clarifying voting members; Article XIV, cleaning up verbiage and clarifying voting members; Article VII, adding clarification for council meetings and adoption of policies.
HARASSMENT POLICY

Why do we have a harassment policy?
Nobody shows up for a convention with the goal of feeling uncomfortable or unsafe, and sorry that they came. But cons bring together many different types of people with different expectations and approaches to play. A harassment policy sets ground rules that everyone can recognize and follow, resulting in better games and more fun.

The 3 principles of play:
1. Everyone has the right to set boundaries on themselves and their property.
2. Everyone has the right to a space that is safe from any type of harassment: physical, verbal, emotional, or sexual. (Harassment can be either one serious incident or repeated incidents that together create a hostile environment)
3. Everyone has the right to a space that is free from language, actions, or behavior that are racist, sexist, classist, ableist, homophobic, transphobic, or which denigrate participants’ religious beliefs and affiliations (including the lack thereof), or ethnic or national origin.

These rights are shared by anyone attending Con of the North. Infringing on these rights is harassment, and can lead to consequences up to being removed from the convention.

What if I’m being harassed at this event?
⇒ Find a convention volunteer immediately and report it. They’ll take swift action to investigate and address the problem. (See “What happens to the harasser?”)
⇒ If you feel as though you need other avenues to resolve the problem the volunteer will be happy to help you contact convention security and/or local police if you request them.
⇒ If you disagree with how a volunteer or staff member implemented or enforced this policy at an event, please contact a Con of the North Magnetron. You can contact them either because you feel you were reported for a reason unrelated to harassment, or because you felt the person helping you did not deal adequately with the harassing situation. In either case, please be specific about who, what, where, and when. The Magnetron will call together at least two other Magnetrons to investigate and take appropriate actions, from a simple warning up to removing the infringing party from the convention.

What happens to the harasser?
You don’t have to keep playing with somebody who’s determined to make things unsafe for others. If someone at Con of the North is violating this policy, a Magnetron can take any action that they decide is necessary to stop the harassment ranging from a simple warning to removal from the game. If it’s necessary to resolve the situation, the Magnetron can escalate it to onsite security who may remove someone from the convention or premises.

What if someone reports harassment to me?
The Con of the North volunteer who is the first contact for someone reporting harassment has an important responsibility in helping make the convention a safe and fun place to be. Their responsibility is firstly to help the person experiencing harassment feel safe and second to help them pursue consequences for the harasser. It is not the first-contact person’s responsibility to investigate the claim of harassment themselves or to disbelieve the person reporting. If an investigation needs to happen or the claim of harassment is contested, a Con of the North Magnetron Council member will oversee it. In such an event, the first-contact person will continue to play a supportive role to the harassed person until the incident is resolved.
Some Examples of Harassment (taken from Is it Harassment? A Tool to Guide Employees)

- Excluding a person based on a prohibited ground of discrimination.

- Preventing a person from expressing himself or herself: yelling at the person; threatening; constantly interrupting that person; prohibiting the person from speaking to others.

- Unwanted sexual advances which may or may not be accompanied by threats or explicit or implicit promises.

- Making gestures that seek to intimidate.

- Engaging in reprisals for having made a complaint under this Policy.

- Discrediting the person by spreading malicious gossip or rumors, ridiculing him/her, humiliating him/her, calling into question his/her convictions or his/her private life, shouting abuse at him/her.

- Compelling the person to perform tasks that are inferior to his/her competencies that demean or belittle him/her, setting the person up for failure, name calling in private or in front of others.

- Isolating the person by no longer talking to him or her, denying or ignoring his or her presence, distancing him or her from others.

- Destabilizing the person by making fun of his or her beliefs, values, political and/or religious choices, and mocking his or her weak points.
EVENT CATEGORIES AND OTHER DEFINITIONS

Event Type
- Board - Games played with some type of game board or boards.
- Card - Games played with just cards includes collectible and non-collectible.
- Computer - Games played on a computer or video game console.
- LARP (Live Action Role-Playing) – Story-based interaction between players and GM where everyone is up and moving around, rather than sitting around a table.
- Miniatures - Games played on a battlefield using painted figures.
- RPG (Role-Playing Games) – Story-based interaction between players and GM where everyone is sitting around a table.
- Seminar - One or more individuals presenting information about a topic, can include a question/answer component.

Rules Knowledge
- None - You do not need any previous knowledge of the game or the rules to play this game. Any/all rules will be taught during play.
- Some - You should be familiar with the rules of this game or similar games. Some rules can be taught during play, but in general this is not for brand-new players.
- Advanced - You should be very familiar with the rules of this game. Very few, if any, rules will be taught during play.

Rating
- Kid Only – This game will be kid-friendly with subject matter appropriate for younger players. We recommend you mention in the game description if you prefer adults to accompany their minors/guardians at the game.
- Everyone - This game will not have any profanity, no sexual innuendo, and violence will be brief, limited and not depicted in a graphic manner. Think of the standard G/PG animated movie.
- Teen - The game may have mild profanity and/or some violence. Intense themes may be present, but they will not be the focus of the game. GMs will ensure that the game is adjusted to accommodate any children present, but parents and children should realize they will be playing in a game that may not be suitable for them. Games of this type may not be suitable for young players only because of the complexity of the rules. Think of the standard PG-13 action movie.
- Mature - The game will have themes of an adult nature that are unsuitable for younger players. GMs will still ensure their game’s content remains such that it can be played in any convention space without causing problems. Think of the standard R-rated action or horror movie.

Required Materials
- None - All materials needed to play the game are provided. The player does not need anything, including dice. Includes most board games, and some card games.
- General - Players need their own generic materials like pencils, dice, etc. The GM will provide other specific materials such as characters, minis, etc... Includes most RPGs and LARPs.
- All - Players must supply their own equipment to play this game. The GM will provide only the most basic materials needed for play like the game board. Includes most miniature games, card games, and some RPGs.

Tracks
There are 2 optional ways to categorize games. Descriptions of tracks will be listed in the front of the Events Book, but individual games will not. Lists of the games in these tracks will be made available on the website as well as the registration desk onsite.
- Intro Track – These are events targeted specifically to someone who has never played before. The rules will be taught during the event.
- Kids Track – These are events where children are the preferred players.
The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of the ancient world of the Pathfinder Roleplaying Game.

Now with...

2nd Edition!

Welcome to the next Evolution of the Pathfinder Roleplaying Game! The Pathfinder Society Roleplaying Guild has expanded into this new ruleset with the latest scenarios from the “Year of the Open Road”

Want to try out the new system? Stop by for shortform quests to get a feel for the game. Pre-generated characters are always available!

Explore! Report! Cooperate!

A New Era of Exploration! The Starfinder Society Roleplaying Guild is a worldwide science fantasy campaign that puts you in the role of an agent of the Starfinder Society. Stop by for shortform quests with pre-generated characters, and start your spacefaring adventures in the “Year of a Thousand Bites”!

New Core Set!

Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Each player has a unique character composed of a deck of cards and a set of stats. You’ll improve your character by acquiring new items, allies, spells, and weapons as you explore and overcome challenges; over time, you’ll be able to customize your deck to better suit your own individual vision of your character.

Find Us On The Hotel Lower Level, Just Below The COTN HQ!
1. Select the day you wish to run your game.
2. Select a start time (available at even hours only) and duration (minimum 2-hour block) of the event you wish to have scheduled.

Remember, all events must start and end within convention operating hours. See page 1 for a breakdown of each convention day’s operating hours.

### Pathfinder & Starfinder Organized Play Time Slot

<table>
<thead>
<tr>
<th></th>
<th>FRI 13-18</th>
<th>FRI 19-24</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 PM</td>
<td>1 PM</td>
<td>7 PM</td>
</tr>
<tr>
<td>1 PM</td>
<td>2 PM</td>
<td>8 PM</td>
</tr>
<tr>
<td>2 PM</td>
<td>3 PM</td>
<td>9 PM</td>
</tr>
<tr>
<td>3 PM</td>
<td>4 PM</td>
<td>10 PM</td>
</tr>
<tr>
<td>4 PM</td>
<td>5 PM</td>
<td>11 PM</td>
</tr>
<tr>
<td>5 PM</td>
<td>6 PM</td>
<td>5 AM</td>
</tr>
<tr>
<td>6 PM</td>
<td>7 PM</td>
<td></td>
</tr>
<tr>
<td>7 PM</td>
<td>8 PM</td>
<td></td>
</tr>
<tr>
<td>8 PM</td>
<td>9 PM</td>
<td></td>
</tr>
<tr>
<td>9 PM</td>
<td>10 PM</td>
<td></td>
</tr>
<tr>
<td>10 PM</td>
<td>11 PM</td>
<td></td>
</tr>
<tr>
<td>11 PM</td>
<td>12 AM</td>
<td></td>
</tr>
</tbody>
</table>

### D&D Adventure’s League Time Slot

<table>
<thead>
<tr>
<th></th>
<th>FRI 12-17</th>
<th>FRI 17-18</th>
<th>FRI 18-23</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 PM</td>
<td>1 PM</td>
<td>7 PM</td>
<td></td>
</tr>
<tr>
<td>1 PM</td>
<td>2 PM</td>
<td>8 PM</td>
<td></td>
</tr>
<tr>
<td>2 PM</td>
<td>3 PM</td>
<td>9 PM</td>
<td></td>
</tr>
<tr>
<td>3 PM</td>
<td>4 PM</td>
<td>10 PM</td>
<td></td>
</tr>
<tr>
<td>4 PM</td>
<td>5 PM</td>
<td>11 PM</td>
<td></td>
</tr>
<tr>
<td>5 PM</td>
<td>6 PM</td>
<td>5 AM</td>
<td></td>
</tr>
<tr>
<td>6 PM</td>
<td>7 PM</td>
<td>8 PM</td>
<td></td>
</tr>
<tr>
<td>7 PM</td>
<td>9 PM</td>
<td>10 PM</td>
<td></td>
</tr>
<tr>
<td>8 PM</td>
<td>10 PM</td>
<td>11 PM</td>
<td></td>
</tr>
<tr>
<td>9 PM</td>
<td>11 PM</td>
<td>12 AM</td>
<td></td>
</tr>
<tr>
<td>10 PM</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11 PM</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12 AM</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

www.conofthenorth.org
Elemental Spark is a fantasy brawl board game for 2-4 players. Fight to be the last one standing and outlast the blight!

Created by a small team of college friends, Sheepishly Ablaze is happy to say that their first board game is coming to Kickstarter very soon!

Come to our table or check out our website for more information!
SPECIAL THANKS TO OUR SPONSORS

Gangway Games
www.gangwaygames.com
We are a twin cities game publisher. Our first game, Yes! Broccoli!, encourages kids to make healthier food choices.

The Shieldmaidens
https://www.facebook.com/groups/shieldmaidensunday/
All female gaming group from The Source Comics and Games spreading our message of welcome and inclusion to bring everyone into gaming.

Larp House
www.larphouse.org
The Larp House is an inclusive Twin Cities larp community. We are a member-powered collective that offers live-action role-playing games to the public. Our larps are most often one-time events that tell a complete story in a few hours. No previous experience is needed to attend a larp and new people are always welcome.

Saturday Night Space Opera
www.SaturdayNightSpaceOpera.com
SNSO is an all volunteer, tabletop game group in the Twin Cities (Saint Paul/Minneapolis, MN) that organizes & plays science fiction games!

Terrain Specialties
https://www.tapatalk.com/groups/terrain specialties/
Terrain Specialties is a local gaming group that has been hosting a wide variety of miniatures games and events with high quality terrain and miniatures at Con of the North since 1995.

…more sponsors forthcoming…
Megan and Mary Play the Cosmic Game

A New Fantasy Novel By M. A. Gilbertson
Paperback & Kindle book
available on Amazon.com
https://www.amazon.com/-/e/B07WDR5JXR
Other eBooks available at most venues
books2read.com/u/mKxxQP
Author’s website - www.scorpioncards.com
SPECIAL THANKS TO OUR VENDORS

List of Vendors for 2020 forthcoming.
PICK A UNIVERSE.
BE A HERO.

SATURDAY NIGHT
SPACE OPERA

Different game every month!

Join us for FREE monthly games at Source Comics & Games in Roseville and other locations!

- All materials provided, including pre-generated characters!
- No prior experience needed!
- Just show up, sit down, and play!

SaturdayNightSpaceOpera.com
ALL CON EVENTS

Cardhalla
We are bringing Cardhalla to the Con. Cardhalla will be a space to build your own card tower, a bridge or whatever you like. Stop by anytime throughout the convention and contribute. Bring your own cards or use what’s available.
Game Start: FRI 12  Location: TBA  Players: All  Game Length: All Con  Rating: Everyone

CotN Annual LAN Party
BeepBeep Pewpewpew! [Ready to Serve] Boom! [Gentle Piano] ...the Liandri Mining Corporation... [Gzzzzztt] Burn Baby! 5by5! [ping] EEEArrrouauMMM!VRRouuuuMM! OLD SKOOL PC GAMING! shoulder-to-shoulder chaos on 25 PCs in a classic LAN Party with local servers. For those who feel Internet gaming is not personal enough. Open gaming through the whole convention til 4 pm Sunday.
Game Start: FRI 12  Location: TBA  Players: All  Game Length: All Con  Rating: Everyone

Quest of the North
A puzzle game open to ALL attendees. Posted puzzles are solved and answers are validated. A full set of RPG dice can be earned, while supplies last, and each puzzle solved earns an entry into the raffle of prizes. After the entire quest is completed, the Quest Card is turned in at the "Long and the Short of It" Table and the first 3 to do so, will receive more prizes.
Game Start: FRI 12  Location: All Con  Players: All  Materials: None
Game Length: All Con  Rating: None  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: (Open LARP Gaming)  GM: Jeffrey Holmes
Co-GM: Sandy Holmes, Scott & Abby Mimms, Pete & Meagan Miller  Sponsored by: Long and the Short of It

Sword of Air
Sword of Air is a 3.5 D&D adventure set in the Lost Lands. It runs for the duration of the convention. Friday noon - 2 am, Saturday 2 - 2 am, Sunday Noon - 10 pm. All are welcome. Heroic build (25 Pts) Party is currently heading towards Bards Gate in search of a stolen chalice of Freya, and have entered the Stoneheart Forest where their are rumors of missing folk and large spiders! Drop in, drop out as you wish during the con. Levels 1-4 start. You will start at one lvl Iwr than lowest.
Game Start: FRI 12  Location: TBA  Players: All  Materials: None
Game Length: All Con  Rating: None  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dungeons & Dragons 3.5  GM: Burl Zorn

The Undead Viking Lounge
We are back again for another year! Come to the open board game room with your friends, sit down at a table and play one of your favorite games - or learn how to play a new one! This year we have had several publishers step up and offer up games to raffle off. These will be drawn during regular intervals. To have a chance to win, you just need to be present and playing a game in the room.
Game Start: FRI 12  Location: TBA  Players: All  Materials: None
Game Length: All Con  Rating: None  Rules Knowledge: None  Special Track: No
Game Type: Open Gaming  Game System: Open  GM: Lance Mytxer

Wall of Macs
Come play the games of the 80's & 90's on original 68K Mac Hardware! Blaze the Oregon/Amazon Trail! Delve into the Dungeon of Doom! Survive the Dark Castle! Become the Prince of Persia! Come play these or dozens of other classics in glorious 9 inch monochrome!
Game Start: Fri 12, Sat 8, Sun 8  Location: TBA  Players: 4  Materials: None
Game Length: All Con  Rating: None  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: (Open Computer Gaming)  GM: Wall Of Macs

Volunteering
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.
Game Start: Every 2 hours  Location: Registration Desk  Players: All
Game Length: All Con  Rating: Everyone  GM: Connie McNorth

www.conofthenorth.org
The game that gets kids excited about fruits and vegetables!

Yes! Broccoli! is a family card game from Gangway Games for 2-5 players ages 6 and up.

At the end of 8 rounds, the player with the most points wins the game.

With quick gameplay and fun art, Yes! Broccoli! encourages kids to make healthier food choices.

Strawberry pirates and broccoli tennis players are the way to go. Kids may love candy, but the candy T-Rex won’t help them much.

In Yes! Broccoli!, players bid to collect the healthiest foods while avoiding unhealthy ones. The more nutritious the food on the card, the more points the card is worth. However, junk food cards cause players stuck with them to lose points.

Available now at www.gangwaygames.com

www.conofthenorth.org
FRIDAY

Friday 12-14 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: FRI 1200  Location: Registration Desk  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

AP_2_AP
The word is: Fun. Your Choices are: Attend COTN, A Root Canal, Presidential assassination, Nose Hairs, and Eyebrows Tweezers...You are the Judge this round, how will you decide? (I know my pick!) This is of course Apples to Apples, the crazy word matching game. Tournament rules will be used and explained.

Game Start: FRI 1200  Location: Copenhagen 07  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Apples to Apples  GM: Joelle Odeen
Sponsored by: Lady Dragon's Treasures

AuZtralia
Settle the fertile Australian coast. Explore and exploit the resource-rich Outback. Build your rail lines, recruit allies, and raise an army. The Old Ones are coming, and you don’t have much time… A semi-cooperative action and resource management game set in alternate timeline 1930’s Australia.

Game Start: FRI 1200  Location: Plymouth 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: AuZtralia  GM: David Maiden Mueller

Bargain Quest
An exciting game of capitalism! When monsters attack your town, it's up to heroic adventurers to save the day! But what good is a knight without a sword? Or a wizard without a wand? And how can they possibly expect to fight with their pockets weighed down with all that gold? That's where you come in...

Game Start: FRI 1200  Location: Copenhagen 06  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Bargain Quest  GM: Jose Hernandez

Betrayal at House on the Hill
Explore the mysterious house, tile by tile, and discover items, omens, and happenings. Soon a random haunting begins and you’ll need to be quick to escape the house or you may never leave.

Game Start: FRI 1200  Location: Copenhagen 03  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Betrayal at House on the Hill  GM: Bill Ronchak

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: FRI 1200  Location: Copenhagen 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Bosk  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

www.conofthenorth.org
Cataclysm: 1933-1935
The first session of a persistent 6-part grand strategy game. Lead a great power through the rising tensions of the interwar period, building alliances abroad and rearming your nation to face the specter of a second World War. The decisions made in this session will form the basis of others throughout the day, with the results of each session setting up the next!

Game Start: FRI 1200 Location: Conference Room F 09 Players: 7 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Cataclysm: A Second World War GM: Brooks Flugaur-Leavitt

Clans of Caledonia
Clans of Caledonia is strategic and interactive economic game set in 19th Century Scotland. Players represent historic clans with unique abilities and compete to produce, trade and export agricultural goods and whisky, which was now becoming the premium alcoholic beverage in Europe.

Game Start: FRI 1200 Location: Plymouth 08 Players: 3 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Board Game System: Clans of Caledonia GM: Renee Thorson

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: FRI 1200 Location: Copenhagen 10 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Cosmic Colonies GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Council of Blackthorn - Beginner
As the King's influence wanes, whispers of treason echo through the kingdom. As a member of the Council of Blackthorn, you must build influence with the kingdom's factions to expand your political influence, but you must do so secretly. Rise to power in the King’s council. Weave your political web. Spread rumors. Get your arch-rival beheaded! After all, chaos isn't a pit - it's a ladder.

Game Start: FRI 1200 Location: Copenhagen 12 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Council of Blackthorn GM: Carolyn Sanders

Crimopolis
A 20’s gangster theme delivered in 2019 after a successful kickstarter campaign.

Game Start: FRI 1200 Location: Plymouth 02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Board Game System: Crimopolis: GM: Jon Mott

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: FRI 1200 Location: Copenhagen 13 Players: 6 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Board Game System: End of the Line GM: Seppy Yoon
Gamemastering 101: How to Start
No one is born a game master. It's a skill that can be learned, honed, and perfected, but taking that first step toward the Big Chair can be the hardest. Let a few old pros make that step a little easier. This is a Q&A style panel all about learning to gamemaster your first one-shot, con game, or even start your own campaign. No judgments here -- we were all newbies once!

Game Start: FRI 1200     Location: Europa 01     Players: 100     Materials: General
Game Length: 2 hrs     Rating: Teen     Rules Knowledge: None     Special Track: No
Game Type: Seminar     Game System: None     GM: Adam Gottfried
Co-GM: Jim Spurrier, Matthew Mullenix, Taylor LaBresh, Bryan Maus

Gizmos
In Gizmos, you want to build engines - engines within the game to get things done faster. Using the four types of energy marbles, plucked from the 3D marble dispenser, you purchase and construct new additions to your works. As you build, new attachments can trigger chain reactions, letting you do even more on your turn!

Game Start: FRI 1200     Location: Plymouth 05     Players: 4     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: Intro
Game Type: Board     Game System: Gizmos     GM: Damarra Atkins

Heroes of Tenefyr
Heroes of Tenefyr is a fully cooperative deck-building game. You represent one of the four heroes and start out inexperienced, but with a unique skill card. As you fight your way through dungeons filled with evil creatures, you'll gain loot in the form of cards that are added to your starting deck. Clear a dungeon of monsters and you will be rewarded by the villagers.

Game Start: FRI 1200     Location: Studio 02-07     Players: 4     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Board     Game System: Heroes of Tenefyr     GM: Leon Odenbrett

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: FRI 1200     Location: Conference Room C 03     Players: 6     Materials: None
Game Length: 2 hrs     Rating: Teen     Rules Knowledge: None     Special Track: Intro
Game Type: Board     Game System: Zombicide Invader     GM: Leah Pasillas
Co-GM: Christopher Nelson

Lego Race to Build It
Come race to finish your build before your competition.

Game Start: FRI 1200     Location: Copenhagen 05     Players: 4     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Board     Game System: LEGO Game Systems     GM: Michael Schmid

Lifeboats
Players try to rescue their officers and sailors in the rotten sinking lifeboats from their wrecked ship. Negotiate with the other sailors who will be tossed into the sea to drown so the others may survive and get to safety.

Game Start: FRI 1200     Location: Board Room 1-04     Players: 18     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Board     Game System: Lifeboats     GM: Bill Nara

Sponsored by: *Chess & Strategy Game Association*
Lords of Waterdeep
You are a Lord of Waterdeep, one of the secret rulers of this great city. Through your agents you recruit Adventurers to complete Quests and advance your agendas. Through back door dealings, mercenaries, and plain old bribery can you guide the city to become the greatest Lord of Waterdeep?

Game Start: FRI 1200  Location: Conference Room C 06  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Lords of Waterdeep  GM: Rebecca Lonski

Minecraft: RPG Mode: Mooncraft
Take a rocket to The Moon! Explore dungeons, gather resources, build your base, and defend yourself against mobs. Can you survive an experience that is out of this world?

Game Start: FRI 1200  Location: Studio 03-04  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: No Thank You, Evil!  GM: Oskar Mornes
Sponsored by: Saturday Night Space Opera

Mysterium
30 years ago a servant was murdered. His ghost still haunts the mansion to this day. The ghost is trying to tell the other players, in a seance using vision cards, who the murderer is. This is a cooperative game.

Game Start: FRI 1200  Location: Conference Room C 05  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Mysterium  GM: Morgan Tyykila

Outdoor Survival
Lost and alone, you must survive and escape the woods. There are 5 different scenarios from inexperienced hikers lost in the woods to a rescue party trying to find a lost person. You will have to deal with animals, finding food and water, Mother Nature and sickness without dying to win. If time allows, we may play a developed Cannibalism variant.

Game Start: FRI 1200  Location: Conference Room B 05  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Outdoor Survival  GM: Tim Moore

Pandemic: Fall of Rome
Pandemic: Fall of Rome is a cooperative game where you are protecting the Roman Empire from five barbarian tribes. Players will need to recruit armies, fortify cities, forge alliances and battle against the invaders. Each player will have a unique ability to help them fend off these invaders. Will you be able to forge alliances with all the barbarian tribes before they overrun the empire?

Game Start: FRI 1200  Location: Plymouth 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Pandemic: Fall of Rome  GM: Drew Motylinski

Papillon
A tile drafting, area majority board game for 2 to 4 players, Papillon features approachable, yet deeply strategic game play, beautiful 3D components that come alive on your table, and a fun innovative butterfly mechanic allowing you to move your butterflies to the best flowers.

Game Start: FRI 1200  Location: Plymouth 01  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Papillon  GM: David Gallagher

www.conofthenorth.org
Power Grid
Can you keep the lights on? Buy power plants, manage your resources, and expand your network faster than your opponents! Rules will be taught for new players!
Game Start: FRI 1200  Location: Copenhagen 01  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Power Grid  GM: Brian Hole

Puerto Rico
Will you choose the mayor, the settler, the captain, the craftsman, the builder or the prospector. What building will you build with your money. What crops will you grow. These are some of the many decisions you will make in this very popular game.
Game Start: FRI 1200  Location: Board Room 1-01  Players: 9  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Puerto Rico  GM: Mike Backstrom
Co-GM: Mike Tangedal

RunePunk Steam & Shadow, "Night Market Mystery"
A "Dark steampunk fantasy" created by Sean Preston, all occurs within one VERY large city. This is a short "one shot" game to introduce players to this very fun system and world. Pre-generated character sheets are provided. A brief knowledge of the Savage Worlds core system is helpful but not required. Find the books online and at the library. This story is the Mystery in the Night Market.
Game Start: FRI 1200  Location: Studio 05-03  Players: 5  Materials: General
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds  GM: Teri Ningen
Co-GM: Chris Ningen

Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece. GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!
Game Start: FRI 1200  Location: Copenhagen 14  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sagrada  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Space Base
As the commodore of a Space Base, your job is to draft new ships into your fleet to work and patrol the 12 sectors under your watch. Use cargo vessels, mining ships, and deploy carriers to earn profits and expand your influence. Only one Space Base commodore will be promoted to U.E.S. Admiral of the Fleet!
Game Start: FRI 1200  Location: Plymouth 06  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Space Base  GM: Marika Mataitis

Subatomic: An Atom Building Game
Unleash your inner quantum mechanic to build atoms from elementary particles (knowledge of particle physics is not required)
Game Start: FRI 1200  Location: Plymouth 04  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Card  Game System: Subatomic  GM: Scott Pakudaitis
Ticket to Ride 1910 Mega Game
Start out your convention with an easy and fun train game. Create train routes and complete tickets to gain victory points and win the game.

Game Start: FRI 1200  Location: Conference Room C 01  Players: 9  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Ticket to Ride  GM: Steve Tyykila

Wild, Wild West
The Dalton Boys are thirsty, tired, and lookin to have some fun. And they don’t much care who they run over to have it. The lawful citizens of Dodge City are concerned and set up cowboys around town to confront them.

“Mostly our guns will do the talkin.” A Wild West scenario where guns are blazing, greenhorns are horse-dragged, and bottles are thrown.

Game Start: FRI 1200  Location: Studio 09-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Wild, Wild West  GM: Steve Bauman
Sponsored by: Maximum Overdrive

Zombicide: Black Plague 3-D
A dark pall descends upon the former village. Amid the ruins, four plague survivors stand on a once stately tower keeping a lookout for the Necromancer that has ravaged this place, and quickly kill the apparition each time it appears. To banish it they will navigate the warren of hovels to find the defiling tomes that give him those corrupting powers and destroy them. But there are zombie hordes.

Game Start: FRI 1200  Location: Studio 09-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Zombicide: Black Plague (3-D)  GM: Don Bauman
Sponsored by: Maximum Overdrive

---

**Friday 12-16 – runs for 4 hours**

Arkham Horror (3rd edition)
Arkham Horror (Third Edition) is a cooperative board game for one to six players who take on the roles of investigators trying to rid the world of eldritch beings known as Ancient Ones. Players will have to gather clues, defeat terrifying monsters, and find tools and allies if they are to stand any chance of defeating the creatures that dwell just beyond the veil of our reality.

Rules taught.

Game Start: FRI 1200  Location: Studio 08-01  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Arkham Horror 3rd edition  GM: Matthew Boehland

Castle in the Sky
Bold adventurers cross paths with an ancient castle, adrift in the winds above. What will the characters find as they walk the history of the Castle in the Sky? Puzzle solving and roleplaying in a D&D 5e game.

5th level characters provided.

Game Start: FRI 1200  Location: Studio 02-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Lynn Leitte
D&D Tutorial: Building a Better Deathrap

In this walk through of your average D&D game, the DM will show players and hopeful DMs some of the more usual ways to kill a hero, all to make future combats more interesting!

New players and returning D&D players welcome!

Game Start: FRI 1200  Location: Studio 05-04  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Jacob Borgmann

For the Love of Minis

Come bring paints and whatever you're working on and paint with us! Never tried miniature painting before? Come see what it's about. Join the Dark Side with us. We may have a couple spare minis if you don't have one. Sponsord by the Shieldmaidens. Female/femme and newbies preferred.

Game Start: FRI 1200  Location: Studio 04-07  Players: 5  Materials: General
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: painting class  GM: Chandra Reyer
Sponsored by: The Shieldmaidens

Great Western Trail with Trails to the North

You're a rancher driving his herd of cattle from Texas to Kansas City to sell them down the railway for the biggest profit he can muster. Along the trail you'll deal with hazards, trade with the local tribes, build new buildings, manage your herd and employees, and develop your transportation network; all to become the best rancher in the West (represented by victory points!).

Game Start: FRI 1200  Location: Conference Room B 08  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Great Western Trail  GM: Benjamin Lindvall

Heroes Welcome

Welcome to Dragon Reach, the bustling new frontier settlement in the Realm of Smiteros. The zone portals have just opened, and as we speak the first heroes are braving the Dungeon in search of fame, glory, and level-ups. Besieged monsters lurk on the outskirts of town looking for opportunities to gear themselves up against their new foes. For you, this means only one thing: PROFIT!

Game Start: FRI 1200  Location: Conference Room B 07  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Heroes Welcome  GM: Rachel Staples

HX-117

What is in the remote facility HX-117 and why is command so eager to get inside? Sweltering jungle moon, predatory megafauna, and combat hazard pay - this mission has it all. We can only get paid if we survive so Stay Frosty out there!

Game Start: FRI 1200  Location: Studio 04-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Stay Frosty  GM: Patrick Schifano
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Magical Kitties Save the Day!

Every magical kitty has a human. Every human has a problem. It’s time to use your powers and save the day in this amazing new RPG for all ages from Atlas Games!

Game Start: FRI 1200  Location: Studio 05-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Magical Kitties!  GM: Justin Alexander
Sponsored by: Atlas Games
MCC: Seeking the Post Humans
You hail from a village so successful, it approaches a genuine bronze age civilization! Sadly, you’re now threatened by a bizarre weather event that leaves your once-thriving city-state unable to thrive. As you go on the first Rite of Passage your tribe has undertaken in generations, you find an AI willing to trade salvation for a danger! Will you find the key to a lost colony circling Terra AD?

Game Start: FRI 1200 Location: Studio 03-01 Players: 7 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Mutant Crawl Classics GM: Matt Towle
Sponsored by: Saturday Night Space Opera

New Recruits and Rebel Guns
To join the Rebellion, the players are smuggled to a planet to find the agents that will send them to the rebel base. The agents have a little side quest to prove their worth: they must bring a shipment of stolen Imperial guns to the rebels.

Game Start: FRI 1200 Location: Studio 03-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Macchiato Monsters GM: Brett Slocum
Sponsored by: Saturday Night Space Opera

Ruins of Xanator
Strange energies have been seen coming from the dead Martian city of Xanator. You and your party have been dispatched to explore the ruins and report back the source of the disturbances. Pre-gens will be included for this exploratory sword & planet adventure of non-canonical Barsoom flavor. No prior experience with the system is required as it is a fairly rules-light game.

Game Start: FRI 1200 Location: Studio 03-02 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Warriors of The Red Planet GM: Chris Hall
Sponsored by: Saturday Night Space Opera

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. Each person will control one Character. Work as a team or die alone. 1 person each for 8+ marines.

Game Start: FRI 1200 Location: Conference Room F 08 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

Star Fleet Battles - Ice Monster scenario
Ice Monsters are decimating the Klingon Empire, and all available Captains are requested to assist with destroying them. Will you be a heroic Captain that turns the tide for the Klingon Empire? Here's your chance to pilot a Klingon D6, and bring honor to the Empire!! rules will be taught

Game Start: FRI 1200 Location: Studio 16-01 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Star Fleet Battles GM: David Schleicher
Co-GM: Chad Egbert
Sponsored by: TCAT

Talisman w/City & Dungeon Xpacs
Explore the lands, gather treasure, and backstab your friends in an effort to be the first to find the legendary TALISMAN and conquer the world! An oldie but goodie. Includes the expansions Dungeon and City.

Game Start: FRI 1200 Location: Conference Room B 03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: Kids
Game Type: Board Game System: Talisman Rev. 4th Edition GM: Adam Nicolai
Sponsored by: TCAT
Teotihuacan: City of Gods
Travel Back in time to the greatest city in Mesoamerica. Witness the glory and the twilight of the powerful pre-Columbian civilization. Strategize, accrue wealth, gain the favour of the gods, and become the builder of the magnificent Pyramid of the Sun.

Game Start: FRI 1200 Location: Copenhagen 15 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Teotihuacan GM: Craig Bristow

The Black Obelisk of Erze Damath
A playtest funnel adventure for DCC RPG Dying Earth setting and rules. Pilgrims search out the legendary black obelisk, but may encounter far more than they sought.

Game Start: FRI 1200 Location: Studio 04-03 Players: 5 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Dungeon Crawl Classics RPG GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society

The Great Zombie War: Year II
Life can get pretty boring when you’re the only six teenagers living on the military base where your parents work. It's legit their job to kill zombies and save the world. But you guys? Well, it’s legit your job to stay in the safe zone, hang out, play games, drink a bit, listen to music, vape and chill. To be honest, like, nothing bad ever happens here. Nothing bad at all.

Game Start: FRI 1200 Location: Studio 11-01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Call of Cthulhu GM: Jon Cazares

They Served Brandolyn Red
After years of petty feuding, two of the town of Portnelle’s most prominent and influential families are finally making peace as the young noble, Sir Hort Leddy, takes the elven beauty Lady Nala Whitegrass’s hand in marriage. But forbidden love, murder, and treachery from decades ago have a strange way of resurfacing on such a joyous day. (0th to 1st level, Pregens provided)

Game Start: FRI 1200 Location: Studio 04-02 Players: 6 Materials: General
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Dungeon Crawl Classics RPG GM: Aaron Koelman
Co-GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society

Viticulture - Rhine Valley
Build your winery from the ground up, harvest grapes, make wine, fulfill orders, and much more. This will be the base Viticulture Essential Edition with the Visitors from the Rhine Valley visitor cards. They concentrate more on the core theme of the game, making and selling wine!

Game Start: FRI 1200 Location: Copenhagen 08 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Viticulture GM: Matthew Clementson
Co-GM: Scott Price

Walkover
"We had our orders: Deploy at the mouth of the valley and hold it." Capellans vs. Federated Suns at the end of the Third Succession War. This is a Classic Battletech first published in Battletechnology issue 0204.

Game Start: FRI 1200 Location: Conference Room F 07 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: Some Special Track: No
Game Type: Miniatures Game System: BattleTech GM: Benjamin Reed
Friday 12-18 – runs for 6 hours

Eclipse: New Dawn for the Galaxy
Eclipse is a 4X game where players will explore the galaxy, collect resources, build a fleet of space ships and exterminate anyone who gets in the way. We will be using some components from the Rise of the Ancients expansion to allow for additional ship upgrades and the ability to establish allies. We'll also be using upgrades and custom painted ships from the ship pack expansion.

Game Start: FRI 1200  Location: Conference Room C 04  Players: 6  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Eclipse  GM: Christopher Black

Eldritch Horror + Expansions
In Eldritch Horror, investigators travel the globe in an urgent quest to save the world from a diabolical, omnipotent Ancient One.

Game Start: FRI 1200  Location: Studio 16-02  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Eldritch Horror  GM: David Smith
Co-GM: Shawn Irons, Matthew Blau  Sponsored by: TCAT

Lords of Hellas
We’ll play 6 player Lords of Hellas with Atlantis (simple Poseidon), City of Steel, and the Hades expansion as the 4th monument, as well as a few of the other minor expansion monsters and cards. Game features fast game turns and simple base rules, getting new players started quickly.

Game Start: FRI 1200  Location: Studio 16-03  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Lords of Hellas  GM: Brian Schlichting  Sponsored by: TCAT

Runbound - Mists of Zanaga
Something is happening to the jungle. It is up to you to defeat the dread force that is draining the life from everything.

Game Start: FRI 1200  Location: Copenhagen 02  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Runbound Second Edition  GM: Rachel Besaw

Scythe
It is a time of unrest in 1920s Europa. The ashes from the great war still darken the snow. The capitalistic city-state known simply as The Factory, which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. Enjoy this great semi-4X/worker placement/econ engine game. The upgraded components are amazing and make this a must-play game.

Game Start: FRI 1200  Location: Studio 02-05  Players: 6  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Scythe  GM: JJ Plude
Co-GM: Kirsten Plude
Sovranti - Board Games To Go!
Come play some games on Sovranti's new mobile board game service! Experience virtual gaming tables that allow you to play games with friends even if you aren't able to get together. With features like full rules implementation, voice chat, in-game help and a customizable environment! New titles being added to the library each month, there is always something new to play!

Game Start: FRI 1200  
Location: Copenhagen 04  
Players: 6  
Materials: None

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Computer  
Game System: Sovranti Digital Board Games  
GM: Jason Wright

Co-GM: Tom Muggli

Star Wars: Security Breach
You are the command team of the Lottimer House, a mostly-honest* shipping conference based on the planet Chandrila. An individual has stolen embarrassing evidence against the House, and you must deploy your agents to intercept that person before they can contact Imperial officers. But can you trust your own agents?

Game Start: FRI 1200  
Location: Studio 02-02  
Players: 6  
Materials: General

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Star Wars: Edge of the Empires  
GM: Chris Mortika

Tékumel: The Ghosts of Háida Pakála
During the reign of the Engsvanyáli Priest King Atlkólum a supernatural mystery has arisen in the distant region of Haida Pakala, near the city of Keruná. Horrible ghosts have started ravaged the countryside and the Priest King has assigned the players to solve the mystery and stop the ghosts.

Game Start: FRI 1200  
Location: Studio 06-01  
Players: 6  
Materials: None

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Fate of Tekumel  
GM: Donald Kaiser

Co-GM: John Everest Till

The First Reconnaissance
This is an intro to Star Trek Frontiers.

Game Start: FRI 1200  
Location: Conference Room B 01  
Players: 3  
Materials: None

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Star Trek Frontiers  
GM: Jason Knoll

The Hand on the Wall
A year after halting a strange threat from the future, the Saiga Pack finds themselves on a search-and-rescue mission for some lost cubs... but uncover a greater danger deep in the painted caves.

Game Start: FRI 1200  
Location: Studio 05-02  
Players: 5  
Materials: None

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Werewolf: the Apocalypse  
GM: Amanda Myers

Friday 12-20 – runs for 8 hours

The Long and the Short of it Painting Contest
Sponsored Event: Painting Contest Categories: Chibi* Fantasy Unit* Science Fiction Unit* Single Figure* Open* Best in Show* Enter your favorite painted gaming figures in the contest and show off your painting skills! All miniatures must be painted by yourself.

Game Start: FRI 1200  
Location: Regency 99  
Players: 50  
Materials: General

Game Length: 8 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Miniatures  
Game System: (Open Miniatures Gaming)  
GM: Jeffrey Holmes

Co-GM: Jerry Illes, Sandy Holmes, Scott & Abby Mimms, Pete and Meagan Miller
Friday 12-Sat 02 – runs for 14 hours

Quest of the North
A puzzle game open to ALL attendees. Posted puzzles are solved and answers are validated. A full set of RPG dice can be earned, while supplies last, and each puzzle solved earns an entry into the raffle of prizes.) After the entire quest is completed, the Quest Card is turned in at the "Long and the Short of It" Table and the first 3 to do so, will receive more prizes.

Game Start: FRI 1200  Location: Regency 99  Players: 25  Materials: None
Game Length: 14 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: (Open LARP Gaming)  GM: Jeffrey Holmes
Co-GM: Sandy Holmes, Scott & Abby Mimms, Pete and Meagan Miller

Sword of Air
Sword of Air is a 3.5 D&D adventure set in the Lost Lands. It runs for the duration of the convention. Friday noon - 2 am, Saturday 2 -2 am, Sunday Noon - 10 pm. All are welcome. Heroic build (25 Pts) Party is currently heading towards Bards Gate in search of a stolen chalice of Freya, and have entered the Stoneheart Forest where there are rumors of missing folk and large spiders! Drop in, drop out as you wish during the con. Levels 1-4 start. You will start at one lvl lwr than lowest.

Game Start: FRI 1200  Location: Studio 05-05  Players: 99  Materials: None
Game Length: 14 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dungeons & Dragons 3.5  GM: Burl Zorn

Wall Of Macs
Come play the games of the 80's & 90’s on original 68K Mac Hardware! Blaze the Oregon/Amazon Trail! Delve into the Dungeon of Doom! Survive the Dark Castle! Become the Prince of Persia! Come play these or dozens of other classics in glorious 9 inch monochrome!

Game Start: FRI 1200  Location: Conference Room H 03  Players: 4  Materials: None
Game Length: 14 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: (Open Computer Gaming)  GM: Wall Of Macs

Friday 13-18 – runs for 5 hours

CCC-BMG-MOON09-01: Dark Moon Rising (Tier 2) - Table 8
Haldis Helmudson is missing in Norland after investigating strange rumors of giants prowling the night. Arriving on site you find nothing amiss, but is everything what it seems?

Game Start: FRI 1300  Location: Conference Room D 08  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

CCC-GHC-BK1-02: The Tithes That Bind (Tier 2) - Table 19
The Border Kingdoms are a haven of adventure, warring neighbors, and marauding monsters. But something or someone has set its sights on disrupting that casual chaos. Are you one of the brave adventurers who can help the Gilmann merchant house uncover the mystery?

Game Start: FRI 1300  Location: Conference Room E 19  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
<table>
<thead>
<tr>
<th>CCC-TRI-01: Into the Darkness (Part One of the Yulash Series) (Tier 3)</th>
</tr>
</thead>
<tbody>
<tr>
<td>As Faer–n recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake?</td>
</tr>
<tr>
<td><strong>Game Start:</strong> FRI 1300</td>
</tr>
<tr>
<td><strong>Game Length:</strong> 5 hrs</td>
</tr>
<tr>
<td><strong>Game Type:</strong> RPG</td>
</tr>
</tbody>
</table>

**Sponsored by:** Dungeons and Dragons Adventurers League

<table>
<thead>
<tr>
<th>DDAL00-11a (HC): Avernus: Reunited and it Feels So Good (Tier 1) - Tab</th>
</tr>
</thead>
<tbody>
<tr>
<td>A group of devils struggle with promotion, Infernal politics, and sudden free thrust upon them by the lovable imp Pipypap. *** This module uses pre-generated Tier 1 characters ***</td>
</tr>
<tr>
<td><strong>Game Start:</strong> FRI 1300</td>
</tr>
<tr>
<td><strong>Game Length:</strong> 5 hrs</td>
</tr>
<tr>
<td><strong>Game Type:</strong> RPG</td>
</tr>
</tbody>
</table>

**Sponsored by:** Dungeons and Dragons Adventurers League

<table>
<thead>
<tr>
<th>DDAL09-01: Escape from Elturel (Tier 1) - Table 18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?</td>
</tr>
<tr>
<td><strong>Game Start:</strong> FRI 1300</td>
</tr>
<tr>
<td><strong>Game Length:</strong> 5 hrs</td>
</tr>
<tr>
<td><strong>Game Type:</strong> RPG</td>
</tr>
</tbody>
</table>

**Sponsored by:** Dungeons and Dragons Adventurers League

<table>
<thead>
<tr>
<th>DDAL09-01: Escape from Elturel (Tier 1) - Table 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city’s walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?</td>
</tr>
<tr>
<td><strong>Game Start:</strong> FRI 1300</td>
</tr>
<tr>
<td><strong>Game Length:</strong> 5 hrs</td>
</tr>
<tr>
<td><strong>Game Type:</strong> RPG</td>
</tr>
</tbody>
</table>

**Sponsored by:** Dungeons and Dragons Adventurers League

<table>
<thead>
<tr>
<th>DDAL09-02: Stopped at the Gate (Tier 1) - Table 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>It's been a long, arduous trip, but you're finally here-Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.</td>
</tr>
<tr>
<td><strong>Game Start:</strong> FRI 1300</td>
</tr>
<tr>
<td><strong>Game Length:</strong> 5 hrs</td>
</tr>
<tr>
<td><strong>Game Type:</strong> RPG</td>
</tr>
</tbody>
</table>

**Sponsored by:** Dungeons and Dragons Adventurers League
DDAL09-02: Stopped at the Gate (Tier 1) - Table 6

It's been a long, arduous trip, but you're finally here—Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.

Game Start: FRI 1300 Location: Conference Room D 06 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-03: Hungry Shadows (Tier 1) - Table 7

Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task? Part Two of the Betrayal is in the Blood series of adventures.

Game Start: FRI 1300 Location: Conference Room D 07 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-05: Faces of Fortune (Tier 2) - Table 17

Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium. Part One of the Behind Infernal Lines series.

Game Start: FRI 1300 Location: Conference Room E 17 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-06: Infernal Insurgency (Tier 2) - Table 9

Fai Chen reveals that a draft of the Hellriders' original attack plan might still exist, but it won't be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, but when you're in Avernus, what isn't? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds. Part Two of the Behind Infernal Lines series.

Game Start: FRI 1300 Location: Conference Room D 09 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-08: In the Garden of Evil (Tier 2) - Table 10

Long before it was a war-ravaged battlefield, Avernus was a den of temptation; a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of TERRIBLE BEAUTY remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you be able to find it? More importantly, will the creature still be capable of service as an agent of good?

Game Start: FRI 1300 Location: Conference Room E 10 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-12: The Breath of Life (Tier 3) - Table 11
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series of adventures.

Game Start: FRI 1300 Location: Conference Room E 11 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-12: The Breath of Life (Tier 3) - Table 5
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series of adventures.

Game Start: FRI 1300 Location: Conference Room D 05 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

PFS 10-06: Treason's Chains (1-5)
Venture-Captain Roderus has long been one of the most reliable and steadfast allies of the Pathfinder Society in the nation of Katapesh, but the aging human has decided that it is time to retire from his long-held position.

Game Start: FRI 1300 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-98: Serpents' Rise (lvl 7 Pregens)
A Pathfinder Society Scenario designed for 7th-level pregenerated characters. Years of political maneuvering, espionage, smuggling, and diplomacy have set the stage for the Aspis Consortium’s most ambitious attack on their Inner Sea rivals: the Pathfinder Society.

Game Start: FRI 1300 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails (1-5)
Every year, the Sargavan government hosts the Sargava Chalice, a contest of speed and survival that draws eager competitors from far and wide, each hoping to win fame, fortune, and glory.

Game Start: FRI 1300 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-22: Wrath of the Fleshwarped Queen (1-5)
When members of the Shoanti Axe Clan saw fire shooting up into the sky over Varisia's Caliphak Mountains, they rushed to investigate. They found a pair of doors inscribed with runes from ancient Thassilon, along with clear signs that the doors had recently been opened.

Game Start: FRI 1300 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society
PFS 9-19: Clash in Kaimuko Wood (5-9)
On a recent foray into Kwanlai, the Pathfinder Society learned that a conniving being from the Abyss has been targeting righteous communities on the border between the tengu nation and Tianjing to the south.

Game Start: FRI 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA  Sponsored by: Pathfinder Society

PFS 2-00: Origin of the Open Road (lvl 5 pregens)
A Pathfinder Society Scenario designed for level 5 pregenerated characters.
Over recent decades, numerous incidents at the Pathfinder Society's Grand Lodge in Absalom have damaged the priceless collections, destroying many documents outright.

Game Start: FRI 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA  Sponsored by: Pathfinder Society

SFS 1-19: To Conquer the Dragon (5-8)
After much negotiating, the Starfinder Society has reached an accord to work with leaders of the Drakelands and Skyfire Mandate on the world of Triaxus. To commemorate this historic achievement, the Society intends to open a new lodge in the settlement of Cumo.

Game Start: FRI 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA  Sponsored by: Pathfinder Society
### SFS 2-11: Descent Into Verdant Shadow (3-6)
- **TBD**
- **Game Start:** FRI 1300
- **Location:** OSL-01
- **Players:** 6
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Starfinder
- **Materials:** None
- **Special Track:** No
- **GM:** PFS Judge TBA
- **Sponsored by:** *Pathfinder Society*

### SFS 2-13: Storm of the End Times (1-4)
- **TBD**
- **Game Start:** FRI 1300
- **Location:** OSL-01
- **Players:** 6
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Starfinder
- **Materials:** None
- **Special Track:** No
- **GM:** PFS Judge TBA
- **Sponsored by:** *Pathfinder Society*

### SFS 2-15: The Infernal Gallery (1-4)
- **TBD**
- **Game Start:** FRI 1300
- **Location:** OSL-01
- **Players:** 6
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Starfinder
- **Materials:** None
- **Special Track:** No
- **GM:** PFS Judge TBA
- **Sponsored by:** *Pathfinder Society*

### SFS 2-16: A Scoured Home (5-8)
- **TBD**
- **Game Start:** FRI 1300
- **Location:** OSL-01
- **Players:** 6
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Starfinder
- **Materials:** None
- **Special Track:** No
- **GM:** PFS Judge TBA
- **Sponsored by:** *Pathfinder Society*

---

**Friday 14-16 – runs for 2 hours**

### #Volunteer

*CotN* needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

- **Game Start:** FRI 1400
- **Location:** Registration Desk
- **Players:** 10
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** Seminar
- **Game System:** Volunteering
- **Materials:** None
- **GM:** Connie McNorth

---

### Action Castle

You are standing in a small cottage. A door leads outside... Can a handful of players collectively guide one hero through a classic text-adventure style game? Try out *Action Castle*, the original *Parsley* Game, where the GM acts as a text parser and the players see if they can brave the dangers of the castle!

- **Game Start:** FRI 1400
- **Location:** Studio 07-01
- **Players:** 10
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Parsley
- **Materials:** None
- **GM:** Jim Hart

---

### Agricola

You know it, you love it, you can't get anyone to play with you. To fix that, we will set up and play in 2HRs flat. Please know the rules as we are going to go go go and see who ends with the best farm. Get your *Agricola* fix early in the con.

- **Game Start:** FRI 1400
- **Location:** Copenhagen 09
- **Players:** 4
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** Advanced
- **Game Type:** Board
- **Game System:** Agricola
- **Materials:** None
- **GM:** James Snyder

---

*www.conofthenorth.org*
Azul
In the game Azul, players take turns drafting tiles from factories to put onto their player board. Later in the round, points are scored based on how you've placed your tiles to decorate the palace. Extra points are then scored for specific patterns and sets. Wasted supplies will harm your score. Player with the most points at the end wins. This game runs short, so several games will be played.

Game Start: FRI 1400  Location: Regency 11  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Azul  GM: Nyree Spurrier

Azul (and Reef)
BGG 7.9 rating. From BGG: In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets; wasted supplies harm the player's score. The player with the most points at the end of the game wins.

Game Start: FRI 1400  Location: Conference Room B 06  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Azul  GM: Chad Patton-Minder

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: FRI 1400  Location: Copenhagen 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Bosk  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Carcassone
Start your con off with this tile-laying classic! Whether you're new to board games or just looking to enjoy an old favorite, come enjoy one of the four pillars of Euro gaming.

Game Start: FRI 1400  Location: Conference Room C 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Carcassonne  GM: Mary Schultz

Cataclysm: 1936-1938
The second session of a persistent 6-part grand strategy game. Lead a great power down the road to war, mobilizing your military and coordinating with your allies as a Second World War looms. The results of each session will carry over to the next as player's decisions shift the course of history throughout the day!

Game Start: FRI 1400  Location: Conference Room F 09  Players: 7  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Cataclysm: A Second World War  GM: Brooks Flugaur-Leavitt

Championship Formula Racing
Championship Formula Racing is a redesign and reimagining of Speed Circuit by 3M. Players first design their cars by adjusting various attributes; start speed, acceleration, deceleration, top speed, and tires. Skill is paramount in running the race. Hitting the right lines and speeds through the turns is key to victory. This is a race game all about how well you can drive your car.

Game Start: FRI 1400  Location: Board Room 1-03  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Championship Formula Racing  GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society
Concordia
A top 25 game on Board Game Geek. Passed over due to the aesthetic, but the game play is worth trying. New players and experienced players welcome.
Game Start: FRI 1400  
Location: Copenhagen 07  
Players: 5  
Materials: None
Game Length: 2 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro
Game Type: Board  
Game System: Concordia  
GM: Frank Judnick

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!
Game Start: FRI 1400  
Location: Copenhagen 10  
Players: 5  
Materials: None
Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No
Game Type: Board  
Game System: Cosmic Colonies  
GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Cursed Court
In Cursed Court, you must consider both public and hidden information, some of the latter shared among different pairs of players, when wagering your limited influence in each season of the year. As the machinations of the nine key nobles are progressively revealed, your fortunes rise and fall. After three years, a winner is crowned.
Game Start: FRI 1400  
Location: Board Room 1-04  
Players: 18  
Materials: None
Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No
Game Type: Board  
Game System: Cursed Court  
GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

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: FRI 1400  
Location: Copenhagen 13  
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

Dominion for Beginners
You are a monarch, a ruler of a small kingdom. However, you want a bigger, better kingdom. You want a Dominion! All around you lie small bits of land, verging on anarchy. You will bring civilization to these people, them under your banner. But wait! Other monarchs have had the same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way.
Game Start: FRI 1400  
Location: Conference Room C 05  
Players: 8  
Materials: None
Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro
Game Type: Card  
Game System: Dominion  
GM: Adrienna Schultz

Dorks and Orks
Be part of the development process for Great Northern Game's latest game. Lead your party of Dorks to fight through a horde of Orks. Whoever collects the most loot wins! Dorks and Orks is a custom dice chucking game where players send Dorks of various character classes to fight off Monsters. Players will earn Copper, Silver, Gold and Platinum for their heroics.
Game Start: FRI 1400  
Location: Copenhagen 15  
Players: 4  
Materials: None
Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro
Game Type: Board  
Game System: Dorks and Orks  
GM: Jay Meyer
Co-GM: Garrick Shurts
**Dragon Age Character Creation**

This is a time to stop by and learn character creation for the Dragon Age RPG by Green Ronin. If you are joining one of my later gaming sessions it is highly encouraged to stop by at this time to create a character. This session however is open to anyone interested in learning about the game.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Studio 05-01</td>
<td>12</td>
<td>General</td>
<td>RPG</td>
<td>Dragon Age</td>
<td>BRYAN MAUS</td>
</tr>
</tbody>
</table>

**Jetpack Joyride**

Jetpack Joyride is a real-time competitive puzzle game adapted from the mobile game of the same name! Players need to fly their way through a lab using a stolen jetpack over a series of three rounds.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Conference Room C 01</td>
<td>6</td>
<td>None</td>
<td>Board</td>
<td>Jetpack Joyride</td>
<td>Andrew Hatfield</td>
</tr>
</tbody>
</table>

**Joking Hazard**

From the creators of the popular Cyanide & Happiness Webcomic comes a game of hilarious proportions. Compete in making the most hilarious comic strip possible. With all 4 expansions, there are 660 cards to work with!* This game is for mature (or, depending on how you look at it, immature) audiences only (17+).

*Note: Number of cards is subject to change if more expansions are released.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Studio 10-01</td>
<td>8</td>
<td>None</td>
<td>Card</td>
<td>Joking Hazard</td>
<td>Thomas Tapling</td>
</tr>
</tbody>
</table>

**Learn Race for the Galaxy**

Build galactic civilizations by exploring worlds and making technological and social developments. Build your civilization into an economic engine or a military empire! This is a moderately complex game.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Copenhagen 03</td>
<td>6</td>
<td>None</td>
<td>Card</td>
<td>Race for the Galaxy</td>
<td>Dan Hillis</td>
</tr>
</tbody>
</table>

**Learn to Play Zombicide Invader!**

Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Conference Room C 03</td>
<td>6</td>
<td>None</td>
<td>Board</td>
<td>Zombicide Invader</td>
<td>Leah Pasillas</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Co-GM: Christopher Nelson</td>
</tr>
</tbody>
</table>

**Lords of Waterdeep**

Learn to play the board game Lords of Waterdeep. In Lords of Waterdeep you assume the role of a Lord of Waterdeep. Amass wealth, purchase buildings, and recruit adventurers to spread your influence throughout the city, all the while working to thwart the other Lords.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Game Type</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>FRI 1400</td>
<td>Regency 05</td>
<td>5</td>
<td>None</td>
<td>Board</td>
<td>Lords of Waterdeep</td>
<td>Brian Gute</td>
</tr>
</tbody>
</table>
Pandemic Iberia

Pandemic Iberia is a variant of the original with a few twists. Much like the original you will play cooperatively to try to research four deadly diseases. However, there is no cure for these diseases, only containment. New ways to travel include using railroads and boats and containing the disease is aided through water purification.

Game Start: FRI 1400   Location: Copenhagen 05   Players: 5   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: Intro
Game Type: Board   Game System: Pandemic: Iberia   GM: Eric Jennings

Paperback

Help Paige Turner win fame as an author in this fun word/deck-building game. With only a hand of letters and wilds, you must make words to score points to buy more letters so you can make longer words and ultimately win fame. Tailoring your words to a theme may win you extra fame, but fame can be fickle. Typical run time is 45 minutes.

Game Start: FRI 1400   Location: Studio 17-01   Players: 5   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: Intro
Game Type: Card   Game System: Paperback   GM: Jessica Heasley

Pathfinder Adventure Card Game - DEMO

Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. In this hour-long learning demo, each player takes the role of a unique character composed of a deck of cards and a set of stats. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore, overcome challenges, and triumph over evil.

Game Start: FRI 1400   Location: OSL-01   Players: 8   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No
Game Type: Card   Game System: Pathfinder Adventure Card Game   GM: Jolene Danner
Co-GM: Erica Loppnow   Sponsored by: Pathfinder Society

Plight of the North Sky

Plight of the North Sky is an RPG set in a rich, fantasy world that focuses on character development. The system uses a combination of a point pool and thematic cards, which are tied to the world's lore. Shorter sessions (2 hours) will use pre-generated characters and include a short adventure. Longer sessions (6 hours) will include character generation, as well as a lengthier adventure.

Game Start: FRI 1400   Location: Copenhagen 12   Players: 4   Materials: General
Game Length: 2 hrs   Rating: Teen   Rules Knowledge: None   Special Track: Intro
Game Type: RPG   Game System: Plight of the North Sky   GM: Boone Dryden

Plunderers of the Labyrinth

Disclaimer: this is a polished but unpublished game. Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: FRI 1400   Location: Conference Room C 06   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
Richthofen's War
The Red Baron flies again - fly a Fokker DR1 or Sopwith Camel, the same airplanes that blazed a path of glory over the skies of France during WWI. Attempt to outmaneuver your opponent and mark up a victory on the way to becoming an Ace. Each aircraft is unique in its own combination of: operational ceiling, rate-of-climb, diving speed, firepower, and armament.

Game Start: FRI 1400  Location: Regency 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Richthofen's War  GM: Timothy Moore

RunePunk Steam & Shadow PART 2, Mystery Cheese
A "Dark steampunk fantasy" created by Sean Preston that all occurs within one VERY large city. This is a short "one shot" to introduce players to this very fun system and world. Pre-generated character sheets are provided. A brief knowledge of the Savage Worlds core system is helpful but not required. If you are really curious, you can find the books online and at the library.

Game Start: FRI 1400  Location: Studio 05-03  Players: 5  Materials: General
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds  GM: Teri Ningen
Co-GM: Chris Ningen

Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece. GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!

Game Start: FRI 1400  Location: Copenhagen 14  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sagrada  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Sherlock Holmes Consulting Detective: The Thames Murders
The game is on and there is a mystery to solve! It is up to you to trace the threads of evidence through the byways and mansions of nineteenth century London. You will interview suspects, search the newspapers for clues, and put together the facts to reach a solution. When you're ready, report to Holmes and see if you've cracked it. We'll do Case 1: The Munitions Magnate.

Game Start: FRI 1400  Location: Studio 11-02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sherlock Holmes Consulting Detective  GM: Bill Ronchak

Sucking Vacuum
Emergency lights flash! Airlocks slam shut! The space station is leaking air! You must find the right space suit components, program the computer to open the pod bay doors, and make your way to the escape pod. Other astronauts may want your stuff for their own survival, so arm yourself with a wrench or a toilet brush to fend them off. Get to the pod first or you will definitely be sucking vacuum.

Game Start: FRI 1400  Location: Studio 09-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Sucking Vacuum  GM: Steve Bauman
Sponsored by: Maximum Overdrive
Tank Commander
The Tank Commander pops the hatch and scans the AO. The terrain is a bit rough in some places but offers clever tactical advantages. “Button up. We’re moving out!” The tank squad wheels to the right to set up hull-down against the far hill. This 3-D tank game’s all about tactics and guts, and the good and the bad fortunes of battle. New plating was added. But that HEAT round looks corroded. Uh oh!

Game Start: FRI 1400  Location: Studio 09-03  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Tank Commander  GM: Quentin Denzene

Union Pacific
Build railroads across the country and try to acquire stock in the most valuable companies.

Game Start: FRI 1400  Location: Board Room 1-01  Players: 9  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Union Pacific  GM: Mike Backstrom
Co-GM: Mike Tangedal

Villagers
Refugees seek new homes after a plague has cut swathes through the countryside. Strategically draft refugees and optimally place them within your village. Managing food and resources well grants additional opportunities. The player whose village generates the most value over the course of the game wins!

Game Start: FRI 1400  Location: Studio 02-06  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Villagers  GM: Galen Helgemo

Villainous Heroes on Vacation
OblivAeon is coming, and you’ve met up with the heroes, whether they invited you or you invited yourselves. There’s been a calm, the eye before the storm, so you decided to take a vacation. Of course, with the end of the multiverse coming, of course things don't go right. A villain comes to challenge you, and it's up to you to defeat it.

Game Start: FRI 1400  Location: Conference Room C 07  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Card  Game System: Sentinels of the Multiverse Base Game  GM: Bjorn Arnesen

Friday 14-18 – runs for 4 hours

Age of Industry
Play as a tycoon in the early days of the Industrial Revolution. Take out Loans, Build and Develop Industry, Construct Railways, Sell Goods, Get RICH$$. I love to teach this game! Come and learn and have FUN! Including time to learn the game, I expect us to finish in under 3 hours.

Game Start: FRI 1400  Location: Conference Room B 05  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Age of Industry (Brass)  GM: Jeff Hagen

Another Glorious Day in the Legion
The legion command has sent you and your maniple to find the cause of the disturbances in a newly annexed territory. What could go wrong?

Game Start: FRI 1400  Location: Conference Room B 02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: Battles of Bugnerd  GM: Robb Stellmach
Black Smoke Rising
The decrepit and overgrown ruins are rumored to have once belonged to some long-forgotten mighty wizard. When black acrid smoke began to intermittently billow forth, it was said to be nothing more than a natural phenomenon. But when sheep started disappearing … An adventure for four mid-level characters.

Game Start: FRI 1400  Location: Studio 14-02  Players: 4  Materials: General
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Pathfinder  GM: David Lowery

Blades in the Dark: Ghostlight
Play as a crew of criminals in the haunted industrial-fantasy city of Doskvol, where the sun never rises and the ghosts never sleep.

Game Start: FRI 1400  Location: Studio 12-01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Blades in the Dark  GM: Colin Morley

Chill: Black Morn Manor
Players lay tiles to build Black Morn Manor, where an evil Master resides. Most players take on the roles of Envoy, who need to discover the Master's identity, find the item to which he is vulnerable, and destroy the Master. One player starts as a Minion, who attempts to find the influence item and remove it from the grounds.

Game Start: FRI 1400  Location: Studio 13-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Chill: Black Morn Manor  GM: Matthew Goldman

El Grande!
Step into the boots of a 15th Century noble as you vie for control of Spain. Live the dream of playing cards with art of grim-looking Spanish men and hiding wooden cubes in a big castle. El Grande won the 1996 SdJ and remains much loved to this day.

Game Start: FRI 1400  Location: Conference Room C 02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: El Grande  GM: Michael Rusenovich

Legendary Marvel phase 1
The Avengers need YOU, join then in their fight against various villains from MARVEL’s phase 1 from Captain America up to the 1st Avengers.

Game Start: FRI 1400  Location: Copenhagen 01  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Legendary: A Marvel Deck Buildin  GM: Dylan Godejohn

Microscope
Mock chronological order. Defy time and space. Microscope is a fractal RPG of epic epochs. Zoom in and out of your world to explore the tides of history and the individual experiences of characters who have lived it.

Game Start: FRI 1400  Location: Studio 15-01  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Microscope  GM: Lauren Sindt
Misteries in Misdeeds’ The Enchanters’ Epitaph
When a sorcerer tries to assassinate the emperor, witchcraft is banned across Imperial China. At peril of your life, you must learn which shadowy cabal seeks the empire’s ruin and take the fight to them. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of history on an immersive game table. Rules taught for Savage Worlds in the Misteries in Misdeeds setting.

Game Start: FRI 1400  
Location: Studio 02-09  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Savage Worlds: Misteries in Misdeeds  
GM: Angus MacDonald

Monster of the Week
Love Buffy the Vampire Slayer, Supernatural, or Ash vs The Evil Dead? Then you'll feel right at home in this world of Monsters, Hunters, and Victims! Come learn to play Monster of the Week with Nyx from the production team of The Critshow. All materials will be provided, no prior experience necessary.

Game Start: FRI 1400  
Location: Studio 12-01  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: RPG  
Game System: Monster of the Week  
GM: Tobi (Nyx Tesseract) Mattingly

Raiders of the North Sea + Expansions
Play one of the best worker placement games where the Viking theme shines throughout the art and gameplay. This session is recommended for players who have experience with the game - as we will include the Halls of Heroes and Fields of Fame expansions for a bigger gaming experience. However, newcomers are welcome.

Game Start: FRI 1400  
Location: Studio 16-03  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: Some  
Special Track: No

Game Type: Board  
Game System: Raiders of the North Sea  
GM: Ben Locke

Sponsored by: TCAT

Roman Ruins
In ancient Rome eight prominent citizens are invited to a poetry reading by the acclaimed Flabbius Corpus. But before the reading begins the poet is found murdered. Clearly one of the esteemed guests is the murderer and it is up to the players to find out which one.

Game Start: FRI 1400  
Location: Studio 15-02  
Players: 8  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: How to Host a Murder  
GM: Daniel Underbakke

Space Dust
Space Dust is a solo and cooperative board game where the players interact with tiles (SPACE and DUST) to recreate different environments and scenarios that challenge and lead them on a sci-fi quest in a similar vein to space operas of the past. Each of 6 episodes in Space Dust like a separate game with its own rules and objectives.

Game Start: FRI 1400  
Location: Studio 03-04  
Players: 3  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Kids

Game Type: Board  
Game System: The Quacks of Quedlinburg  
GM: Leo Winstead

Sponsored by: Saturday Night Space Opera

Terra Mystica
Terra Mystica is a strategy game with a simple game principle and very little luck involved: You govern one of 14 factions trying to transform the landscape on the game board in your favor in order to build your structures. Proximity to other players limits your options for further expansion, though it provides some benefits during the game. This conflict is the source of Terra Mystica's appeal.

Game Start: FRI 1400  
Location: Studio 02-07  
Players: 4  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: Advanced  
Special Track: No

Game Type: Board  
Game System: Terra Mystica  
GM: Mike Schultz

www.conofthenorth.org
The Hirelings
By Håken Lid and Ole Peder Giæver
In a world of perilous adventure and dark dungeons filled with precious riches, one group of aspiring adventurers are having their first day in a new job, and it’s not quite working out as planned. The Hirelings is a role playing game in which you play out the preparations and the aftermath of a failed dungeon crawl.

Game Start: FRI 1400  Location: Studio 01-01  Players: 10  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: (Open LARP Gaming)  GM: Katherine Shane

Sponsored by: LARP House

The Pen is Mightier
Shakespeare escaped! The party is hunting the bard who nearly derailed the marriage of King Harry and Queen Jessica. One of the bard's plays is to be performed at the Globe. The party will attend hoping to spot Shakespeare in the crowd and bring him in to justice. Roleplaying encouraged, combat inevitable. 4th level wizards provided.

Game Start: FRI 1400  Location: Studio 14-01  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Kent King

The Runaway Groom Job
A foreign diplomat does not approve of impending arranged nuptials amongst local noble families, and has a plan to disrupt the happy festivities. It’s time to steal a wedding.

Game Start: FRI 1400  Location: Studio 02-03  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dusk City Outlaws  GM: Nathan Nolan

Friday 16-18 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: FRI 1600  Location: Registration Desk  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Architects of the West Kingdom
BGG 7.9 rating. From BGG: As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Players need to collect raw materials, hire apprentices, and keep a watchful eye on their workforce. Will you remain virtuous, or be found in the company of thieves and black marketeers?

Game Start: FRI 1600  Location: Conference Room B 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Architects of the West Kingdom  GM: Chad Patton-Minder

Azul
A board game involving strategic placing of tiles that was way more fun than I was expecting.

Game Start: FRI 1600  Location: Plymouth 07  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Azul  GM: Wendy Seidl

www.conofthenorth.org
Battletech Alpha Strike Grinder
Step into the Octagon arena and show us your skills as you battle your foes for control and glory in a fast pace game of Alpha Strike.
Game Start: FRI 1600 Location: Conference Room F 08 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: BattleTech GM: Robert Funk

Black Fleet
High seas money grabbing! Up to four players with asymmetrical powers rush to gather the most cash. Send merchants to trade, pirates to raid, and navy to destroy pirates? Spend your money to build your unique abilities, and eventually win the game!
Game Start: FRI 1600 Location: Plymouth 05 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Black Fleet GM: Matthew Knutson

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.
Game Start: FRI 1600 Location: Copenhagen 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Bosk GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Cacao
Cacao is a tile-placement game that immerses players in the exotic world of the "fruit of the Gods". As the chief of your tribe, you must lead your people to prosperity through the cultivation and trade of cacao — and to do that, you'll need to put them to work in the best way possible.
Game Start: FRI 1600 Location: Copenhagen 15 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Cacao GM: Scott Pakudaitis

Cataclysm: 1939-1940
The third session of a persistent 6-part grand strategy game. Command a great power in the early years of a second World War, invading your foes or defending your homeland with whatever forces your nation can muster in time. The details of this session will be based on decisions made throughout the day, with the results of each session setting up the next!
Game Start: FRI 1600 Location: Conference Room F 09 Players: 7 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Cataclysm: A Second World War GM: Brooks Flugaur-Leavitt

Colt Express
Join your fellow bandits and rob the train! Just watch out for the Marshall... and treachery! Rules will be taught for new players. We will play with expansions as well.
Game Start: FRI 1600 Location: Copenhagen 03 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Colt Express GM: Brian Hole
Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: FRI 1600 Location: Copenhagen 10 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Cosmic Colonies GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Designing RPG Mysteries & The Three Clue Rule
Game Master savant Justin Alexander, aka the Alexandrian and the RPG Producer at Atlas Games, shares the secrets of designing robust mystery scenarios for your favorite RPG. Tired of your players losing their way? The Three Clue Rule is the solution.

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Everdell
The time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host— you have a busy year ahead of yourself. Will the sun shine brightest on your city before the winter moon rises?

Fiasco: High School
High school, high stakes. The mean girls are out of control! The geeks will have their revenge! Fiasco is a rules-light Role Playing System requiring no prep and some six sided dice (provided). Inspired by tales of small time capers gone wrong, you're encouraged to play characters with big dreams and flawed methods, powerful ambition and poor impulse control. Enjoy the pitfalls of high school!

Five Tribes
Players strategically maneuver around the city, take control of tiles, establish palaces, and earn the support of the five tribes of Naqala.

Sponsored by: Chess & Strategy Game Association
Habitats
Zebras need grassland, chimps need forest, crocs water, ants dryland, and hogs need something of everything. Your task as park manager is to provide the habitats for the animals in your wildlife park, to build watchtowers and access roads to meet tourists' special demands.

Game Start: FRI 1600 Location: Regency 08 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Habitats 3rd edition GM: Christopher Duda

Horrified
Frankenstein, Dracula, The Wolf Man, and other iconic horror film monsters descend upon your village to wreak havoc, hunt heroes, and terrorize villagers in this cooperative board game. Work together to defeat the monsters before the town is destroyed for good!

Game Start: FRI 1600 Location: Conference Room C 03 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Horrified GM: Timothy Roseth

Keep Talking...  
...or *Somebody* Explodes!
This is a computer game in VR where one person is in a room with a bomb, and everyone else has the manual. Can you work together before the time is up? Can you communicate effectively so the bomb isn't triggered early? If not, well...at least you won't have to worry about your day job any more!

Game Start: FRI 1600 Location: Studio 17-01 Players: 5 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Computer Game System: Keep Talking and Nobody Explodes GM: JD Stocksett

Koi
You are a Koi fish, play movement and action cards to search for delicious dragon flies and frogs to eat. A beautifully decorative strategy game. A Shieldmaiden shenanigans event.

Game Start: FRI 1600 Location: Studio 02-04 Players: 3 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Koi GM: Jenna Touchette

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: FRI 1600 Location: Copenhagen 08 Players: 6 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Zombicide Invader GM: Leah Pasillas
Co-GM: Christopher Nelson

Legendary Villains (Adv)
[Poss mixture of Villains, Deadpool, and Venom sets]
The goal of the game remains roughly the same as in the first Legendary game as players can work both with and against other players to overcome obstacles that the game throws at them. In this case, however, players use the super villains of the Marvel Universe to battle superheroes such as the X-Men, the Avengers and Spider-Friends.

Game Start: FRI 1600 Location: Copenhagen 06 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: Advanced Special Track: No
Game Type: Card Game System: Legendary: A Marvel Deck Buildin GM: Damarra Atkins
Mississippi Queen Reboot!
Ever want to race down the Mississippi with your paddlewheeler but you don't own a boat? Maybe you missed out on the first edition. Or do you just like riverboat meeples? Then come on over. No ticket necessary! This is the newest version of Mississippi Queen!

Game Start: FRI 1600  
Location: Regency 11  
Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Mississippi Queen 2.0  
GM: James Spurrier

Non-Scary Monsters
Come join me in a fun and exiting game, where monsters win back there home and become scarier.

Game Start: FRI 1600  
Location: Studio 10-01  
Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Kids

Game Type: RPG  
Game System: (homebrew)  
GM: Zoe Beecher

Co-GM: Jim Beecher

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats: improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: FRI 1600  
Location: OSL-01  
Players: 8  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Card  
Game System: Pathfinder Adventure Card Game  
GM: Jolene Danner

Co-GM: Erica Loppnow  
Sponsored by: Pathfinder Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: FRI 1600  
Location: Conference Room C 06  
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

Roll for the Galaxy
A dice game of building space empires. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! Ages 14+ because of rule complexity. I have the original, Ambition, and Rivalry expansions.

Game Start: FRI 1600  
Location: Copenhagen 07  
Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Roll for the Galaxy  
GM: April Snyder

Rule the Underdark!
Play Tyrants of the Underdark, a deck building area control board game where you play a drow faction attempting to take over the underdark.

Game Start: FRI 1600  
Location: Copenhagen 12  
Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Tyrants of Underdark  
GM: Matthew Clementson

Co-GM: Scott Price
Sushi Roll!
Sushi Go! meets Yahtzee in this dice-based version of the popular card game. Roll sets of dice and pass them to the next player, trying to collect a high-scoring tasty meal.

Game Start: FRI 1600  Location: Plymouth 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sushi Roll  GM: Heather Bufkin

Tank Commander
The Tank Commander pops the hatch and scans the AO. The terrain is a bit rough in some places but offers clever tactical advantages. “Button up. We’re moving out!” The tank squad wheels to the right to set up hull-down against the far hill. This 3-D tank game’s all about tactics and guts, and the good and the bad fortunes of battle. New plating was added. But that HEAT round looks corroded. Uh oh!

Game Start: FRI 1600  Location: Studio 09-03  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Tank Commander  GM: Mike Jensen

Sponsored by: Maximum Overdrive

The Quacks of Quedlinburg
Welcome to Quedlinburg, where the best miracle doctors and quack surgeons from all across the land gather to brew their concoctions against smelly feet, homesickness, hiccups and relationship woes. Every quack has their own special brew they hope will make them the best miracle doctor in the land. A strategic press your luck game.

Game Start: FRI 1600  Location: Regency 05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: The Quacks of Quedlinburg  GM: Carol Jud

Vadoran Gardens
Vadoran Gardens is a competitive tile-placement card game set in The City of Kings universe. Lay cards to connect paths you will travel to learn Vadoran lessons. Over 10 rounds, you will search for lost tools, feed adorable animals, water flowers, and clean ancient relics as you wander the paths of the Vadoran Gardens.

Game Start: FRI 1600  Location: Plymouth 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Vadoran Gardens  GM: Elizabeth Hatfield

Zombicide: Black Plague 3-D
A dark pall descends upon the former village. Amid the ruins, four plague survivors stand on a once stately tower keeping a lookout for the Necromancer that has ravaged this place, and quickly kill the apparition each time it appears. To banish it they will navigate the warren of hovels to find the defiling tomes that give him those corrupting powers and destroy them. But there are zombie hordes.

Game Start: FRI 1600  Location: Studio 09-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Zombicide: Black Plague (3-D)  GM: Quentin Denzene

Sponsored by: Maximum Overdrive
A Flick of the Tail!
Will you help Babazadeh the unlucky fisherman retrieve his amazingly beautiful fish from the well it escaped down or will you try to keep it for yourself? This is a funnel adventure for Dungeon Crawl Classics.

Game Start: FRI 1600  
Location: Studio 04-02  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Dungeon Crawl Classics RPG  
GM: Gary Fortuin

Co-GM: Julian Bernick  
Sponsored by: Minneapolis DCC RPG Society

Balikbayan
The last time we were here, there were so many more of us. Long ago, the humans built machines that could sense us, and more importantly, enslave us. They changed all of us. Into something like a machine that dreams of magic. We escaped the colonies. We made it back Home. But now our old Masters are after us. Balikbayan is a game of magic creatures escaping a dystopian cyberpunk setting.

Game Start: FRI 1600  
Location: Studio 05-01  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Powered by the Apocalypse  
GM: Adam Nes

Big Trouble in CHI Sector
An action-packed tribute to 80's violence, er, movies, as seen through the twisted lens of the latest (and best--just ask them!) iteration of the Paranoia RPG, from Mongoose Games. Blame them, not us.

Game Start: FRI 1600  
Location: Studio 03-03  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Paranoia (2017)  
GM: Matt Towle

Sponsored by: Saturday Night Space Opera

Dead of Winter - Beginner Friendly
A meta-cooperative psychological survival game amidst a hazardous winter in the thick of a zombie apocalypse. Players work together towards one common victory condition - but everyone has a secret agenda. Some are harmless, but some are a dangerous obsession that can put everyone at risk. Players must work together to fight off threats, resolve crises, find food and supplies, and keep up morale.

Game Start: FRI 1600  
Location: Copenhagen 09  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Dead of Winter  
GM: Carolyn Sanders

Sponsored by: Minneapolis DCC RPG Society

Elder Sign: Omens of the Deep
The murky depths of the Pacific ocean conceal untold horrors in Omens of the Deep, an expansion for Elder Sign, the cooperative dice game steeped in the lore of H.P. Lovecraft’s terrifying mythos. Based on the popular The Call of Cthulhu expansion for the Elder Sign: Omens app, Rules taught.

Game Start: FRI 1600  
Location: Studio 08-01  
Players: 4  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Elder Sign  
GM: Matthew Boehland

Fury of Dracula (3rd/4th ed.)
One player is Count Dracula, secretly traveling through Europe, turning humans into vampires with his fiendish bite and laying deadly traps for those hunting him. The Count’s opponents are four Hunters who must find the bloodthirsty villain and destroy him before his undead thralls claim the night as their own. Either Dracula escapes the four Hunters’ grasp, or they defeat him and win as a team.

Game Start: FRI 1600  
Location: Conference Room C 04  
Players: 4  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Fury of Dracula  
GM: Dan Cooke

Sponsored by: Minneapolis DCC RPG Society

www.conofthenorth.org
Hole in the Sky
The Lady in Blue, a mysterious figure of cosmic power, enlists a band of simple peasants for a strange task. They are to follow an invisible bridge until they arrive at a hole in the sky – and then jump through. Death awaits all but the bravest, strongest, and luckiest, but the Lady offers a reward beyond all the riches of the world.

Game Start: FRI 1600  
Location: Studio 04-03  
Players: 6  
Materials: None

Inquisition of Ombro Profunda
A plague spreads through the underhive of Ombro Profunda. The Ordo Hereticus suspects a chaos cult is responsible and sends some of its most ruthless investigators to find the cure and root out the cult. A cooperative narrative miniatures game in the world of Warhammer 40,000.

Game Start: FRI 1600  
Location: Studio 03-01  
Players: 4  
Materials: None

Sanctum of the Snail
This "funnel," adventure for Dungeon Crawl Classics RPG will test the mettle of a large group of survivors from a wrecked ship. Be ready for tricks, traps and all things crepuscular. Rules will be taught. Pregens, funky dice, and death stamps will be provided.

Game Start: FRI 1600  
Location: Studio 04-01  
Players: 6  
Materials: General

Scythe
Come play Scythe with Invaders from Afar and Wind Gambit expansions! Game shouldn't take more than 3 hours.

Game Start: FRI 1600  
Location: Conference Room C 05  
Players: 4  
Materials: None

Special Relativity
First contact with alien life comes from Sargas, a planet widely thought to be uninhabited. The alien signal is strong and clearly coming from the planet surface. A team is sent to investigate the beacon but after a one hundred year cryo-freeze space flight, the crew finds a ruined human settlement on Sargas, but the alien signal is gone. What, if anything, remains?

Game Start: FRI 1600  
Location: Studio 11-01  
Players: 6  
Materials: None

Terraforming Mars
It is 400 years in the future. The World Government on Earth is sponsoring big corporations to make Mars habitable. You and your fellow players will each lead a corporation that has certain advantages. You will work to build oceans, raise the temperature and raise the oxygen. You will purchase cards that help you in different ways during the game.

Game Start: FRI 1600  
Location: Board Room 1-01  
Players: 9  
Materials: None
Friday 16-22 – runs for 6 hours

At the Hands of An Angry Universe
Utopia will not be possible upon the Earth. We must set out to edges of human civilization in space to create our own. Players represent factions within an ideologically focused and isolated colony trying to create their Utopia. Will this Utopia survive internal divisions and the hands of an angry universe?

Game Start: FRI 1600  Location: Studio 03-02  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: At the Hands of an Angry God: a Game of Utopias  GM: Patrick A. Schifano
Sponsored by: Saturday Night Space Opera

Dragon Age RPG Session 2
This is the second in a series of adventures set in the Dragon Age world. Participation in Session 1 is not required but is highly encouraged.

Game Start: FRI 1600  Location: Studio 05-04  Players: 6  Materials: General
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dragon Age  GM: BRYAN MAUS

Liberty or Death
Participate in the war of american independence in this masterful game from GMT. Part of the Coin Series, manage your resources and take advantage of key events to decide the fate of Colonial America!

Game Start: FRI 1600  Location: Conference Room B 06  Players: 4  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: COIN System  GM: Jacob Borgmann

Friday 16-24 – runs for 8 hours

Advanced Civilization
Take your civilization on an epic journey from the Stone Age to the Late Iron Age. Laugh off the calamities you face, and divert others to rival civilizations. We'll be playing with the unofficial Eastern Expansion published in Alea Magazine #21 and the official AH Western Expansion.

Game Start: FRI 1600  Location: Studio 16-01  Players: 9  Materials: None
Game Length: 8 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Advanced Civilization  GM: Christopher Biessener
Sponsored by: TCAT

Friday 18-19 – runs for 1 hour

Fai Chen's Fantastical Faire
Fai Chen's Fantastical Faire is a special event to add value to the player experience of this convention- serving as a way for players to trade away their unwanted magic items and gain rare certificates for use in the D&D Adventurers League.

Game Start: FRI 1800  Location: Conference Room D 99  Players: 120  Materials: None
Game Length: 1 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

www.conofthenorth.org
Friday 18-20 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: FRI 1800  Location: Registration Desk  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: FRI 1800  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich

BattleTech Alpha Strike Grinder
Step into the Octagon arena and show us your skills as you battle your foes for control and glory in a fast pace game of Alpha Strike.

Game Start: FRI 1800  Location: Conference Room F 08  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: BattleTech  GM: Robert Funk

Betrayal at House on the Hill with Expansion
Explore the mysterious house, tile by tile, and discover items, omens, and happenings. Soon a random haunting begins and you’ll need to be quick to escape the house or you may never leave.

Game Start: FRI 1800  Location: Regency 11  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Betrayal at House on the Hill  GM: Matthew Blau

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 02  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

Broom Service
These potions aren't going to deliver themselves! Each round, you will select 4 of your 10 possible roles and then take turns selecting which role to play. The twist is that you need to choose whether to brave, which comes with a greater reward at the risk of another player stealing the reward from you completely, or to be cowardly and get a smaller but guaranteed reward!

Game Start: FRI 1800  Location: Regency 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Broom Service  GM: Scott Arcand
Cataclysm: 1941-1942
The fourth session of a persistent 6-part grand strategy game. Command a great power in a second World War as the tides begin to turn, launching military campaigns with the full force of your nation behind you. The details of this session will be based on decisions made throughout the day, with the results of each session setting up the next!

Game Start: FRI 1800  Location: Conference Room F 09  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Cataclysm: A Second World War  GM: Brooks Flugaur-Leavitt

Coimbra
The city of Coimbra serves as a cultural center of the country. As the head of one of Coimbra's oldest houses, you seek to earn prestige by deepening relationships with nearby monasteries or funding expeditions of the era. You must vie for the favors of the city's most influential citizens, even if you must offer a bit of coin or some protective detail.

Game Start: FRI 1800  Location: Copenhagen 12  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Coimbra  GM: Craig Bristow

Dark Tower
Play the classic 80's electronic board game where you are searching the four kingdoms for three keys to unlock the Tower.

Game Start: FRI 1800  Location: Regency 05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Dark Tower  GM: Jennifer McNitt

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. Session run time does not include character generation.

Game Start: FRI 1800  Location: Studio 12-02  Players: 4  Materials: General
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dead Planet  GM: Boone Dryden

Disney's Villainous
Mirror, mirror on the wall. Who's the baddest of them all? Step into the role of one of Disney's most iconic villains as you try to complete your evil schemes before anyone else can! Easy to learn, quick to play, and tons of fun.

Game Start: FRI 1800  Location: Studio 02-06  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Villainous  GM: Lacy Jabas

Dungeon!
How deep into the Dungeon do you dare venture? Your Wizard might not survive the Purple Worm or the Red Dragon, but the Giant Spider is an easy victory! The Silver Cup is yours! Kill monsters and get treasures while exploring the intricate 3-D dungeon. Remember: The deeper the level, the bigger the treasure. And watch out for secret doors and traps! The original classic board game in 3-D.

Game Start: FRI 1800  Location: Studio 09-03  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Dungeon!  GM: Mike Jensen

Sponsored by: Maximum Overdrive
Endeavor: Age of Sail
It is a time when the maps of the world are still being filled in. Build, Grow your Empire, Ship to Discover, Occupy New Lands, Attack other Strongholds. The choices are yours, but your Endeavor is to Gain the most Glory for your Empire!! I love to teach this game! Come and learn and have FUN! Including time to learn the game, I expect us to finish in under 2 hours.

Game Start: FRI 1800
Location: Conference Room B 05
Players: 5
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: Intro
GM: Jeff Hagen

Flashpoint: Fire Rescue
Everyone wants to be a firefighter. Come rescue people from a burning house, apartment, office, plane, boat, or sub.

Game Start: FRI 1800
Location: Board Room 2-01
Players: 18
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Paul Wilson

Is Something Wrong?
The social media deduction game of almost getting the word out. Think "Broken Picture Telephone" meets "Cards Against Humanity". Take on the role of an avid social media user who’s encountered a situation. It might be good or bad thing, but you still have a burning need to post something on your favorite social media platform, WhatSNaptaGramBookSpace. 4-12 players, writing required, pens provided!

Game Start: FRI 1800
Location: Studio 07-01
Players: 12
Materials: None
Rating: Mature
Rules Knowledge: None
Special Track: No
GM: Justin Williams

Keep Talking...
...or *Somebody* Explodes!
This is a computer game in VR where one person is in a room with a bomb, and everyone else has the manual. Can you work together before the time is up? Can you communicate effectively so the bomb isn't triggered early? If not, well...at least you won't have to worry about your day job any more!

Game Start: FRI 1800
Location: Studio 17-01
Players: 5
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: Intro
GM: JD Stocksett

Kingdom Builder & Variations
Kingdom Builder players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game. Nine different kinds of terrain are on the variable game board, including locations and castles. Each game, players will use a random set of Kingdom Builder cards and terrain sectors to build the map, ensuring you won't play the same game twice!

Game Start: FRI 1800
Location: Board Room 1-04
Players: 12
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

Kremlin
A game set in the Soviet Politburo where you influence key politicians to become the Party Chief. You win by waving 3 times to the crowd at the annual parade. No specific turn order, no victory points, no end game scoring. Your climb to the top is filled with many consequential decisions. Beware of the ruse though, you never know if your politician is really on your side.

Game Start: FRI 1800
Location: Board Room 1-03
Players: 5
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: Intro
GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society

www.conofthenorth.org
Learn to Play Black Seas!

Learn to play Black Seas, the exciting new Age of Sail era miniatures game by Warlord Games. Hoist the sails and prepare to broadside! Everything is provided for this introductory demo game.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Conference Room F 02</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: Intro</td>
</tr>
<tr>
<td>Game Type: Miniatures</td>
<td>Game System: Black Seas</td>
<td>GM: Josh Dunn</td>
<td></td>
</tr>
</tbody>
</table>

Learn to Play Zombicide Invader!

Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Copenhagen 06</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: Intro</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Zombicide Invader</td>
<td>GM: Leah Pasillas</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Christopher Nelson</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Minis Close Gaming

Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Conference Room F 01</th>
<th>Players: 4</th>
<th>Materials: All</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: Some</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Miniatures</td>
<td>Game System: (Open Miniatures Gaming)</td>
<td>GM: Dan Helmen</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Matt Helmen</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Pathfinder Adventure Card Game - DEMO

Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. In this hour-long learning demo, each player takes the role of a unique character composed of a deck of cards and a set of stats. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore, overcome challenges, and triumph over evil.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: OSL-01</th>
<th>Players: 8</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Card</td>
<td>Game System: Pathfinder Adventure Card Game</td>
<td>GM: Jolene Danner</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Erica Loppnow</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Plague Inc.

Based on the digital game of the same name, players represent different germs. Germs spread throughout the world, mutating as they go.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Board Room 2-04</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Plague Inc.: The Board Game</td>
<td>GM: Spencer Wilson</td>
<td></td>
</tr>
</tbody>
</table>

Tekumel Meet and Greet

The GMs and players to kick-off the Tekumel Track. Espouse your favorite theory of the Silver Suits and the fall of Ganga. Have some soda and snacks.

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Studio 06-01</th>
<th>Players: 25</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Seminar</td>
<td>Game System: None</td>
<td>GM: Brett Slocum</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: Chess & Strategy Game Association

Ticket to Ride

Strategy track building game

<table>
<thead>
<tr>
<th>Game Start: FRI 1800</th>
<th>Location: Copenhagen 15</th>
<th>Players: 3</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Ticket to Ride</td>
<td>GM: Wendy Seidl</td>
<td></td>
</tr>
</tbody>
</table>
Tigris & Euphrates
Found and grow your kingdom in the rich soil of the Fertile Crescent. But watch out! Will your fractious neighbors try to destroy your kingdom from the outside or steal it from within? First released in 1997, T&E features a sleek but meaningful rule set and a unique scoring system.

Game Start: FRI 1800  Location: Copenhagen 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Tigris & Euphrates  GM: Michael Rusenovich

Vast: The Mysterious Manor
Vast takes you and your friends on an adventure in a haunted house, built on total asymmetry. Play as the pious Paladin, the murderous Skeletons, the awesome Spider, or the Manor itself. Each role has its own powers, pieces, and paths to victory...and there can be only one winner.

Game Start: FRI 1800  Location: Copenhagen 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Vast: The Mysterious Manor  GM: Kirsten Plude

**Friday 18-22 – runs for 4 hours**

Black Smoke Rising
The decrepit and overgrown ruins are rumored to have once belonged to some long-forgotten mighty wizard. When black acid smoke began to intermittently billow forth, it was said to be nothing more than a natural phenomenon. But when sheep started disappearing … An adventure for four mid-level characters.

Game Start: FRI 1800  Location: Studio 01-02  Players: 4  Materials: General
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Pathfinder  GM: David Lowery

Brass: Lancashire
Brass: Lancashire — first published as Brass — is an economic strategy game that tells the story of competing cotton entrepreneurs in Lancashire during the industrial revolution. You must develop, build, and establish your industries and network so that you can capitalize demand for iron, coal and cotton.

This is the 2018 Kickstarter version by Roxley games.

Game Start: FRI 1800  Location: Conference Room C 03  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Brass: Lancashire  GM: Benjamin Lindvall

Castle Dracos - Serpent Crypts
Delve into the legendary Castle Dracos! Adventurers from across the realm have descended upon the town of Rook in hopes of joining the Band of Glory in plundering the depths of the megadungeon. A new level has been uncovered, the Serpent Crypts, and brave heroes are needed more than ever. Use a Castle Dracos PC from previous games or roll a random character!

Game Start: FRI 1800  Location: Studio 02-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: Dave Coulson

Champions of Midgard (plus Expansions)
Champions of Midgard is a middleweight, Viking-themed, worker placement game with dice rolling in which players are leaders of Viking clans who have traveled to an embattled Viking harbor town to help defend it against various threats. This session will include both the Dark Mountain and Valhalla expansions.

Game Start: FRI 1800  Location: Conference Room C 06  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Champions of Midgard + Expansions  GM: Sean Ford
City Planning Department
Welcome to the City Planning Department! How you became an officer (Elected? Appointed? Summoned?) is largely unimportant. You and your coworkers are tasked with creating a city in this game about the wonderful disorganization of city building.

Game Start: FRI 1800  Location: Copenhagen 01  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: City Planning Department  GM: Michael Jerde

Ghostly Echoes
The Bowing Dragon Monks need your help fighting an enemy from the past. Can you discern the real from the Ghostly Echoes? Based on the successful Bare Bones Fantasy, Covert Ops and Frontier Space games from DWD Studios comes the high flying, sword swinging kung fu action of Art of Wuxia.

Game Start: FRI 1800  Location: Studio 05-03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: BareBones  GM: Jim Alcala Sales

Hit the Streets: Defend the Block
Hit the Streets: Defend the Block is a street-level supers tabletop Role-Playing Game (RPG) inspired by comics like Marvel Knights and Daredevil, the web novel Worm, the CW Black Lightning TV show, and the amazing Marvel Netflix series: Luke Cage, Daredevil, Jessica Jones, The Punisher, and the Defenders.

Game Start: FRI 1800  Location: Copenhagen 05  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: (homebrew)  GM: Rich Rogers

Imperial Assault: Captured
“Hey, our cell door just unlocked! Let’s go! Wait, there’s a couple of Storm Troopers at the end of the hall. Man, I sure wish we had a gun or two! And where’s that smell coming from? Oh, no! I’m not going in there! I’ve heard about too many ‘Incidents’!” Play Imperial Assault in 3-D where your tactical decisions either achieve your escape or a personal audience with Darth Vader.

Game Start: FRI 1800  Location: Studio 09-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Imperial Assault  GM: Don Bauman
Sponsored by: *Maximum Overdrive*

Is That Artifact Within Reach?
Someone has hired you and your crew to retrieve an artifact from the Rimward Reach's space station, Djachroum. Unfortunately, others know about the artifact and want it as well. Can your group get it before anyone else? What does this artifact do? It couldn't possibly be dangerous, could it?

Coriolis is described as the TV show Firefly meets Arabian Nights.

Game Start: FRI 1800  Location: Copenhagen 02  Players: 5  Materials: General
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Coriolis  GM: Josh Rensch

MotW: Monster Hunters On Vacation
Your team of monster hunters has just won an all expenses paid vacation! You deserve a break. What could possibly go wrong?
Beginners welcome; the rules are easy to learn.

Game Start: FRI 1800  Location: Copenhagen 03  Players: 5  Materials: General
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Monster of the Week  GM: Dani Vimes
Offworlders
Offworlders is a science fiction roleplaying game about adventurers, outlaws, and guns-for-hire making their fortune on the rough end of the galaxy. The player characters in Offworlders are the owners of a small starship in a time when humans have spread to many worlds. Together, they explore the universe, completing profitable jobs and overcoming dangers together.

Game Start: FRI 1800 | Location: Studio 03-04 | Players: 6 | Materials: None
Game Length: 4 hrs | Rating: Everyone | Rules Knowledge: None | Special Track: No
Game Type: RPG | Game System: Powered by the Apocalypse | GM: Leo Winstead

Over the Edge: Under Broken Wings
When you visited the underbelly of the Broken Wings district, it was just supposed to be a nice easy job/evening in/social call of a dubious nature, but now the building has been placed under quarantine, the State is marshaling its forces outside, and the windows are suspiciously bulletproof. Also - what was that noise?

Game Start: FRI 1800 | Location: Studio 02-07 | Players: 6 | Materials: None
Game Length: 4 hrs | Rating: Everyone | Rules Knowledge: None | Special Track: No
Game Type: RPG | Game System: Over the Edge | GM: Justin Alexander

RPGals Presents: Korth's Shadow, a 5e Eberron Game
It's 20 years since the Last War ended and Khorvaire is changing. In the last 6 years, the Lord of Blades stance on the existence of "breathers" has softened to some degree and now he has put out a call for adventurers willing to risk much for the promise of significant reward... finding the long lost airship "Korth's Shadow", missing since the Day of Mourning....

Game WILL be recorded.

Game Start: FRI 1800 | Location: Studio 07-02 | Players: 5 | Materials: General
Game Length: 4 hrs | Rating: Mature | Rules Knowledge: Some | Special Track: No
Game Type: RPG | Game System: Dungeons & Dragons 5th Ed. | GM: Adam Gottfried

Sky Pirates Of Barsoom!
The Jed of a powerful Barsoomian city-state has vanished—and they’re blaming Helium! It’s up to the Warlord’s special force to find out who is really to blame—or else war is certain. Can our heroes rescue the missing Jed and thwart the villain’s plan?

Game Start: FRI 1800 | Location: Studio 02-05 | Players: 6 | Materials: None
Game Length: 4 hrs | Rating: Teen | Rules Knowledge: None | Special Track: No
Game Type: RPG | Game System: John Carter of Mars | GM: Edward Eastman

Space Squids
Silly aliens repair their stalled ship and seek companionship. A lighthearted game where squid aliens combine their skills, and their minds, by holding hands. Simple mathematics, touching hands, and coordinated movement are integral to the game. Themes: space disaster, found family, romance, comedy.

Game Start: FRI 1800 | Location: Plymouth 01 | Players: 24 | Materials: None
Game Length: 4 hrs | Rating: Teen | Rules Knowledge: None | Special Track: No
Game Type: LARP | Game System: Home Rules | GM: Jon Cole
Co-GM: Kevin McIntyre

Star Wars Armada: Rebels vs Imperial Forces
Star Wars: Armada is an epic game of tactical fleet battles in the Star Wars universe. I am a new player, looking for a few people to have a good time blowing up each other's ships. This game is meant to be a good time, not a serious cutthroat match. New players welcomed.

Game Start: FRI 1800 | Location: Conference Room B 08 | Players: 4 | Materials: None
Game Length: 4 hrs | Rating: Everyone | Rules Knowledge: None | Special Track: No
Game Type: Board | Game System: Star Wars: Armada | GM: Matthew Seidl
Star Wars Pod Race - An X-Wing Total Conversion (10 players)
A convention-only build for pod racing using a HEAVILY modified X-Wing rule set with model build-outs using ten Episode I Micro Machine Pod Racers on X-Wing ship stands. We'll play on terrain loosely resembling the Boonta classic, and even get shot at by Tusken Raiders!

Game Start: FRI 1800  Location: Studio 16-04  Players: 9  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Miniatures  Game System: Star Wars X-Wing Miniatures Game  GM: Brian Schlichting
Sponsored by: TCAT

Star Wars: Edge of the Empire - RPG: Legends of the Galaxy
Star Wars: Legends of the Galaxy is a community driven organized play that runs games for Star Wars: Edge of the Empire, Age of Rebellion, & Force and Destiny by Fantasy Flight Games Games Games Games Games.

Game Start: FRI 1800  Location: Studio 11-02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Star Wars: Edge of the Empires  GM: Jay Gellerman
Co-GM: Nicholas J Montgomery

Stargate SG-1: Turncoat
Col. Jack O'Neill and the rest of SG-1 has been contacted by Klorel, the "Son of Apophis" who formerly controlled Skara, who says he wants to defect from the Goa'uld and join the Tok'ra. Can he be trusted?

Game Start: FRI 1800  Location: Studio 05-02  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds  GM: Will Herrmann

The Far Side of Memory
A funeral for a friend. An estate that holds poisonous secrets. In the aftermath, surpressed memories surface and our investigators must reckon with past deeds better left forgotten.

Game Start: FRI 1800  Location: Studio 01-01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Jeff Dreher

The Ides of Winter
Col. Stanley Graham cordially invites you to celebrate his 60th birthday. Gifts are not wanted, just your pleasant company and stories is all that he requires.

Game Start: FRI 1800  Location: Studio 13-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Jeff Rothecker

Warhammer Quest
The party enters a dark and forbidding dungeon. Together they must face the horrific dangers that wait for them. Perils lurk in the darkness: monsters, deadly traps, and decayed tunnels that may cave in. If they complete their quest the players will be rewarded with gold, treasure and artifacts of magical power. A co-op game with a random layout.....enter at your own risk. (3 players plus GM)

Game Start: FRI 1800  Location: Studio 16-02  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Warhammer Quest  GM: Chad Egbert
Sponsored by: TCAT

www.conofthenorth.org
Word Play
Some of you were involved in defeating Romeo and Juliet and freeing Shakespeare from their clutches. You turned the Bard over to the young king. Next up, determining who gave the magic quills to Shakespeare in the first place. Proper grammar preferred, combat inevitable.

Game Start: FRI 1800  Location: Conference Room C 04  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Kent King

Friday 18-24 – runs for 6 hours

Changes
What has happened? Two moons instead of three? Rock fall and Thread fall. Lands blasted. You found a Refuge, now you need to survive. PREGENS ONLY. (all new characters) Part 1 of Role Playing Tournament sponsored by Lady Dragon's Treasures. Part 2 "To Long a Soldier" on Sat. Need not play both Rds.

Game Start: FRI 1800  Location: Studio 12-01  Players: 12  Materials: General
Game Length: 6 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Rolemaster  GM: Roger Mlynczak
Co-GM: Jean Mlynczak

Firefly: The Game
The whole damn 'verse is waiting and we're going big. Wander the Border Space, Rim Space, and Alliance Space in your Firefly. Land and complete jobs to get paid. 8 players will be split into two tables of 4: one 'verse with the standard Firefly ships and a second with the custom ships. Rules will be taught.

Game Start: FRI 1800  Location: Studio 02-08  Players: 8  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Firefly: The Game  GM: Lynn Leitte
Co-GM: Marika Matitis, Ben Reed

History of the World
History of the World (2001) from Avalon Hill, the game of Rising Empires and Falling Powers. Play through 7 "Epochs" and decide the fate of the world from 3000 B.C. to 1914 A.D. Beginners welcome!

Game Start: FRI 1800  Location: Conference Room C 07  Players: 6  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: History of the World  GM: Robin Bielefeldt

Friday 19-24 – runs for 5 hours

CCC-BMG-MOON09-02: Dark Moon Marching (Tier 2) - Table 8
A shadow has fallen over Norland. Firbolg and duergar march down from the southern mountains. The Norfolk army has a slim chance for victory, but their expertise lies not in landbound fighting.

Game Start: FRI 1900  Location: Conference Room D 08  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
CCC-GHC-BK1-03: The Darkest Knight (Tier 2) - Table 19
Rumors abound concerning the Great Oak Mercenary Company and their possible role in the undead incursions plaguing the Border Kingdoms. Can you gain an audience with the Great Oak himself and learn what he knows?

Game Start: FRI 1900
Location: Conference Room E 19
Players: 6
Materials: None

Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

CCC-TRI-02: Impression Left Behind (Part Two of the Yulash Series) (Ti)
Elanil Elassidil's successful recovery brings dire news, and only enough to raise the fears of all. On the urgent request of the factions, a covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below.

Game Start: FRI 1900
Location: Conference Room E 20
Players: 6
Materials: None

Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11b (HC): Dis: When the Debt Comes Due (Tier 2) - Table 1
Adventurers are employed by the lovable imp Pipyap to travel to Dis in order to pay off a debt. Time is running sort and someone wants the imp to default.

Game Start: FRI 1900
Location: Conference Room D 05
Players: 6
Materials: None

Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11f (HC): Nessus: Twice as Nice for Half the Price (Tier 4) - T
The cookie bag is missing again and the lovable imp Pipyap needs you to go after it. Just make a quick trip to Nessus.

Game Start: FRI 1900
Location: Conference Room D 05
Players: 6
Materials: None

Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-01: Escape from Elturel (Tier 1) - Table 18
Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

Game Start: FRI 1900
Location: Conference Room E 18
Players: 6
Materials: None

Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

www.conofthenorth.org
**DDAL09-01: Escape from Elturel (Tier 1) - Table 4**

Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

- **Game Start:** FRI 1900
- **Location:** Conference Room D 04
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** Dungeons and Dragons Adventurers League

**DDAL09-02: Stopped at the Gate (Tier 1) - Table 16**

It's been a long, arduous trip, but you're finally here-Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.

- **Game Start:** FRI 1900
- **Location:** Conference Room E 16
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** Dungeons and Dragons Adventurers League

**DDAL09-03: Hungry Shadows (Tier 1) - Table 6**

Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task? Part Two of the Betrayal is in the Blood series of adventures.

- **Game Start:** FRI 1900
- **Location:** Conference Room D 06
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** Dungeons and Dragons Adventurers League

**DDAL09-04: Day of the Devil (Tier 1) - Table 7**

The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol? Part Three of the Betrayal is in the Blood series of adventures.

- **Game Start:** FRI 1900
- **Location:** Conference Room D 07
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** Dungeons and Dragons Adventurers League

**DDAL09-08: In the Garden of Evil (Tier 2) - Table 17**

Long before it was a war-ravaged battlefield, Avernus was a den of temptation; a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of TERRIBLE BEAUTY remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you be able to find it? More importantly, will the creature still be capable of service as an agent of good?

- **Game Start:** FRI 1900
- **Location:** Conference Room E 17
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** Some
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** Dungeons and Dragons Adventurers League
DDAL09-09: Ruined Prospects (Tier 2) - Table 9
Elturel isn't the only city to have been claimed by Avernus; scores of towns and villages, long forgotten, litter
the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and
battle evil once more. Has that time come at long last?
Game Start: FRI 1900 Location: Conference Room D 09 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-10: Tipping the Scales (Tier 2) - Table 10
Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of
his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture
into the Diremire Pit and convince him of this, as there are greater wars to be won!
Game Start: FRI 1900 Location: Conference Room E 10 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-11: Losing Fai (Tier 2) - Table 11
Fai Chen has gone missing from Mahadi's Traveling Emporium, and Fai Chen asks you rescue him. You'll have
to do it without angering the master of the Emporium whose protection is crucial to your sacred mission. But in
the Nine Hells, how much can you really trust someone you call friend?
Game Start: FRI 1900 Location: Conference Room E 11 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-12: The Breath of Life (Tier 3) - Table 12
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is
keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara
believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part
One of the Call for Aid series of adventures.
Game Start: FRI 1900 Location: Conference Room E 12 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-13: The Swarmed Heart (Tier 3) - Table 13
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately,
the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines
with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the
Doors and Corners series of adventures.
Game Start: FRI 1900 Location: Conference Room E 13 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
PFS 4-05: The Sanos Abduction (3-7)
The Pathfinders are sent to the Sanos Forest in central Varisia to assist an agent researching the fey who inhabit the remote wood. But like many seemingly routine tasks in a Pathfinder's adventuring career, the simple support mission quickly turns into an adventure the PCs aren't soon to forget—presuming they survive.

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 7-98: Serpents Ire (lvl 8 pregens)
A parasitic faction known as the Korholm Agenda has tried to corrupt the upstanding Aspis Consortium from the inside out, all in the vain pursuit of revenge and profit. Now one of the powerful Aspis Patrons has learned that the Korholm Agenda has siphoned the Consortium’s funding to build a base of operations in Nidal.

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-21: Champion's Chalice, Part 2: Agents of the Eye (1-5)
Ages before the rise of modern civilization, the cyclops empire of Ghol-Gan ruled what is now the Mwangi Expanse. Part 1 Offered Fri 13:00 & Sun 14:00

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-22: Wrath of the Fleshwarped Queen (1-5)
When members of the Shoanti Axe Clan saw fire shooting up into the sky over Varisia's Caliphak Mountains, they rushed to investigate. They found a pair of doors inscribed with runes from ancient Thassilon, along with clear signs that the doors had recently been opened.

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 9-06: The Shores of Heaven (1-5)
The Pathfinder Valais Durant has lead a troubled existence, ever since the demon-worshipping former venture-captain Thuril fused her body with parts from two demons. Pathfinder agents destroyed one of the demons, bringing some solace to Valais and allowing her to resume a somewhat normal life.

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-00: Origin of the Open Road (lvl 5 pregens)
Over recent decades, numerous incidents at the Pathfinder Society's Grand Lodge in Absalom have damaged the priceless collections, destroying many documents outright. The Society has sent the PCs to Nexus House in the arcane metropolis of Quantium, hoping that the second oldest Pathfinder lodge might contain duplicates of the lost texts to copy and study.

Game Start: FRI 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: Pathfinder Society
PFS2 1-10: The Tarnbreakers Trail (1-4)
TBD
Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-00: Fate of the Scoured God (1-2)
Led by their divine herald, Dhuurus, the jinsuls of the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. This adventure can be replayed for credit once in each of three level ranges: 1-4, 5-8, and 9-12, each time with a different PC.
Game Start: FRI 1900  Location: OSL-01  Players: 12  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-00: Fate of the Scoured God (3-4)
Led by their divine herald, Dhuurus, the jinsuls of the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. This adventure can be replayed for credit once in each of three level ranges: 1-4, 5-8, and 9-12, each time with a different PC.
Game Start: FRI 1900  Location: OSL-01  Players: 12  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-00: Fate of the Scoured God (5-6)
Led by their divine herald, Dhuurus, the jinsuls of the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. This adventure can be replayed for credit once in each of three level ranges: 1-4, 5-8, and 9-12, each time with a different PC.
Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society
SFS 2-00: Fate of the Scoured God (7-8)
Led by their divine herald, Dhurus, the jinsuls of the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. This adventure can be replayed for credit once in each of three level ranges: 1-4, 5-8, and 9-12, each time with a different PC.

Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA

Sponsored by: Pathfinder Society

SFS 2-00: Fate of the Scoured God (9-10)
Led by their divine herald, Dhurus, the jinsuls of the Scoured Stars have spent the last year converting their ancestral homeland into a vast war factory. This adventure can be replayed for credit once in each of three level ranges: 1-4, 5-8, and 9-12, each time with a different PC.

Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA

Sponsored by: Pathfinder Society

SFS 2-13: Storm of the End Times (1-4)
TBD

Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA

Sponsored by: Pathfinder Society

SFS 2-15: The Infernal Gallery (1-4)
TBD

Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA

Sponsored by: Pathfinder Society

SFS 2-16: A Scoured Home (5-8)
TBD

Game Start: FRI 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA

Sponsored by: Pathfinder Society

Friday 20-22 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: FRI 2000  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Sponsored by: Pathfinder Society

www.conofthenorth.org
Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: CONG-01</th>
<th>Players: 12</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Computer</td>
<td>Game System: Artemis SBS</td>
<td>GM: Michael Mesich</td>
<td></td>
</tr>
</tbody>
</table>

Battletech Alpha Strike Grinder
Step into the Octagon arena and show us your skills as you battle your foes for control and glory in a fast pace game of Alpha Strike.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Conference Room F 08</th>
<th>Players: 8</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Miniatures</td>
<td>Game System: BattleTech</td>
<td>GM: Robert Funk</td>
<td></td>
</tr>
</tbody>
</table>

Bremerhaven
Managing a harbor is a logistic masterpiece. Welcome to Bremerhaven, a port city in Germany, where you will expand your harbor, attract industries, manage goods and fulfill orders. A combination of prestige and money is required to win the game!

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Conference Room B 05</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Brewin' USA</td>
<td>GM: Jeff Hagen</td>
<td></td>
</tr>
</tbody>
</table>

Cataclysm: 1943-1944
The fifth session of a persistent 6-part grand strategy game. Lead a war-weary nation through to the end of a second World War with an eye to what the future may hold. The details of this session will be the result of decisions made by players throughout the day as they collectively rewrite the course of history!

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Conference Room F 09</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Cataclysm: A Second World War</td>
<td>GM: Brooks Flugaur-Leavitt</td>
<td></td>
</tr>
</tbody>
</table>

Crossfire
Crossfire is an open source, cooperative multiplayer graphical RPG and adventure game. Since its initial release, Crossfire has grown to encompass over 150 monsters, about 3000 maps to explore, an elaborate magic system, 13 races, 15 character classes, a system of skills, and many artifacts and treasures. Crossfire is based in a medieval fantasy world and is similar to other games of this genre.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Conference Room H 02</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: Some</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Computer</td>
<td>Game System: Crossfire</td>
<td>GM: Munir Nassar</td>
<td></td>
</tr>
</tbody>
</table>

Cuba
Welcome to prerevolutionary Cuba. Use the resources of your estate to create products for home use and export. Become the greatest landowner of the island!

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Conference Room C 02</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Cuba</td>
<td>GM: Gene Velasco</td>
<td></td>
</tr>
</tbody>
</table>
DC Deckbuilding: Forever Evil
Take on the role of an anti Leaguer to defeat the Justice League.

Game Start: FRI 2000  Location: Copenhagen 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: DC Comics Deck-Building Game  GM: Dylan Godejohn

Dinner with Dr. Loupe
You are cordially invited to Chateau Garou for the unveiling of Dr. Loupe's groundbreaking werewolf serum. The night will include a live demonstration of its effects, with the help of our honored guests. An antidote to the serum will be made available, provided the guests are able to solve a number of the good doctor's devious puzzles before the changes become permanent.

Game Start: FRI 2000  Location: Studio 14-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: Werewolf escape room in a box  GM: Luca Marie Cavanaugh

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death... Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you'll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: FRI 2000  Location: Copenhagen 14  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: End of the Line  GM: Seppy Yoon

Fiasco: Sci Fi!
In space, the simplest plans become dangerously complex... and turn deadly at the drop of a ray gun! Fiasco is a rules-light Role Playing System requiring no prep and some six sided dice (provided). Inspired by tales of small time capers gone wrong, you're encouraged to play characters with big dreams and flawed methods, powerful ambition and poor impulse control. Enjoy the pitfalls of space life!

Game Start: FRI 2000  Location: Copenhagen 06  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Fiasco  GM: Chris Jabas

Fire Tower
Defend your tower and take down your opponents in this fast-paced board game of strategic pattern laying and hand management for 2-4.

Game Start: FRI 2000  Location: Board Room 2-05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Fire Tower  GM: Paul Wilson

Sponsored by: Chess & Strategy Game Association

Flamme Rouge
Flamme Rouge is a fast-paced, tactical bicycle racing game. The players’ goal is to be the first to cross the finish line with one of their riders. Players move their riders forward by drawing and playing cards from that riders specific deck, depleting it as they go. Position your team for a well timed sprint for the win.

Game Start: FRI 2000  Location: Copenhagen 12  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Flamme Rouge  GM: Craig Bristow
Gaslands: Zombie Bash
The wastelands of the Irradiated States of America are no longer quiet. The graves of a million Americans lie empty, their eerie and radioactive occupants now roaming the highways in undead hordes. So hit the gas and drive your vehicle into the top spot as the ace zombie slayer. Learn to play Gaslands, Osprey’s fun and fast-paced vehicular combat game. All materials provided.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Miniatures
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Matt Helmen
Sponsored by: Terrain Specialties

Mercenary Mill
Enter the cutthroat business of quest management. Recruit heroes and send them off on adventures. They’ll bring back a profit or die trying. Do you have what it takes to be an Adventure Agent or are you dragon fodder?

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Card
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: No
GM: Cory Katzenmeyer

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Miniatures
Materials: All
Rating: Everyone
Rules Knowledge: Some
Special Track: No
GM: Dan Helmen
Co-GM: Matt Helmen
Sponsored by: Terrain Specialties

Noisy Person Cards
Find your voice in this fun card-matching game similar to Apples to Apples. Determine the best voice to read a phrase from among your hand to match the likes of a Shadow Sage, Insectoid, or Two Children in a Trench Coat Pretending to be One Adult. A fun party game to develop your NPC voices or just mess around with accents.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Card
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Jessica Heasley

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats; improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Card
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Jolene Danner
Co-GM: Erica Loppnow
Sponsored by: Pathfinder Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: FRI 2000
Game Length: 2 hrs
Game Type: Board
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
GM: Jason Gieske

www.conofthenorth.org
Rick and Morty: Deck-Building Game
Battle rival Ricks from other dimensions in "Rick and Morty: Close Rick-Counters of the Rick Kind." Collect equipment and visit strange worlds from the TV series to build a better deck than your opponents.

Game Start: FRI 2000  Location: Copenhagen 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Rick & Morty: Close Rick-Counters of the Rick Kind  GM: Heather Bufkin

Skeletons
“Years fly by like dead leaves. Everything is darkness. Everything is silence.” Skeletons shifts the perspective of your standard dungeon adventure. Instead of pesky intruders you play as the skeletons cursed to defend their tomb for eons. As time goes on and the battles become more desperate you slowly remember who and what you once were. “Arise and protect the tomb, skeletal guardians!”

Game Start: FRI 2000  Location: Studio 02-06  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: The Skeletons  GM: Hannah McBride

The Infernal Crucible of Sezrekan the Mad
A descent into the laboratory of a diabolist. A Learn To Play/Demo adventure for DCC RPG. New players welcome.

Game Start: FRI 2000  Location: Studio 04-03  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: John Dahlstrom
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Thunder Road 3-D
It’s an apocalyptic desert highway and you are racing against rival gangs. You can eliminate them by ramming and shooting with armed vehicles. Attack your opponent’s cars with your War-Pig and leave nothing but wrecks behind. Guns jammed? Just toss a molotov or have your chopper take a pot-shot. If you can’t wreck them, you better outrun them!

Game Start: FRI 2000  Location: Studio 09-03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Thunder Road  GM: Steve Bauman  Sponsored by: Maximum Overdrive

Young Bloods Painting Class
Intro class covering basics of drybrush, layering, washes and other topics. Figure, paints, and brushes provided.

Game Start: FRI 2000  Location: Conference Room C 08  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Seminar  Game System: painting class  GM: Shawn Espeseth
Co-GM: Darien Espeseth, Saraynia Espeseth

Zombicide: Black Plague 3-D
A dark pall descends upon the former village. Amid the ruins, four plague survivors stand on a once stately tower keeping a lookout for the Necromancer that has ravaged this place, and quickly kill the apparition each time it appears. To banish it they will navigate the warren of hovels to find the defiling tomes that give him those corrupting powers and destroy them. But there are zombie hordes.

Game Start: FRI 2000  Location: Studio 09-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Zombicide: Black Plague (3-D)  GM: Quentin Denzene  Sponsored by: Maximum Overdrive

www.conofthenorth.org
Zombie Gauntlet: Another Walk in The Park
Last year at Con of the North your group of survivors managed to board barricade yourself into a building and survive the night after the zombie horde overwhelmed the park where your camp was located. Now after the sun came up you heard the sound of an engine and gunfire from the far side of the park, followed by silence. Could this be your ticket out of here?

Game Start: FRI 2000  Location: Conference Room F 03  Players: 4
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Akula’s Rules: Skirmish Edition  GM: Matt Helmen
Co-GM: Darren Riske  Sponsored by: Terrain Specialties

Friday 20-24 – runs for 4 hours

Apocalypse the Risen: Dead in the Darklands
Post-apocalyptic fantasy horror on Earth. Grave danger is discovered near a newly established colony, putting its very existence in jeopardy. 1st level characters provided.

Game Start: FRI 2000  Location: Studio 04-01  Players: 8
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: William Walters
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Buried Knowledge
Desperation builds as the Rotting Plague spreads unabated. You’ve been tasked by the Council of Kings with recovering the Leaden Codex from the lost library of Monument. The Codex holds cures for all ailments, including the plague. Monument lies buried beneath the dusts of the Iron Wastes and is home to many terrible perils. Can you overcome its guardians to recover the Codex?

Game Start: FRI 2000  Location: Studio 05-03  Players: 5
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Thomas Breed

Dinosaur Island
BGG 7.8 rating. From BGG: In Dinosaur Island, players will have to collect DNA, research the DNA sequences of extinct dinosaur species, and then combine the ancient DNA in the correct sequence to bring these prehistoric creatures back to life. Players will compete to build the most thrilling park each season, and then work to attract (and keep alive!) the most visitors...

Game Start: FRI 2000  Location: Conference Room B 07  Players: 3
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Dinosaur Island  GM: Chad Patton-Minder

Dungeons Deep
Original D&D - (almost) no rules. Relax and just play for fun as you go on an old fashioned dungeon crawl, like they did in the 70s.

Game Start: FRI 2000  Location: Studio 02-03  Players: 7
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons  GM: MICHAEL ZALAR
Fate of the Ruined Kingdoms
Brave the serpent infested jungles of the ruined kingdoms to unveil the hidden secrets, treasures, and magic of forgotten gods. Disbelieve the truths of viziers and trust the lies of genies to capture Fate’s blessing. Join beggars, sages, warriors, rogues, mystics, and merchants trading in antiquities as they seek fortune and fame. Arabian themed fantasy adventure set in Al-Qadim the Land of Fate.

Game Start: FRI 2000  Location: Copenhagen 08  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: FATE  GM: Gary Travis

Fiasco
Inspired by cinematic tropes, Fiasco is a group storytelling game in which character ambitions run high, impulse control is low, and chaos reigns supreme. Characters will lose, die, and fail despite or because of their well laid plans and schemes. Playset to be chosen in accordance with player interests.

Game Start: FRI 2000  Location: Copenhagen 04  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Fiasco  GM: Lauren Sindt

Godsforge
Spell casters battle to control the last place Etherium can be harnessed — the Godsforge. This game features simultaneous play, with each player attacking the player to their left and defending against the player on their right. Roll four dice and craft your cards to attack and defend. Be the last one alive or at least, less dead!

Game Start: FRI 2000  Location: Board Room 1-04  Players: 12  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Godsforge  GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

Hogwarts Battle
Play 1 of 4 characters, buy spells, allies, and magical items to take on the Voldemort and his Death Eaters. Start in year 1 and work your way through as many years as you can with your schoolmates before time runs out and Hogwarts is lost.

Game Start: FRI 2000  Location: Studio 15-02  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Harry Potter: Hogwarts Battle  GM: Tim Leonard

Hotel Carcosa
On a dark desert highway, cool wind in your hair Warm smell of colitas, rising up through the air Up ahead in the distance, You see a shimmering light Your head grew heavy and your sight grows dim You have to stop for the night.

Game Start: FRI 2000  Location: Studio 05-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Steve Tyykila
Co-GM: Morgan Tyykila

LEGO Gaslands
Orcs and humans race for domination of the Gaslands of future earth in heavily armed Lego cars and trucks. Gaslands is a miniatures game of auto-dueling destruction.

Game Start: FRI 2000  Location: Studio 03-03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Gaslands  GM: Casey Garske
Sponsored by: Saturday Night Space Opera
### Misteries in Misdeeds’ Dancing with Demons
Steeped in arcane lore of all colors, you have been assembled to defeat demons forcing innocent citizens to dance until they drop. Can you overcome your own squabbles to end this disaster before you are possessed? Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past. (Note: Involves Renaissance paintings including naked people.)

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Studio 02-09</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Savage Worlds: Misteries in Misdeeds</td>
<td>GM: Angus MacDonald</td>
<td></td>
</tr>
</tbody>
</table>

### Mysteries of the Drow
A drow housemistress commissions the characters to acquire a mysterious weapon known to be in the hands of a rival house. The hunt for the magical item leads the characters on a great trek across the underdeep. This is the finale of a multi-year with new players welcome.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Studio 04-02</th>
<th>Players: 6</th>
<th>Materials: General</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Castles &amp; Crusades</td>
<td>GM: Patrick Baumgard</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Julian Bernick</td>
<td></td>
<td>Sponsored by: Minneapolis DCC RPG Society</td>
<td></td>
</tr>
</tbody>
</table>

### Navegador
This game takes place when Portugal was exploring the world.
You and the other players will acquire ships and workers. You'll sail your ships to unexplored seas and acquire colonies. You'll build buildings to produce goods and sell the goods. The prices of the different goods fluctuate so you'll need to watch what other players are doing.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Board Room 1-01</th>
<th>Players: 9</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Navegador</td>
<td>GM: Mike Backstrom</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Mike Tangedal</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### No Static At All
A group of freshly-minted Vislae (wielders of magic) struggle to return to Shadow against forces that they can barely comprehend. Invisible Sun is a premiere-level roleplaying game of surreal fantasy from house that Monte built!

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Studio 03-01</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Invisible Sun</td>
<td>GM: Bob Cook</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Mike Tangedal</td>
<td></td>
<td>Sponsored by: Saturday Night Space Opera</td>
<td></td>
</tr>
</tbody>
</table>

### Operation Cubanos
1962. President Kennedy announces to the world that USSR is staging nuclear missiles in Cuba... You, as part of a super-secret joint operation of US and UK agents are tasked to prevent a nuclear catastrophe. Good luck, agents. Exotic locations, dangerous criminals, and car chases makes this a crazy 60's Feng Shui action movie. Cigars are not provided.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Studio 15-01</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Feng Shui 2</td>
<td>GM: Albert Choy</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Mike Tangedal</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Something Sinister: Cult of Malus
In the late 1800’s, Victorian London, Something stalks the dark streets. Something hunts. Something moans. Something gnaws and Something hungers. It's aware, it's closer than you think ... and it's sinister.

<table>
<thead>
<tr>
<th>Game Start: FRI 2000</th>
<th>Location: Studio 11-01</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: 10 Candles</td>
<td>GM: Jon Cazares</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Dan Johnsen</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Vindication with Expansion
Unlock your potential with this hybrid style game. Use strategy, resource management, area control, action selection, modular board, and variable powers to earn back your honor. I will be running the leaders and alliances expansion. Please have some knowledge of the rules.
https://orangenebula.com/product/vindication/
https://www.youtube.com/watch?v=YgIVXWPdB2Q

Game Start: FRI 2000  Location: Conference Room B 03  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Vindication  GM: Mike Rhodes

We Will Survive!
Attacked as your caravan set up camp in the far Northeast, you must marshal your resources, assess your enemies and figure out how to survive when you are far from home.

Game Start: FRI 2000  Location: Studio 02-01  Players: 7  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Bethorm  GM: Krista Donnelly

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: FRI 2000  Location: Studio 13-02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: GURPS  GM: Matthew Rose

Friday 20-Sat 02 – runs for 6 hours

Battlestar Galactica
Battlestar with most options from the expansions. Expansion rules at least will be taught, but knowledge of at least basic Battlestar recommended.

Game Start: FRI 2000  Location: Studio 08-01  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Battlestar Galactica  GM: Matthew Boehland

Caverna with the Forgotten Folk
A worker-placement game at heart, with a focus on farming. You begin the game with a farmer and his spouse, and each member of the farming family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises.

Game Start: FRI 2000  Location: Studio 16-03  Players: 4  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Caverna: The Cave Farmers  GM: Shawn Irons
Co-GM: Lawrence Irons  Sponsored by: TCAT
Wrestlefest!
This is ACE Wrestling, North America's largest independent wrestling promotion. Wrestlefest is it's biggest show, and is the Superbowl of indie wrestling. This is the show that ends feuds, puts all titles on the line, and culminates an entire year's storylines. The question is how did we get here? Wrestlefest is a game of in ring wrestling action, and backstage politics for 10-30 players.

Game Start: FRI 2000  Location: Studio 17-01  Players: 18  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: Home Rules  GM: Nathan Nolan
Co-GM: Don Prust, Kim Martineau, Sean Martineau

Friday 22-24 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: FRI 2200  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: FRI 2200  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich

Cards Against Humanity
The original classic. Compete with the other players to be the worst person.

Game Start: FRI 2200  Location: Studio 10-01  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Cards Against Humanity  GM: Joy Nicolai

Cataclysm: 1945+
The final session of a persistent 6-part grand strategy game. Lead a nation through the end of a second World War, and shape the postwar world that will follow. The details of this session will be the result of decisions made by players throughout the day as they collectively rewrite the course of history!

Game Start: FRI 2200  Location: Conference Room F 09  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Cataclysm: A Second World War  GM: Brooks Flugaur-Leavitt

Grunt Grill
Adventurers have more treasure than they need and you don’t have enough. Start a business and remedy this situation. Sell to adventurers what they need and want. Just get that treasure before they die or retire. Don’t worry, if you bankrupt them you can sell the debt. Diversify and compete to build your fantasy business empire.

Game Start: FRI 2200  Location: Copenhagen 13  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Mercenary Mill  GM: Cory Katzenmeyer
NetHack
NetHack is a single player dungeon exploration game that runs on a wide variety of computer systems. Assemble your hero from a choice of thirteen classes and five races as you enter the ASCII & text based adventure game. Your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. Multiple game client interfaces available.

Game Start: FRI 2200  Location: Copenhagen 10  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: NetHack  GM: Munir Nassar

Nothing Personal
Players attempt to gain, in five turns, the most respect among the mafia through influence, negotiation, blackmail and bribery. Players take turns playing influence cards to take control of gangsters and work them up the chain of power. Each position and gangster has their own special abilities that give players the edge they need to accrue the respect they deserve - to become the Boss of Bosses.

Game Start: FRI 2200  Location: Board Room 1-03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Nothing Personal  GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society

People's Choice Midimaze
Again there have been cries from the Midiproletariat for guidance! Here, then, is a series of games run by King Midi for the people. We will play whatever options and mazes anyone is interested in playing and fabulous prizes will be awarded! If you don't score a ticket, come by anyway...who knows what could happen?

Game Start: FRI 2200  Location: Conference Room H 01 Players: 11  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Midimaze 2  GM: Jim Beecher
Sponsored by: First Minnesota Historical Wargame Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: FRI 2200  Location: Conference Room C 05 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

Friday 22-Sat 02 – runs for 4 hours

A Game of Throne
King Robert Baratheon is dead, and the lands of Westeros brace for battle. Vie for control of the Iron Throne through the use of diplomacy and warfare. Players will plan in secret to find a way to make themselves King, but of course everyone is acting to do the same. This game will have a referee to teach the game and assist with the rules.

Game Start: FRI 2200  Location: Conference Room B 02 Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Game of Thrones  GM: Jacob Borgmann
Dungeon Circuit: Season 11
SELL! SELL! SELL! Get busy, Dungeon Circuit contestant! You have to advertise dubiously safe magical products with zeal as you survive a dungeon filled with weird monsters, unfair traps and bad puns. But most of all, you need to MOVE THOSE UNITS. Remember, healing potion is for closers.

Game Start: FRI 2200  Location: Studio 07-01  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Paranesia  GM: Justin Williams

Gaia Project
Fourteen different factions live on seven different kinds of planets, and each faction is bound to their own home planets, so to develop and grow, they must terraform neighboring planets into their home environments in competition with the other groups. In addition, Gaia planets can be used by all factions for colonization, and Transdimensional planets can be changed into Gaia planets.

Game Start: FRI 2200  Location: Conference Room C 05  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Gaia Project  GM: Benjamin Lindvall

It's late and we're fried. Let's party!
The TCAT crew really digs those big party games when we haven't had enough sleep and are not sure why we're still playing. Join us for Werewolf, Resistance, Gretchinz, Joking Hazard, Pairs, The Mind, Decrypto, and on and on. Bring yours too!

Game Start: FRI 2200  Location: Studio 16-04  Players: 12  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: (Open Board Gaming)  GM: Josh Worley
Co-GM: Brian Schlichting, Shawn Irons  Sponsored by: TCAT

LarpJam
A collaborative game-design workshop where you create your own larps. In a matter of hours people with no larp design experience can create awesome, fully-playable larps! Participants will work on multiple larps that change round-robin between different in small groups. LarpJam is great for roleplayers and anyone interested in game design. Despite the listing, it will only take 3 hours.

Game Start: FRI 2200  Location: Studio 01-01  Players: 15  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Seminar  GM: Jon Cole

Operation Trail Dust
The Cartel is dumping product into the deepest parts of the ocean. How then, is it ending up on the streets of Miami? Your mission: go undercover and shut it down.

Game Start: FRI 2200  Location: Studio 07-02  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Dean Anderson

Shadows Over Camelot & Variations
Each player represents a knight of the Round Table and they must collaborate to overcome a number of quests. Completed quests place white swords on the Round Table; failed quests add black swords and/or siege engines around Camelot. The knights are trying to build a majority of white swords on the Table before Camelot falls. But beware, there could be a traitor among you!

Game Start: FRI 2200  Location: Board Room 1-07  Players: 14  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Shadows over Camelot  GM: Bill Nara  Sponsored by: Chess & Strategy Game Association
## Friday 24-Sat 02 – runs for 2 hours

**#Volunteer**

CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

<table>
<thead>
<tr>
<th>Game Start: FRI 2400</th>
<th>Location: Registration Desk</th>
<th>Players: 1</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Seminar</td>
<td>Game System: Volunteering</td>
<td>GM: Connie McNorth</td>
<td></td>
</tr>
</tbody>
</table>

## Saturday 08-10 – runs for 2 hours

**#Volunteer**

CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

<table>
<thead>
<tr>
<th>Game Start: SAT 800</th>
<th>Location: Registration Desk</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Seminar</td>
<td>Game System: Volunteering</td>
<td>GM: Connie McNorth</td>
<td></td>
</tr>
</tbody>
</table>

### Isle of Skye

As a Scot noble, buy and sell land, sheep, cattle, boats, forts and lighthouses to other nobles, while increasing your whiskey production. A light Euro-style auction and tile laying game with high re-play value. Beginners welcome!

<table>
<thead>
<tr>
<th>Game Start: SAT 800</th>
<th>Location: Board Room 2-01</th>
<th>Players: 10</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Isle of Skye</td>
<td>GM: Erik Olsrud</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: *Chess & Strategy Games Association*

### It is a Glorious Day For Science

Join us as we play Girl Genius: The Works -- yes, all of them. The original 110-card deck and the new 60-card decks each featuring a story arc: Castle Wulfenbach, Master Payne's Circus of Adventure, Castle Heterodyne, and The Siege of Mechanicsburg. First arrival, ticket holders get first choice of which set they want to play.

<table>
<thead>
<tr>
<th>Game Start: SAT 800</th>
<th>Location: Conference Room C 01</th>
<th>Players: 12</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: Intro</td>
</tr>
<tr>
<td>Game Type: Card</td>
<td>Game System: Girl Genius: The Works</td>
<td>GM: Bobbie Christen</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Shane Christen</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Mysterium

A horrible crime has been committed on the grounds of Warwick Manor and it's up to the psychic investigators to get to the bottom of it. The ghost tries to lead the investigators to their culprit. Each hour the team will be met with visions, but what is the ghost trying to tell you? Can the psychics determine the weapon, location and killer or will a violent criminal pull off the perfect murder?

<table>
<thead>
<tr>
<th>Game Start: SAT 800</th>
<th>Location: Regency 05</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Mysterium</td>
<td>GM: Quincy Conrad</td>
<td></td>
</tr>
</tbody>
</table>
Power Grid
Can you keep the lights on? Buy power plants, manage your resources, and expand your network faster than your opponents! Rules will be taught for new players!
Game Start: SAT 800 Location: Conference Room C 08 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Power Grid GM: Brian Hole

Richard Borg Fest; Memoir 44, Ancients, & More!
Commands & Colors, Memoir 44, Battle Lore, & Others depict warfare at many times in history. These card driven war game scenarios typically play in under 60 minutes. The game system is quickly accessible to new players. Great entry war games!
Game Start: SAT 800 Location: Board Room 1-01 Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Command and Colors, Ancients GM: Bill Nara
Sponsored by: First Minnesota Historical Wargame Society

Root
This asymmetric battle for control of the woodland is an excellent experience, especially for those who already know how to play. Please only sign up if your familiar with the game.
Game Start: SAT 800 Location: Regency 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: Board Game System: Root GM: George Linkert

Saturday Morning Splendor!
As the leader of a merchant guild, you invest in mines, send your ships to the new world, and recruit the most renowned artisans. Build a commercial empire and receive the visit of wise monarchs, patrons with infinite resources, to acquire glory and prestige. Alright, the theme isn't the strongest with this game, but start your Saturday with a great little engine builder!
Game Start: SAT 800 Location: Regency 08 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Splendor GM: Mary Schultz

Tall Tales at Twisty's Tavern
It's a typical Tuesday night at Twisty's Tavern. A group of regulars has managed to sync up their schedules for once and it's time for a game of Tall Tales. If only they could stop being interrupted...
This game-within-a-game format should prove to be a bit of light fun.
Game Start: SAT 800 Location: Studio 02-02 Players: 6 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Abstract Dungeon GM: Katherine Herbert

Tank Commander
The Tank Commander pops the hatch and scans the AO. The terrain is a bit rough in some places but offers clever tactical advantages. “Button up. We’re moving out!” The tank squad wheels to the right to set up hull-down against the far hill. This 3-D tank game's all about tactics and guts, and the good and the bad fortunes of battle. New plating was added. But that HEAT round looks corroded. Uh oh!
Game Start: SAT 800 Location: Studio 09-01 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Tank Commander GM: Don Bauman
Sponsored by: Maximum Overdrive

www.conofthenorth.org
Thunder Road 3-D
It’s an apocalyptic desert highway and you are racing against rival gangs. You can eliminate them by ramming and shooting with armed vehicles. Attack your opponent’s cars with your War-Pig and leave nothing but wrecks behind. Guns jammed? Just toss a molotov or have your chopper take a pot-shot. If you can’t wreck them, you better outrun them!

Game Start: SAT 800 Location: Studio 09-02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Thunder Road GM: Steve Bauman

Wake up with Secret Hitler!
Get your day started on the right foot with this hidden role game! We should have time for multiple playthroughs, so even if you get an alternate spot, you can likely get rotated in.

Game Start: SAT 800 Location: Studio 10-01 Players: 10 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Card Game System: Secret Hitler GM: Robert Barthel

Wingspan
Wingspan is a competitive, medium-weight, card-driven, engine-building board game. You are bird enthusiasts seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). The winner is the player with the most points after 4 rounds.

Game Start: SAT 800 Location: Conference Room B 07 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Wingspan GM: Carmen Patton-Minder
Apocalypse the Risen: Dead in the Darklands
Post-apocalyptic fantasy horror on Earth. “Grave danger is discovered near a newly established colony, putting its very existence in jeopardy.” 1st level characters provided.

- **Game Start:** SAT 800
- **Location:** Studio 13-01
- **Players:** 8
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Mature
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** Dungeons & Dragons 5th Ed.
- **GM:** Steve Jameson

Battle of Crete 1941, Part 1
The battle for the skies over the Greek island of Crete at the beginning of Operation Mercury; the German airborne assault. Each player will control a fighter squadron escorting or intercepting the German paratroopers during their approach to the island. The results of this game will affect the course of the subsequent ground battle in Operation Mercury: Crete 1941, Part 2.

- **Game Start:** SAT 800
- **Location:** Conference Room F 09
- **Players:** 8
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game Type:** Miniatures
- **Game System:** Blood Red Skies
- **GM:** Brooks Flugaur-Leavitt

Clash with King Fik Strongfist
D&D 5e Level 5 to 7 dungeon of king Fik Strongfist the evil king of the Kobolds that have been at war with the Gnomes for many years. Only you can stop him.

- **Game Start:** SAT 800
- **Location:** Studio 07-01
- **Players:** 8
- **Materials:** General
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** Some
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** Dungeons & Dragons 5th Ed.
- **GM:** Kenneth Kreb

D&D Tutorial: Cracking the Case
Solving a mystery can be a very rewarding experience for players. Who wouldn't want to feel like a genius after the find the right suspect? This scenario will focus on the heroes interpreting and solving a mystery, which can be very challenging in an RPG. New and returning D&D players Welcome!

- **Game Start:** SAT 800
- **Location:** Studio 02-03
- **Players:** 5
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game Type:** RPG
- **Game System:** Dungeons & Dragons 5th Ed.
- **GM:** Jacob Borgmann

Eclipse Phase: The Heist
You can't imagine anyone refusing the payday you’ve just been offered. Sure, the task *should* be impossible--no one has ever stolen from the First Bank of Erato. But the plan looks good--at least, the tiny sliver of it that you've seen. The catch: You don't get to know the rest of the team. At all. Can you trust them?

- **Game Start:** SAT 800
- **Location:** Studio 12-01
- **Players:** 5
- **Materials:** General
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** Some
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** Eclipse Phase, 2nd Edition
- **GM:** Richard Pennertz
Lady Blackbird (Steampunk RPG)
Lady Blackbird is an Imperial noble fleeing from an arranged marriage to be with her secret lover, the pirate king Uriah Flint. To reunite with him, she has hired a notorious smuggler and the crew of his skyship, The Owl. However, The Owl has been captured by an Imperial cruiser. How will Lady Blackbird and the others escape? What dangers lie in their path on the way to the pirate king’s lair?

Game Start: SAT 800  
Location: Studio 14-02  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: RPG  
Game System: Lady Blackbird  
GM: Jesse Ross

Learn to Play Arkham Horror 3rd Edition
Come play the latest (and in our opinion BEST) version of Arkham Horror yet with it's first expansion! A faster, more streamlined, more narrative-focused defense of the titular city from unspeakable horrors!

Game Start: SAT 800  
Location: Conference Room C 04  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Arkham Horror 3rd edition  
GM: Leah Pasillas

Co-GM: Christopher Nelson

Paranoia RPG
The Computer is your friend! Join fellow troubleshooters for a fun adventure. Happiness is mandatory.

Game Start: SAT 800  
Location: Studio 15-01  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Paranoia (2017)  
GM: Shawn Espeseth

Trouble in Zhenganaz
Benry Claverie, magister of the Wayrest Mages Guild, has hired your band of intrepid adventurers to delve into the ruins of Zhenganaz to recover a working Dwemer spider. Wrothgar’s icy wastes are treacherous enough, dare you set foot in the trap-infested halls of Zhenganaz? And how will you transport a working Dwemer spider back to Wayrest? Pre-gen characters will be provided.

Game Start: SAT 800  
Location: Studio 02-01  
Players: 6  
Materials: General

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: RPG  
Game System: BareBones  
GM: Brian Gute

Saturday 08-13 – runs for 5 hours

CCC-BMG-MOON09-03: Dark Moon Bound (Tier 3) - Table 8
Ashes rain down on Norland. Little hope is left for those remaining free of the shadow. All that remains is a retreat, but something must be done to halt the shadow from leaving the island.

Game Start: SAT 800  
Location: Conference Room D 08  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

CCC-GHC-BK1-04: I am the Fire (Tier 2) - Table 13
A shadow has fallen over the Border Kingdoms. Dark forces are on the move, and a new power has risen. The effects of this new evil are just beginning to show themselves in the villages and towns through the lands. Can a party of adventurers stop the advancement of the dark forces before they wash over the entire kingdoms?

Game Start: SAT 800  
Location: Conference Room E 13  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League
CCC-TRI-14: CCC-TRI-14 The Voice in the Night (Part Three of the Yulas)
A bizarre sea monster has been spotted near Hillsfar. Strange voices visit people in their dreams. Zealots preach about the Great Old Ones' return. Can you find out the truth before the voice consumes everyone's sanity?

Game Start: SAT 800  
Location: Conference Room E 16  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-03: Those That Came Before (Tier 4) - Table 19
All of the scribes in Candlekeep are reporting eerie dreams, dreams in which the flying citadels of Ancient Netheril remain aloft among the clouds, with the modern skylines of Neverwinter and Waterdeep far below. These hazy visions all end the same way: with tremendous calamity as those fortresses smash down upon the defenseless metropolises. What aid can be enlisted when such doom is on the horizon?

Game Start: SAT 800  
Location: Conference Room E 19  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-07: The Embers of Hate (Tier 2) - Table 18
Hatred burns with a fire unlike any other; and the hotter the flame, the more difficult it is to stamp it out. Beneath the rubble of Mulmaster, and a group of angry men and women seek to stoke smoldering embers of hate anew into a raging conflagration. Can you stop them before it is too late, or will evil rise once more from the ashes-free to burn all it touches?

Game Start: SAT 800  
Location: Conference Room E 18  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11c (HC): Phlegethos: Iâ€™ve Seen Fire and Iâ€™ve Seen Pain (Tier)
You are sent to Phlegethos to collect payment for the lovable imp Pipyap. Unfortunately the debtor requires that you prove your identity by doing him a favor.

Game Start: SAT 800  
Location: Conference Room D 01  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-02: Stopped at the Gate (Tier 1) - Table 12
It's been a long, arduous trip, but you're finally here-Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.

Game Start: SAT 800  
Location: Conference Room E 12  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-03: Hungry Shadows (Tier 1) - Table 10
Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task? Part Two of the Betrayal is in the Blood series of adventures.

Game Start: SAT 800  
Location: Conference Room E 10  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-04: Day of the Devil (Tier 1) - Table 4
The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol? Part Three of the Betrayal is in the Blood series of adventures.

Game Start: SAT 800  
Location: Conference Room D 04  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-05: Faces of Fortune (Tier 2) - Table 6
Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium. Part One of the Behind Infernal Lines series.

Game Start: SAT 800  
Location: Conference Room D 06  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: Some  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-06: Infernal Insurgency (Tier 2) - Table 20
Fai Chen reveals that a draft of the Hellriders' original attack plan might still exist, but it won't be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, but when you're in Avernus, what isn't? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds. Part Two of the Behind Infernal Lines series.

Game Start: SAT 800  
Location: Conference Room E 20  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: Some  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-07: Diabolical Dive (Tier 3) - Table 17
You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake. Part Three of the Behind Infernal Lines series.

Game Start: SAT 800  
Location: Conference Room E 17  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: Some  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-12: The Breath of Life (Tier 3) - Table 11
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series of adventures.

Game Start: SAT 800  Location: Conference Room E 11  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-13: The Swarmed Heart (Tier 3) - Table 9
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures.

Game Start: SAT 800  Location: Conference Room D 09  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-14: The Vast Emptiness of Grace (Tier 3) - Table 5
Accompanying the Chosen of Ilmater and baring the newly discovered Ward of Faithfulness, you proceed further into the tomb of the Bloody Hooves. Time is running short. Zariel's forces hunt for you even now. Part Two of the Doors and Corners series of adventures.

Game Start: SAT 800  Location: Conference Room D 05  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDHC-TYP(d): White Plume Mountain (Part 1 of 2) (Tier 2) - Table 7
White Plume Mountain has always been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few will approach it closely, as it is reputed to be the haunt of various demons and devils. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

Game Start: SAT 800  Location: Conference Room D 07  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

PFS 10-04: Reaver’s Roar (7-11)
A call from some of the Pathfinder Society's most esteemed leaders brings the PCs to a small town in Lastwall. While their mission to retrieve a relic of the Shining Crusade from a cathedral guarded by a fearsome beast seems straightforward—if extremely hazardous—interested parties from the nearby orc nation of Belkzen and beyond have their own plans that may not align with the PCs’ own.

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

www.conofthenorth.org
PFS 10-05: Mysteries Under Moonlight, Part 1: Testament of Souls (3-7)

Something ominous is afoot around Magnimar's famous monuments. The mayor hired an official investigator to
to get to the bottom of the situation, but the latter's methods have overlooked key evidence. Pt2 sat13 & sun 9

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA

PFS 1-45: Delirium’s Tangle (1-5)

The Pathfinder Society owes Grandmaster Torch a favor and he's calling it in. It seems he misplaced Nuar
Spiritskin, the famous minotaur prince of Absalom, and Torch needs you to find the prince before the city
discovers that the minotaur is missing.

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA

PFS 9-12: Shrine of the Sacred Tempest (1-5)

Outside of a remote village in the tengu nation of Kwanlai, a generations-old group of shrinekeepers has
dutifully watched over a holy site that commemorates celestial forces that fell in battle against a qlippoth
invasion in the distant past. By tradition, the guardians report to celestial forces every 10 years, but these
guardians have fallen silent.

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA

PFS 9-22: Grotto of the Deluged God (1-5)

When a ship that Venture-Captain Calisro Benarry hired to ferry Pathfinders to the Gloomspires vanished, she
called upon diviners to speak to the sailors, only to learn that they had met a watery grave. Benarry has
narrowed down the ship’s location to the shoals off the coast of the pirate island of Tempest Cay.

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA

PFS2 1-00: Origin of the Open Road (lvl 5 pregens)

Over recent decades, numerous incidents at the Pathfinder Society's Grand Lodge in Absalom have damaged the
priceless collections, destroying many documents outright. The Society has sent the PCs to Nexus House in the
arcane metropolis of Quantum, hoping that the second oldest Pathfinder lodge might contain duplicates of the
lost texts to copy and study.

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA

PFS2 1-10: The Tarnbreakers Trail (1-4)

TBD

Game Start: SAT 800  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA

Sponsored by: Pathfinder Society
PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

SFS 02-12: Colossus Heist (7-10)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

SFS 2-13: Storm of the End Times (1-4)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

SFS 2-15: The Infernal Gallery (1-4)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*

SFS 2-16: A Scoured Home (5-8)
TBD
Game Start: SAT 800 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: *Pathfinder Society*
Saturday 08-Sun 02 – runs for 18 hours

Wall Of Macs
Come play the games of the 80's & 90’s on original 68K Mac Hardware! Blaze the Oregon/Amazon Trail!
Delve into the Dungeon of Doom! Survive the Dark Castle! Become the Prince of Persia! Come play these or
dozens of other classics in glorious 9 inch monochrome!
Game Start: SAT 800  Location: Conference Room H 03  Players: 4  Materials: None
Game Length: 18 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: (Open Computer Gaming)  GM: Wall Of Macs

Saturday 10-12 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign
up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.
Game Start: SAT 1000  Location: Registration Desk  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

5 Minute Dungeon
5 Minute Dungeon is a real-time Cooperative card game where players attempt to defeat monsters and obstacles
by playing cards and using powers in 5 minutes or less. If you defeat the dungeon, a harder challenge awaits.
Game Start: SAT 1000  Location: Copenhagen 15  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: 5 Minute Dungeon  GM: Jen Distad

Acquire
Each player strategically invests in businesses, trying to retain a majority of stock. As the businesses grow with
tile placements, they also start merging, giving the majority stockholders of the acquired business sizable
bonuses. The game is a race to acquire the greatest wealth.
Game Start: SAT 1000  Location: Board Room 1-04  Players: 18  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Acquire  GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

Arboretum
carboretum card game
Game Start: SAT 1000  Location: Conference Room C 01  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: (Open Card Gaming)  GM: Jason Prettyman

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge
positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen
stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under
attack! Please see www.manthebridge.com for more information.
Game Start: SAT 1000  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich
**Bargain Quest**

Take the role of competing shopkeepers in a fantasy town plagued by monsters. Stock your shelves by drafting item cards and arrange your displays to attract heroes to your shop!

- **Game Start:** SAT 1000
- **Location:** Conference Room B 06
- **Players:** 6
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game System:** Bargain Quest Board Game
- **GM:** Kala Hotakainen

**Cat Games For Little Kids**

Love cats?! Love games?! Come play cat games! In this session there will be an assortment of cat themed games suited kids ages 3-7. There will be no reading required and basic counting. It is requested that an adult stay with the child.

- **Game Start:** SAT 1000
- **Location:** Copenhagen 02
- **Players:** 4
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Kid Only
- **Rules Knowledge:** None
- **Special Track:** Kids
- **Game System:** (Open Board Gaming)
- **GM:** Jennifer Godfrey

**Colt Express**

Join your fellow bandits and rob the train! Just watch out for the Marshall... and treachery! Rules will be taught for new players. We will play with expansions as well.

- **Game Start:** SAT 1000
- **Location:** Copenhagen 03
- **Players:** 6
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game System:** Colt Express
- **GM:** Brian Hole

**Commands and Colors Medieval**

Try the new C&C game. If you’ve played one of the several other variations of Richard Borg’s C&C games this will feel familiar, but with the Dark Ages historic battles depicted from the late Roman/Byzantine period. Picks up where C&C Ancients leaves off, and let’s you experience the shock effect of heavy cataphract cavalry smashing holes in your opponent’s (or your own) line of battle.

- **Game Start:** SAT 1000
- **Location:** Studio 05-02
- **Players:** 2
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game System:** Command and Colors, Ancients
- **GM:** Darren Couillard

**Do you like birds? Wingspan**

Do you like birds but never want to leave the house? Then join us in a game of Wingspan the hit of 2019!

- **Game Start:** SAT 1000
- **Location:** Regency 11
- **Players:** 5
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game System:** Wingspan
- **GM:** James Spurrier

**Dominion Expansions**

You are a monarch, a ruler of a small kingdom. However, you want a bigger, better kingdom. You want a Dominion! All around you lie small bits of land, verging on anarchy. You will bring civilization to these people, them under your banner. But wait! Other monarchs have had the same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way.

- **Game Start:** SAT 1000
- **Location:** Conference Room C 05
- **Players:** 8
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** Some
- **Special Track:** No
- **Game System:** Dominion
- **GM:** Adrienna Schultz

**Dreams of Tomorrow**

Change the future by sending dreams into the past. Dreams of Tomorrow is a competitive set collection game about weaving dreams, manipulating action spaces, and careful timing of abilities.

- **Game Start:** SAT 1000
- **Location:** Studio 03-04
- **Players:** 5
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game System:** Dreams of Tomorrow
- **GM:** Jeff Conrad

Sponsored by: *Saturday Night Space Opera*
Dueling Aces
Take to the skies in a WWII fighter plane and chase down enemy pilots. Out maneuver them to get them in your sites. Come to the aid of a fellow pilot when they are targeted. Can your team take down the enemy squadron or will they get you? Find out if you are the Ace in the Skies.

Game Start: SAT 1000  Location: Studio 05-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Dueling Aces (Home Rules)  GM: Tim Leonard

Dungeon!
How deep into the Dungeon do you dare venture? Your Wizard might not survive the Purple Worm or the Red Dragon, but the Giant Spider is an easy victory! The Silver Cup is yours! Kill monsters and get treasures while exploring the intricate 3-D dungeon. Remember: The deeper the level, the bigger the treasure. And watch out for secret doors and traps! The original classic board game in 3-D.

Game Start: SAT 1000  Location: Studio 09-03  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Dungeon!  GM: Mike Jensen

Sponsored by: Maximum Overdrive

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: SAT 1000  Location: Copenhagen 09  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: End of the Line  GM: Seppy Yoon

Sponsored by: Chess & Strategy Game Association

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 2-04  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

Sponsored by: Chess & Strategy Game Association

Fantastic Factories
Race against other players to build the most efficient set of factories. Carefully manage your blueprints, train your workers, and manufacture as many goods as possible!

Game Start: SAT 1000  Location: Copenhagen 12  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Fantastic Factories  GM: Boyd Weiger

Sponsored by: Chess & Strategy Game Association

Fantastic Factories
Compete against other players to manufacture the most goods or build the most prestigious buildings. There are elements of dice rolling, worker placement, engine building, resource management, tableau building, simultaneous play, and some card drafting.

Game Start: SAT 1000  Location: Copenhagen 11  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Card  Game System: Fantastic Factories  GM: Scott Pakudaitis

Sponsored by: Chess & Strategy Game Association
Fate of the Elder Gods
In Fate of the Elder Gods, players take on the role of cults trying to summon Elder Gods! Each cult is in competition to be first to summon their god, but they all must contend with the intrepid investigators working to seal off the gates.

Game Start: SAT 1000 Location: Regency 08 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Fate of the Elder Gods GM: Sean Ford

Hellboy: The Board Game (4 players)
Hellboy is a fully cooperative dungeon crawl in which players take control of iconic members of the Bureau of Paranormal Research and Defense and explore gothic locations to uncover ancient artifacts. The game accurately captures the look and feel of Mike Mignola's world famous comic book series.

Game Start: SAT 1000 Location: Studio 16-03 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Hellboy: The Board Game GM: Josh Worley Sponsored by: TCAT

Heroscape

Game Start: SAT 1000 Location: Conference Room C 06 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Heroscape GM: Brad Weber Co-GM: Brad Weber Hunter Weber

Jaws
In JAWS, one player takes on the role of the killer shark off Amity Island, while the other players take on the roles of Brody, Hooper and Quint to hunt the shark. Rules taught.

Game Start: SAT 1000 Location: Studio 08-01 Players: 3 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Board Game System: Jaws GM: Matthew Boehland

Learn Race for the Galaxy
Build galactic civilizations by exploring worlds and making technological and social developments. Build your civilization into an economic engine or a military empire! This is a moderately complex game.

Game Start: SAT 1000 Location: Copenhagen 07 Players: 6 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Card Game System: Race for the Galaxy GM: Dan Hillis

Letter Jam
A unique cooperative word deduction game. Players take turns giving clues to help each player figure out what their letter and ultimately what their words is.

Game Start: SAT 1000 Location: Copenhagen 05 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Card Game System: Letter Jam GM: Eric Distad

Mario PitchKart : A PitchCar Total Conversion!
Mario PitchKart is back with upgrades! Race Mario Kart style tossing bananas and chucking shells. Use power stars and mushrooms to avoid Thwomps, Chain Chomps, Goombas, and more in your race to the finish! If you fall too far behind, you might just get Bullet Bill to put you back in the race!

Game Start: SAT 1000 Location: Studio 16-04 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: PitchCar GM: Brian Schlichting Sponsored by: TCAT
Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 1000 Location: Conference Room F 01 Players: 4 Materials: All
Game Length: 2 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: Miniatures Game System: (Open Miniatures Gaming) GM: Dan Helmen
Co-GM: Matt Helmen
Sponsored by: Terrain Specialties

Mystic Vale Conclave
A curse has been placed on the Valley of Life. Hearing the spirits of nature cry out for aid, clans of druids have arrived, determined to use their blessings to heal the land and rescue the spirits. This is a deck improvement game. Players (druids) will add improvements to their deck (land) during the game by crafting new cards. A Shieldmaiden shenanigans event.

Game Start: SAT 1000 Location: Studio 02-04 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Mystic Vale GM: Jenna Touchette
Co-GM: Jenna Touchette
Sponsored by: The Shieldmaidens

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats; improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: SAT 1000 Location: OSL-01 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Card Game System: Pathfinder Adventure Card Game GM: Jolene Danner
Co-GM: Erica Loppnow
Sponsored by: Pathfinder Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game. Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: SAT 1000 Location: Plymouth 07 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

Quacks of Quedlinburg
A strategic push-your-luck game where each player draws from their potpourri of ingredients until they think that their own special blend is just right. Be careful, you don't want your potion to explode!

Game Start: SAT 1000 Location: Studio 02-07 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: The Quacks of Quedlinburg GM: Rosemary Gallagher

RA
Perhaps the best auction game within the past 3,500 years. Bid to collect sets of monuments, pharaohs, rivers and floods, while avoiding earthquakes, drought and civil disorder. Clever bidding mechanics create suspenseful decisions. Beginners welcome.

Game Start: SAT 1000 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: Ra GM: Erik Olsrud
Sponsored by: Chess & Strategy Games Association

www.conofthenorth.org
Richard Borg Fest; Memoir 44, Ancients, & More!
Commands & Colors, Memoir 44, Battle Lore, & Others depict warfare at many times in history. These card-driven war game scenarios typically play in under 60 minutes. The game system is quickly accessible to new players. Great entry war games!

**Game Start:** SAT 1000  
**Location:** Board Room 1-04  
**Players:** 12  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** Command and Colors, Ancients  
**GM:** Bill Nara

Sponsored by: *First Minnesota Historical Wargame Society*

---

**Root**
BGG 8.1 rating. From BGG: Root represents the next step in our development of asymmetric design. Like Vast: The Crystal Caverns, each player in Root has unique capabilities and a different victory condition. Now, with the aid of gorgeous, multi-use cards, a truly asymmetric design has never been more accessible.

**Game Start:** SAT 1000  
**Location:** Copenhagen 14  
**Players:** 3  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Teen  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** Root  
**GM:** Chad Patton-Minder

---

**Rum and Bones: Second Tide**
Based on online MOBA (Multiplayer Online Battle Arena) style games, Rum & Bones has players taking control of legendary pirate heroes, each with unique powers and abilities, as their crews fight over Davy Jones' legendary treasure!

**Game Start:** SAT 1000  
**Location:** Conference Room C 02  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** Rum and Bones: Second Tide  
**GM:** Ryan McCabe

---

**Sagrada**
Play the instant classic dice drafting game Sagrada. Select colored dice to fill your 4x5 grid, adhering to color and number placement constraints. This is the base game, without expansions

**Game Start:** SAT 1000  
**Location:** Copenhagen 06  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** Sagrada  
**GM:** Lynn Leitte

---

**San Quentin Kings**
Gain shivs, drugs, and respect all the while marveling at the terrible art of this self-published gem. Fun Euro with a unique setting...prison.

**Game Start:** SAT 1000  
**Location:** Conference Room C 03  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Teen  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** San Quentin Kings  
**GM:** Frank Pergande

---

**Short Game-A-Palooza!**
Don't have the attention span for long games? This session is for you! We will be running a variety of games that are meant to be played in 15-30 minutes. We will run two games at a time, allowing players to jump in and out as they please. Games include Love Letter, Flux, Sushi-Go!, Tem-Purr-A, Doughnut Drive-Thru, Dungeon Roll, and Roll For It. Game choice based on player interest.

**Game Start:** SAT 1000  
**Location:** Conference Room C 07  
**Players:** 8  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game System:** (Open Card Gaming)  
**GM:** Lacy Jabas
Snow Day: The Cold War
Fresh piles of snow cover the ground as the neighborhood gathers for the Snowball fight of their life!
This Tactical Snowball fight is a lighthearted take and intro to tactical combat.
This game is in development for an upcoming Kickstarter.
Game Start: SAT 1000 Location: Copenhagen 08 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Snow Day: The Cold War GM: Andrew Voigt

Space Base
Players assume the roles of Commodores of a small fleet of ships. This is a strategic engine builder using a player board (your space base) and tableau's of ship cards you can buy and add to your board.
Game Start: SAT 1000 Location: Copenhagen 13 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Space Base GM: Craig Bristow

SpacePunk
SpacePunk is a brand new game about galactic exploration in a post-Star Trek cyberpunk society. Playtest the first adventure module, "Rescue From Scobis!", with the creators of the system as you take on the role of lovable space scoundrels as they rescue a star-struck debutante. Characters and dice will be supplied, and feedback requested at the end of the session.
Game Start: SAT 1000 Location: Studio 05-04 Players: 4 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: RPG Game System: (homebrew) GM: Elliot Wilson
Co-GM: Mark Johnson

Takenoko
In this light family eurogame players will cultivate land plots, irrigate them, and grow bamboo with the help of the Imperial gardener to maintain this bamboo garden. They will have to bear with the immoderate hunger of the panda who loves the juicy and tender bamboo.
Game Start: SAT 1000 Location: Copenhagen 10 Players: 3 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Takenoko GM: Gordon Pueschner
Sponsored by: First Minnesota Historical Wargame Society

Thunder Road 3-D
It’s an apocalyptic desert highway and you are racing against rival gangs. You can eliminate them by ramming and shooting with armed vehicles. Attack your opponent’s cars with your War-Pig and leave nothing but wrecks behind. Guns jammed? Just toss a molotov or have your chopper take a pot-shot. If you can’t wreck them, you better outrun them!
Game Start: SAT 1000 Location: Studio 09-02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Thunder Road GM: Steve Bauman
Sponsored by: Maximum Overdrive

Ticket to Ride: Rails and Sails
Players collect cards of various types (trains and ships) that enable them to claim railway and sea routes on a nicely illustrated double-sided board, featuring the world map on one side and the great lakes of North America on the other. Elegantly simple and fast to learn, veteran railroaders as well as family and friends will be delighted to set sail to the new horizons of Ticket to Ride.
Game Start: SAT 1000 Location: Conference Room B 08 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Ticket to Ride: Rails and Sails GM: Kayman Swart
Sponsored by: Maximum Overdrive
Up Front Session 1
This is a tournament for Up Front. You can play in just 1 session or up to 3. The best score for a single scenario wins the tournament. (exact format subject to change due to participant numbers and time restraints.)
No experience necessary but arrive at 9am for teaching. Bringing a copy of the game guarantees you a spot in the tournament.

Game Start: SAT 1000  Location: Board Room 2-05  Players: 30  Materials: All
Game Type: Card  Game System: Up Front

Sponsored by: First Minnesota Historical Wargame Society

Viral
In this germ placement game, players will infect a body and compete for control of different body systems.

Game Start: SAT 1000  Location: Board Room 1-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  GM: Paul Wilson
Game Type: Board  Game System: Viral

Sponsored by: Chess & Strategy Game Association

Zombie Dice + Expansions
Come take a break from those "brainy" games and become a zombie who wants to eat brains! Roll dice to collect more brains than your fellow zombies. Press your luck to eat the brains, but stop rolling before the shotgun blasts end your turn!

Game Start: SAT 1000  Location: Regency 05  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  GM: Danielle Jennings
Game Type: Board  Game System: Zombie Dice

Sponsored by: Chess & Strategy Game Association

Saturday 10-14 – runs for 4 hours

A Dungeon with Dragons?
Combining high-action dungeon crawling with cutting-edge rules, Dungeon World is a roleplaying game of fantasy adventure. Dungeon World’s rules are easy to learn and always drive the action forward in unexpected ways. A missed roll is never a dead end—failure introduces new complexities and complications. Life as an adventurer is hard and dangerous but it’s never boring!

Game Start: SAT 1000  Location: Plymouth 03  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Powered by the Apocalypse  GM: Walter Schwarz

Aetherial Adventures: The Wages of Sin
When an ally recruits the PCs to help protect a meeting of the Celestial Council, it's up to them to prevent an interstellar tragedy.

Game Start: SAT 1000  Location: Studio 02-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder  GM: Nate Christen

Arkham Horror (3rd Ed)
The newest version of the Arkham Horror board game. It’s interesting.

Game Start: SAT 1000  Location: Conference Room B 04  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Arkham Horror 3rd edition  GM: Wendy Seidl

www.conofthenorth.org
Away Team Blues
The USS Gagarin is an Intrepid class exploration vessel on an extended deep space tour. Vulcan Captain Nirak runs a tight and efficient ship, and prefers to accomplish away missions in the same efficient manner. The Captain uses specialized teams for specialized tasks, and you are part of Gamma Team. If it’s dangerous, you’re the ones to do it.

Game Start: SAT 1000
Location: Studio 13-02
Players: 6
Materials: None
Game Length: 4 hrs
Rating: Teen
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Star Trek Adventures
GM: Nathan Nolan

Axis & Allies 1941
Axis & Allies 1941 by Wizards of the Coast. In Axis & Allies you control one of the great powers of World War II (Germany, Japan, the USSR, the UK, the USA). Battle your opponents with infantry, tanks, planes, and ships to force their complete and unconditional surrender. Beginners welcome!

Game Start: SAT 1000
Location: Conference Room B 03
Players: 5
Materials: None
Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: Intro
Game Type: Board
Game System: Axis and Allies
GM: Robin Bielefeldt

Big Trouble in Little China: The Boardgame (Premium Edition)
Ol' Lo Pan's at it again! Fresh off his victory at Con of the North last year, the ancient Chinese Sorcerer is out to complete his ritual to restore him to flesh all over again, and once again plunge the world into darkness. What a jerk! He needs to be stopped! We can't let this happen two years in a row! HEEEEEEEELLLLLLPP!

Game Start: SAT 1000
Location: Conference Room B 01
Players: 6
Materials: None
Game Length: 4 hrs
Rating: Teen
Rules Knowledge: None
Special Track: No
Game Type: Board
Game System: Board Game
GM: Jacques Capesius

Castle Dracos - Serpent Crypts
Delve into the legendary Castle Dracos! Adventurers from across the realm have descended upon the town of Rook in hopes of joining the Band of Glory in plundering the depths of the megadungeon. A new level has been uncovered, the Serpent Crypts, and brave heroes are needed more than ever. Use a Castle Dracos PC from previous games or roll a random character!

Game Start: SAT 1000
Location: Studio 01-02
Players: 6
Materials: None
Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Dungeon Crawl Classics RPG
GM: Dave Coulson

Cold Ascension's Edge: A Marvel/DC Crossover
You've awoken on Edenguard, and nothing is as you thought! This Marvel/DC Crossover world is having strange sightings, and it's your job to set things right. Play an established classic hero, or bring your own from the past (within limits). Who are these blue-skinned warriors emerging out of Lake Superior onto the beaches of Duluth?

Game Start: SAT 1000
Location: Studio 03-03
Players: 5
Materials: None
Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: Kids
Game Type: RPG
Game System: Marvel Super Heroes
GM: Chip Lewis
Sponsored by: Saturday Night Space Opera

Conan Big Event - 4 hours - 2 Scenarios
We'll run two parallel games of Conan from 10-2, each running two different scenarios in series. The two GMs will play the Opposition forces, with the attendees cooperating against them. We'll play one scenario, then switch it up so everyone plays two completely different Conan scenarios.

Game Start: SAT 1000
Location: Studio 16-02
Players: 8
Materials: None
Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: Board
Game System: Conan
GM: Shawn Irons
Sponsored by: TCAT

Co-GM: Lawrence Irons
DCC Playtest
Anything can happen… Please join Judge Julian of Spellburn for a brand new DCC RPG adventure. There will be blood, mayhem, horror, treasure and adventure.

Game Start: SAT 1000  Location: Studio 04-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: Julian Bernick

Sponsored by: Minneapolis DCC RPG Society

Firefight! Bolt Action Skirmish: Raid on Carvin
German and American forces are probing a small village in eastern France. Whoever gains control will open the road east or west. This small unit action scenario uses the Firefight! Bolt Action Skirmish Rules.

Game Start: SAT 1000  Location: Conference Room F 02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Bolt Action  GM: Josh Dunn

Sponsored by: Terrain Specialties

Flower Liches of the Dragonboat Festival
While traveling through distant Jannu, you stop in the city of Arbola to rest. It's the Dragonboat Festival when the mysterious Flower Liches come out of their underworld tombs to preside over the festivities. Bet on dragonboat races, put a boat crew together and race, eat exotic dishes, meet exotic people, and try not to get noticed by the city guard or the flower liches.

Game Start: SAT 1000  Location: Plymouth 05  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: The Petal Hack  GM: Brett Slocum

Lords of Hellas
Enter the Dark Ages of Greece, ruled by mighty Gods wielding advanced technology. Control asymmetric heroes and choose your path to victory, either by strategic control or adventure style monster hunting and quests.

Game Start: SAT 1000  Location: Conference Room C 08  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Lords of Hellas  GM: Jay Behrens

Monster Manual of the Week
Monsters are real. Join the hunt to for a classic D&D monster in this improvisational adventure! One randomly selected monster, one team of Hunters, one story you create, let's put that monster back in it's book in this Monster Manual the Week

Game Start: SAT 1000  Location: Studio 02-08  Players: 4  Materials: General
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Monster of the Week  GM: William Schar

Sponsored by: Terrain Specialties

Monster of the Week
love Buffy the Vampire Slayer, Supernatural, or Ash vs The Evil Dead? Then you'll feel right at home in this world of Monsters, Hunters, and Victims! Come learn to play Monster of the Week with Nyx from the production team of The Critshow. All materials will be provided, no prior experience necessary.

Game Start: SAT 1000  Location: Studio 15-02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Monster of the Week  GM: Tobi (Nyx Tesseract) Mattingly

Sponsored by: Minneapolis DCC RPG Society
One Last Score
You're a great team. No, a fantastic team. The best in the business. There are no other thieves like you. You've robbed banks, burgled museums, swindled oil tycoons and much, much more. It's time to go out with a bang - one last score to put a cap on your careers. You're going to steal the Crown Jewels.

Game Start: SAT 1000 Location: Studio 01-01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Fate Core GM: Kevin Matheny
Co-GM: Joseph Donaghue

Over the Edge: Under Broken Wings
When you visited the underbelly of the Broken Wings district, it was just supposed to be a nice easy job/evening in/social call of a dubious nature, but now the building has been placed under quarantine, the State is marshaling its forces outside, and the windows are suspiciously bulletproof. Also - what was that noise?

Game Start: SAT 1000 Location: Plymouth 01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Over the Edge GM: Justin Alexander
Sponsored by: Atlas Games

Plunder in Port Venture
The troop garrison in the town of Port Venture has come down with nasty case of tropical fever, leaving it severely undermanned. Naturally, every pirate crew worth their salt is eyeing this fortunate turn of events as a perfect opportunity to loot, settle old scores, and make a name for themselves. Take control of a crew and descend upon the town as you swashbuckle your way to riches and infamy.

Game Start: SAT 1000 Location: Conference Room F 04 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Legends of the High Seas GM: Matt Helmen
Co-GM: Dan Helmen
Sponsored by: Terrain Specialties

Space Empires 4X
A 4X space game - eXplore, eXpand, eXploit, and eXtermiate. Each player builds up a space empire and uses it to conquer the other players. The basic rules will be used and no rules knowledge is required. (3 players plus GM)

Game Start: SAT 1000 Location: Studio 16-01 Players: 2 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Space Empires: 4X GM: Chad Egbert
Sponsored by: TCAT

Space Hulk of The Chaos Orb
Servants of the Chaos Gods have learned the location of the final resting place of The Chaos Orb, once wielded by Sezrekan himself. In this Warhammer 40K RPG experience, you will take on the roles of Chaos Cultists seeking a grand relic. Can your group of hulking Chaos Space Marines, daring cultists and dangerous psykers prevail against magic, madness and servants of the corpse-emperor?

Game Start: SAT 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: Black Crusade GM: Jonathan Carnes
Co-GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society
Space monsters Ack!
It came from deep space! This is a Star Fleet Battles learn to play game where the players will cooperatively fight a planet eating space monster. SFB is a tactical space combat game based on the original Star Trek Series. Learn more about SFB at http://www.starfleetgames.com/ Free introductory rules are available at http://www.starfleetgames.com/CadetTraining.shtml

Game Start: SAT 1000 Location: Copenhagen 01 Players: 4 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Star Fleet Battles GM: Benjamin Reed
Co-GM: Eric Carlson

Star Trek (RE) Animated
Saturday morning was a great time for cartoons when the Star Trek Animated Series was broadcast, and now 40+ years later we finally have a series guide that describes its greatly expanded range of not-so-humanoid aliens and worlds. So let’s go there, and have a Saturday morning animated adventure in the Star Trek Animated Series era!

Game Start: SAT 1000 Location: Studio 03-02 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Star Trek Adventures GM: John Everett Till
Sponsored by: Saturday Night Space Opera

Star Wars: Edge of the Empire - RPG: Legends of the Galaxy
Star Wars: Legends of the Galaxy is a community driven organized play that runs games for Star Wars: Edge of the Empire, Age of Rebellion, & Force and Destiny by Fantasy Flight Games Games Games Games Games.

Game Start: SAT 1000 Location: Studio 11-02 Players: 5 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: RPG Game System: Star Wars: Edge of the Empires GM: Jay Gellerman
Co-GM: Nicholas J Montgomery

Summit
A simulation of the Cold War. Allocates your resources to build military bases, steel mills or consumer goods factories both home and abroad. Foreign presences are mutually exclusive so a lot of shouldering aside goes on. Vie for control of non-player to access available resources. Military bases protect your influence over another country. Alliances can be precious, but only one player will win.

Game Start: SAT 1000 Location: Conference Room B 05 Players: 5 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Summit GM: Tim Moore

The Portal Under the Stars
An exploration into the tomb of a long forgotten war-wizard, protected by enchantments and the remains of his barbarian hordes.

A Learn To Play/Demo adventure for DCC RPG. New players welcome/Kid friendly.

Game Start: SAT 1000 Location: Studio 04-01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: RPG Game System: Dungeon Crawl Classics RPG GM: John Dahlstrom
Co-GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society
Troyes
Each player manages their segment of the population (represented by dice) and their hand of cards. Use your dice or pay your fellow players to use their dice. There are multiple paths to victory. Will you win by working on the cathedral, battling invading armies, or making the city more vibrant? The player with the most fame in the city of Troyes at the end of the game wins.

Game Start: SAT 1000  Location: Conference Room B 07  Players: 4
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None
Game Type: Board  Game System: Troyes

War for Indagar
War for Indagar is a fast-paced, 4x strategy game that includes four distinct factions, along with an engaging AI. Players select powerful heroes to represent their armies, choose unique strategies to tailor their gameplay, and use spells and abilities to gain control over the battlefield and — ultimately — the Spirit Well at its center.

Game Start: SAT 1000  Location: Conference Room B 02  Players: 4
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: War of Indagar

Wedding at Kyotei Castle
When inauspicious signs threaten to derail a crucial wedding between the Crane and Phoenix Clans, it falls to a group of samurai to choose whether to see the match through or call it off—resulting in great loss of face for the Crane and Phoenix Clans. It seems not all of the guests are here to congratulate the honored couple. (This module debuted at GenCon 2018 and is run by the module author.)

Game Start: SAT 1000  Location: Studio 02-05  Players: 5
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: Some
Game Type: RPG  Game System: Legend of the Five Rings Roleplaying Game 5e

Xia: Legends of a Drift System
Xia emulates computer games like Elite, Privateer, Endless Sky, and Escape Velocity. It is a space sandbox game where players can earn points running missions, trading goods, mining materials, or destroying other ships. This game will include all expansion materials. Everyone is welcome- we will teach as we play if needed.

Game Start: SAT 1000  Location: Board Room 2-03  Players: 3
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: Xia: Legends of a Drift System

Yesterday's Armageddon
On an airless moon orbiting gas giant Coronado 7, your research base has been a quiet corner of the galaxy ever since the Last War with the Computer Interdict. Interstellar travel became a story told to children. But something still travels between the stars. Call it what you will: vampire ship, rogue AI, or nightmare destroyer. You know it by the name humanity gave it during the war: BERSERKER!

Game Start: SAT 1000  Location: Studio 03-01  Players: 7
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: RPG  Game System: Star Crawl

Sponsored by: Chess & Strategy Game Association

Sponsored by: Saturday Night Space Opera
**Saturday 10-16 – runs for 6 hours**

**Epic**
A company of thirty six epic heroes assault the Lich King’s floating citadel and manage to slay it, but the flying castle crashes with all inside; and the battle against a platoon of energy draining incorporeal wraiths - goes poorly. Only six bickering heroes survive, each nearly energy drained to death. Now they must escape, but the ruins still hold malevolent secrets.

<table>
<thead>
<tr>
<th>Game Start: SAT 1000</th>
<th>Location: Studio 11-01</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 6 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Advanced Dungeons &amp; Dragons</td>
<td>GM: Jon Cazares</td>
<td></td>
</tr>
</tbody>
</table>

**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!
New players are welcome.

<table>
<thead>
<tr>
<th>Game Start: SAT 1000</th>
<th>Location: Board Room 1-02</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 6 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Memoir 44</td>
<td>GM: Alex Siechen</td>
<td></td>
</tr>
</tbody>
</table>

**The Fall of Plaguestone**
A group of new adventurers aboard a caravan are halted at a mysterious village by a tragic murder. Forbidden alchemy! Mutant animals! and a Sinister Plot! could spell doom for the village of Etran's Folly. Only our heroes can stop it! --Come and learn Paizo's newest TTRPG system, Pathfinder 2!--

<table>
<thead>
<tr>
<th>Game Start: SAT 1000</th>
<th>Location: Studio 05-03</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 6 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Pathfinder 2</td>
<td>GM: Tyler Diekman</td>
<td></td>
</tr>
</tbody>
</table>

**Twilight Imperium 4**
Each player takes command of one of seventeen unique civilizations to compete for interstellar supremacy through warfare, trade, uncertain allegiances, and political dominance. Every faction offers a completely different play experience. All of these races have many paths to victory, but only one will sit upon the throne of Mecatol Rex as the new masters of the galaxy.

<table>
<thead>
<tr>
<th>Game Start: SAT 1000</th>
<th>Location: Studio 02-06</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 6 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Twilight Imperium</td>
<td>GM: Stephen Jenkins</td>
<td></td>
</tr>
</tbody>
</table>

**Saturday 10-18 – runs for 8 hours**

**Sovranti - Board Games To Go!**
Come play some games on Sovranti's new mobile board game service! Experience virtual gaming tables that allow you to play games with friends even if you aren't able to get together. With features like full rules implementation, voice chat, in-game help and a customizable environment! New titles being added to the library each month, there is always something new to play!

<table>
<thead>
<tr>
<th>Game Start: SAT 1000</th>
<th>Location: Copenhagen 04</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 8 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Computer</td>
<td>Game System: Sovranti Digital Board Games</td>
<td>GM: Jason Wright</td>
<td></td>
</tr>
<tr>
<td>Co-GM: Tom Muggli</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Long and the Short of it Painting Contest
Sponsored Event: Painting Contest Categories: Chibi* Fantasy Unit* Science Fiction Unit* Single Figure*
Open* Best in Show* Enter your favorite painted gaming figures in the contest and show off your painting skills! All miniatures must be painted by yourself.

Game Start: SAT 1000 Location: Regency 99 Players: 50 Materials: General
Game Length: 8 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: (Open Miniatures Gaming) GM: Jeffrey Holmes
Co-GM: Jerry Illas, Sandy Holmes, Scott & Abby Mimms, Pete and Meagan Miller

Saturday 10-24 – runs for 14 hours

Quest of the North
A puzzle game open to ALL attendees. Posted puzzles are solved and answers are validated. A full set of RPG dice can be earned, while supplies last, and each puzzle solved earns an entry into the raffle of prizes.) After the entire quest is completed, the Quest Card is turned in at the "Long and the Short of It" Table and the first 3 to do so, will receive more prizes.

Game Start: SAT 1000 Location: Regency 99 Players: 25 Materials: None
Game Length: 14 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: LARP Game System: (Open LARP Gaming) GM: Jeffrey Holmes
Co-GM: Sandy Holmes, Scott & Abby Mimms, Pete and Meagan Miller

Saturday 12-14 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SAT 1200 Location: Registration Desk Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Seminar Game System: Volunteering GM: Connie McNorth

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: SAT 1200 Location: CONG-01 Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Computer Game System: Artemis SBS GM: Michael Mesich

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: SAT 1200 Location: Copenhagen 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Bosk GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins
Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: SAT 1200 Location: Copenhagen 10 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Cosmic Colonies GM: Peter Yang

Council of Blackthorn - Beginner
As the King's influence wanes, whispers of treason echo through the kingdom. As a member of the Council of Blackthorn, you must build influence with the kingdom's factions to expand your political influence, but you must do so secretly. Rise to power in the King’s council. Weave your political web. Spread rumors. Get your arch-rival beheaded! After all, chaos isn't a pit - it's a ladder.

Game Start: SAT 1200 Location: Copenhagen 12 Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Council of Blackthorn GM: Carolyn Sanders

Cowboy Bebop Boardgame Boogie
A fully co-operative game based featuring the characters, places, and bounties from the anime. Fly between the Astral Gates, visiting contact, bars, shops, and spaceports to look for leads and gather resources. Combine leads to locate bounties and earn the woolongs to buy food and fuel. Complete your personal past with help from your friends and everyone wins! 3-2-1 Let's Game!

Game Start: SAT 1200 Location: Regency 08 Players: 4 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: Board Game System: Cowboy Bebop Boardgame Boogie GM: Bill Ronchak

Crossfire
Crossfire is an open source, cooperative multiplayer graphical RPG and adventure game. Since its initial release, Crossfire has grown to encompass over 150 monsters, about 3000 maps to explore, an elaborate magic system, 13 races, 15 character classes, a system of skills, and many artifacts and treasures. Crossfire is based in a medieval fantasy world and is similar to other games of this genre.

Game Start: SAT 1200 Location: Conference Room H 02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: Some Special Track: No
Game Type: Computer Game System: Crossfire GM: Munir Nassar

Darjeeling
Gather tea, then time when you bring it to the market in order to get the most profit and reduce your competitor's share. This older Abacusspiele game includes a logistics/wayfinding mechanic and set collecting in one turn phase with commodity speculation in another phase.

Game Start: SAT 1200 Location: Copenhagen 06 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Darjeeling GM: Lynn Leitte

DC Comics Deckbuilding Game - Basic
Face down the Super-Villains of the DC Comics Multiverse with classic Justice League Super-Heroes. Will include an introduction to the rules for new players. Experienced players can recall the simplicity of the original Core Set on its own.

Game Start: SAT 1200 Location: Conference Room C 01 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Card Game System: DC Comics Deck-Building Game GM: Richard Pennertz
**Dorks and Orks**

Be part of the development process for Great Northern Game's latest game. Lead your party of Dorks to fight through a horde of Orks. Whoever collects the most loot wins! Dorks and Orks is a custom dice chucking game where players send Dorks of various character classes to fight off Monsters. Players will earn Copper, Silver, Gold and Platinum for their heroics.

**Game Start:** SAT 1200  
**Location:** Plymouth 04  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro  
**Game Type:** Board  
**Game System:** Dorks and Orks  
**GM:** Jay Meyer  
**Co-GM:** Garrick Shurts

**Dueling Aces: Hunt the Bomber**

1944 in occupied France. You're Luftwaffe squad is enjoying a quiet day when suddenly alarms go off! The Commander announces an allied Lone Wolf bomber is making a run at a nearby city where fellow Wehrmacht soldiers are resupplying. You take the skies to search out the Bomber nuisance. Be careful, this bomber is heavily armed. Can you shoot it down before it drops its bombs?

**Game Start:** SAT 1200  
**Location:** Studio 05-01  
**Players:** 5  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Miniatures  
**Game System:** Dueling Aces (Home Rules)  
**GM:** Tim Leonard

**Flash Point: Fire Rescue**

Team up with your fellow firefighters in this cooperative game where you will race to rescue victims in a variety of settings before it's too late! New players/young players (12+) welcome, rules will be taught.

**Game Start:** SAT 1200  
**Location:** Copenhagen 09  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro  
**Game Type:** Board  
**Game System:** Flash Point: Fire Rescue  
**GM:** Brian Hole

**Grinder of the North**

Laser beams and wicked gleams, the time has come at last. They're dead to rights, and in your sights. So give them a heavy blast.

**Game Start:** SAT 1200  
**Location:** Conference Room C 06  
**Players:** 8  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Miniatures  
**Game System:** Classic BattleTech  
**GM:** Dean Anderson  
**Co-GM:** Jim Reynolds

**Harry Potter Hogwarts Battle: Defense Against the Dark Arts (8 player)**

HPHB: DADA is a fast-paced competitive deckbuilding game for two players who take turns playing cards, taking actions, and acquiring new cards to build a more powerful deck as their defensive skills improve. 

**NOTE:** This is an 8 player single elimination tournament.

**Game Start:** SAT 1200  
**Location:** Studio 16-03  
**Players:** 8  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Board  
**Game System:** Harry Potter: Hogwarts Battle  
**GM:** Josh Worley  
**Sponsored by:** TCAT

**Is Something Wrong?**

The social media deduction game of almost getting the word out. Think "Broken Picture Telephone" meets "Cards Against Humanity". Take on the role of an avid social media user who's encountered a situation. It might be good or bad thing, but you still have a burning need to post something on your favorite social media platform, WhatSnaptaGramBookSpace. 4-12 players, writing required, pens provided!

**Game Start:** SAT 1200  
**Location:** Studio 07-01  
**Players:** 12  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Mature  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Card  
**Game System:** Is Something Wrong?  
**GM:** Justin Williams

www.conofthenorth.org
Jaws
In JAWS, one player takes on the role of the killer shark off Amity Island, while the other 1-3 players take on the roles of Brody, Hooper and Quint to hunt the shark. Character and event cards define player abilities and create game actions for humans and the shark. Gameplay is divided into two acts — Amity Island and The Orca — played on a double-sided board to replicate the film's story.

Game Start: SAT 1200 Location: Regency 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Jaws GM: Timothy Roseth

Keep Talking...
...or *Somebody* Explodes!
This is a computer game in VR where one person is in a room with a bomb, and everyone else has the manual. Can you work together before the time is up? Can you communicate effectively so the bomb isn’t triggered early? If not, well...at least you won't have to worry about your day job any more!

Game Start: SAT 1200 Location: Studio 17-01 Players: 5 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Computer Game System: Keep Talking and Nobody Explodes GM: JD Stocksett

Mario PitchKart : Balloon Battle
Mario PitchKart is back with a new game mode! The red team and the blue team will use power stars, toss bananas, and chuck shells to pop all the opponents balloons. But watch out! You can compete for treats in a the coin collecting side challenge, even after you are knocked out!

Game Start: SAT 1200 Location: Studio 16-04 Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: PitchCar GM: Ethan Trowbridge

Miniatures Open Gaming
Terrain Specialties will provide tables of themed terrain and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 1200 Location: Conference Room F 01 Players: 4 Materials: All
Game Length: 2 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: Miniatures Game System: (Open Miniatures Gaming) GM: Dan Helmen
Co-GM: Matt Helmen Sponsored by: TCAT

Pathfinder Adventure Card Game - DEMO
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. In this hour-long learning demo, each player takes the role of a unique character composed of a deck of cards and a set of stats. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore, overcome challenges, and triumph over evil.

Game Start: SAT 1200 Location: OSL-01 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Card Game System: Pathfinder Adventure Card Game GM: Jolene Danner
Co-GM: Erica Loppnow Sponsored by: Pathfinder Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: SAT 1200 Location: Plymouth 07 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

www.conofthenorth.org
Roll for the Galaxy
A dice game of building space empires. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins! Ages 14+ because of rule complexity. I have the original, Ambition, and Rivalry expansions.
Game Start: SAT 1200    Location: Copenhagen 05    Players: 4    Materials: None
Game Length: 2 hrs    Rating: Everyone    Rules Knowledge: None    Special Track: Intro
Game Type: Board    Game System: Roll for the Galaxy    GM: April Snyder

Rush MD
A real-time cooperative board game set in a high pressure Medical Center.
Game Start: SAT 1200    Location: Board Room 2-04    Players: 4    Materials: None
Game Length: 2 hrs    Rating: Everyone    Rules Knowledge: None    Special Track: No
Game Type: Board    Game System: Rush MD    GM: Paul Wilson
Sponsored by: Chess & Strategy Game Association

Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece. GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!
Game Start: SAT 1200    Location: Copenhagen 14    Players: 4    Materials: None
Game Length: 2 hrs    Rating: Everyone    Rules Knowledge: None    Special Track: No
Game Type: Board    Game System: Sagrada    GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

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 1200    Location: Board Room 1-04    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
Sponsored by: Chess & Strategy Game Association

Snow Day: The Cold War
Fresh piles of snow cover the ground as the neighborhood gathers for the Snowball fight of their life! This Tactical Snowball fight is a lighthearted take and intro to tactical combat. This game is in development for an upcoming Kickstarter.
Game Start: SAT 1200    Location: Copenhagen 15    Players: 4    Materials: None
Game Length: 2 hrs    Rating: Everyone    Rules Knowledge: None    Special Track: Intro
Game Type: Board    Game System: Snow Day: The Cold War    GM: Andrew Voigt

Sucking Vacuum
Emergency lights flash! Airlocks slam shut! The space station is leaking air! You must find the right space suit components, program the computer to open the pod bay doors, and make your way to the escape pod. Other astronauts may want your stuff for their own survival, so arm yourself with a wrench or a toilet brush to fend them off. Get to the pod first or you will definitely be sucking vacuum.
Game Start: SAT 1200    Location: Studio 09-01    Players: 6    Materials: None
Game Length: 2 hrs    Rating: Everyone    Rules Knowledge: None    Special Track: No
Game Type: Miniatures    Game System: Sucking Vacuum    GM: Mike Jensen
Sponsored by: Maximum Overdrive
### Survive: Escape from Atlantis!

Escape the sinking island! Run for the water and hope you make it to safety on surrounding islands, but beware of monsters in the water and do not trust those around you for they are just as dangerous as the monsters or even the sinking island itself!

**Game Start:** SAT 1200  
**Location:** Copenhagen 13  
**Players:** 4  
**Materials:** None  
**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro  
**Game Type:** Board  
**Game System:** Survive: Escape from Atlantis!  
**GM:** Erik Vitale

### Takenoko

Plant bamboo. Eat bamboo. Earn the favor of the emperor. In this colorful strategy game you will take care of the emperor's giant panda. The player who manages his land plots best, growing the most bamboo while feeding the delicate appetite of the panda, will win the game.

**Game Start:** SAT 1200  
**Location:** Copenhagen 03  
**Players:** 4  
**Materials:** None  
**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Board  
**Game System:** Takenoko  
**GM:** Jason Godfrey

### Time Stories: A Prophecy of Dragons

The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required.

**Game Start:** SAT 1200  
**Location:** Studio 02-07  
**Players:** 4  
**Materials:** None  
**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Board  
**Game System:** Time Stories  
**GM:** Craig Bristow

### Tiny Epic Galaxies

Use dice to generate resources, move your ships and expand your empire! Some interesting mechanics make for some nifty game play from a tiny box. We will learn and play the game and have time for another game or eating lunch. It's tiny AND it's epic.

**Game Start:** SAT 1200  
**Location:** Regency 05  
**Players:** 5  
**Materials:** None  
**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Board  
**Game System:** Tiny Epic Galaxies  
**GM:** James Snyder

### Tyrants of the Underdark

Seize the Underdark! Take your place as a villainous leader of a Drow house in an epic effort to control the Underdark in this Dungeons and Dragons® licensed game. This fun mix of territory control and deck building will challenge you to build a strong and unique deck to expand your armies, gain power, assassinate your enemies and dominate your opponents.

**Game Start:** SAT 1200  
**Location:** Copenhagen 01  
**Players:** 4  
**Materials:** None  
**Game Length:** 2 hrs  
**Rating:** Teen  
**Rules Knowledge:** None  
**Special Track:** Intro  
**Game Type:** Board  
**Game System:** Tyrants of Underdark  
**GM:** Joseph Morcomb

### Up Front Session 2

This is a tournament for Up Front. You can play in just 1 session or up to 3. The best score for a single scenario wins the tournament. (exact format subject to change due to participant numbers and time restraints.) No experience necessary but arrive at 9am for teaching. Bringing a copy of the game guarantees you a spot in the tournament.

**Game Start:** SAT 1200  
**Location:** Board Room 2-05  
**Players:** 30  
**Materials:** All  
**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No  
**Game Type:** Card  
**Game System:** Up Front  
**GM:** Mark Jefferson

Sponsored by: First Minnesota Historical Wargame Society

www.conofthenorth.org
Waterdeep: Dungeon of the Mad Mage
Sixth in the Dungeons & Dragons Adventure System board games, this is a cooperative dungeon crawler set underneath The Yawning Portal in the city of Waterdeep. Up to 5 brave adventurers will search through the dungeons of the Mad Mage Halaster to seek their fortune!
Game Start: SAT 1200  Location: Conference Room B 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Dungeons & Dragons Adventure System Board Game  GM: Andy Nowacki

Yes! Broccoli!
Who’s hungry? You are! Which foods will you choose? The blueberry ninja and strawberry pirate, if you want to win! Don’t be tricked into picking the candy T-Rex and other junk foods. In this family-friendly card game, players bid to collect the healthiest foods and avoid the unhealthy ones. The more nutritious the food, the more points it is worth. See www.gangwaygames.com for more info.
Game Start: SAT 1200  Location: Copenhagen 07  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: Card  Game System: Yes! Broccoli!  GM: Mark O’Connor

Zombicide: Black Plague 3-D
A dark pall descends upon the former village. Amid the ruins, four plague survivors stand on a once stately tower keeping a lookout for the Necromancer that has ravaged this place, and quickly kill the apparition each time it appears. To banish it they will navigate the warren of hovels to find the defiling tomes that give him those corrupting powers and destroy them. But there are zombie hordes.
Game Start: SAT 1200  Location: Studio 09-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Zombicide: Black Plague (3-D)  GM: Quentin Denzene
Sponsored by: Maximum Overdrive

Zombie Gauntlet: Another Walk in The Park
Last year at Con of the North your group of survivors managed to board barricade yourself into a building and survive the night after the zombie horde overwhelmed the park where your camp was located. Now after the sun came up you heard the sound of an engine and gunfire from the far side of the park, followed by silence. Could this be your ticket out of here?
Game Start: SAT 1200  Location: Conference Room F 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Akula's Rules: Skirmish Edition  GM: Matt Helmen
Co-GM: Darren Riske
Sponsored by: Terrain Specialties

Zooloretto
In Zooloretto, each player uses small, large, wild, and exotic animals and their young to try to attract as many visitors as possible to their zoo – but be careful! The zoo must be carefully planned as before you know it, you might have too many animals and no more room for them.
Game Start: SAT 1200  Location: Conference Room C 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: Board  Game System: Zooloretto  GM: Molly Weiger
Sponsored by: Chess & Strategy Game Association
Saturday 12-16 – runs for 4 hours

Castles of Burgundy
A classic moderate-difficulty Euro game. Build cities, collect trade goods, and develop mines and castles to improve your fiefdom in France. Should you farm chickens, pigs, or cows? Familiarity with Euro board games suggested.

Game Start: SAT 1200
Location: Board Room 2-01
Players: 8
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: Board
Game System: Castles of Burgundy
GM: Erik Olsrud

Sponsored by: Chess & Strategy Games Association

Cthulhu Wars
Cthulhu Wars is a strategy game for 2-5 players. Players take the role of a Great Old One/Elder from the Cthulhu Mythos, and use their unique spell abilities, their acolytes/cultists and various faction creatures, (each with their own specialized abilities), attempts to rule the ruins of the ancient, but devastated earth! The 72 (28mm) figures are AHH!!MAZING!!

Game Start: SAT 1200
Location: Conference Room C 07
Players: 5
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: Intro
Game Type: Board
Game System: Cthulhu Wars
GM: Richard Lemanckyakfka

Death of the Sea Wing
Red Wing, Minnesota. July 13, 1890. An abandoned church of a forgotten sect; a riverboat cruise with 215 music lovers. What will the Numbers Gang uncover and why did 98 of those music lovers die horribly? Come join us and find out!

Game Start: SAT 1200
Location: Studio 12-02
Players: 7
Materials: None
Rating: Mature
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Call of Cthulhu
GM: Jim Beecher

Galaxy Trucker Anniversary Edition
Players race to build a space ship, simultaneously grabbing tiles from a pile of parts. They add engines, phasers, cargo modules, and other parts to their ship. Then, they launch into space, trying to get goods but survive perils such as pirates. Expansion rules taught, but knowledge of at least the base game recommended, as it's a bit much to take in all at once.

Game Start: SAT 1200
Location: Studio 08-01
Players: 4
Materials: None
Rating: Everyone
Rules Knowledge: Some
Special Track: No
Game Type: Board
Game System: Galaxy Trucker
GM: Matthew Boehland

Great Western Trail
In this meaty, competitive Eurogame you will repeatedly herd your cattle from Texas to Kansas City to send them off by train. There's hand management, a bit of deckbuilding, and a 19th C. Western theme tying everything together. Go for the best cows, the most reliable trains, a handful of your own buildings on the trail, or a mix of all three. The rancher with the most victory points wins.

Game Start: SAT 1200
Location: Conference Room B 06
Players: 3
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: Board
Game System: Great Western Trail
GM: Dan Cooke

Learn to Play Arkham Horror 3rd Edition
Come play the latest (and in our opinion BEST) version of Arkham Horror yet with it's first expansion! A faster, more streamlined, more narrative-focused defense of the titular city from unspeakable horrors!

Game Start: SAT 1200
Location: Conference Room C 05
Players: 6
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: Intro
Game Type: Board
Game System: Arkham Horror 3rd edition
GM: Leah Pasillas
Co-GM: Christopher Nelson
Minecraft: RPG Mode: Mooncraft
Take a rocket to The Moon! Explore dungeons, gather resources, build your base, and defend yourself against mobs. Can you survive an experience that is out of this world? All ages, 4-hour version.

Game Start: SAT 1200  Location: Studio 03-04  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: No Thank You, Evil!  GM: Oskar Mornes
Sponsored by: Saturday Night Space Opera

Misteries in Misdeeds’ Dancing with Demons
Steeped in arcane lore of all colors, you have been assembled to defeat demons forcing innocent citizens to dance until they drop. Can you overcome your own squabbles to end this disaster before you are possessed? Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past. (Note: Involves Renaissance paintings including naked people.)

Game Start: SAT 1200  Location: Studio 02-09  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds: Misteries in Misdeeds  GM: Angus MacDonald

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. Each person will control one Character. Work as a team or die alone. 1 person each for 8+ marines.

Game Start: SAT 1200  Location: Conference Room F 08  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

The Ides of Winter
Col. Stanley Graham cordially invites you to celebrate his 60th birthday. Gifts are not wanted, just your pleasant company and stories is all that he requires.

Game Start: SAT 1200  Location: Studio 14-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Jeff Rothecker

Villainous
Take on the role of a Disney Villain and strive to achieve your own objective. Discover your characters unique abilities and winning strategies while dealing twists of fate to thwart your opponents schemes. Who will triumph over the forces of good and win it all!

Game Start: SAT 1200  Location: Copenhagen 08  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Villainous  GM: Rachel Staples

WINTERHORN
Set in a fictional dystopia, WINTERHORN is a live action/tabletop hybrid game about how governments suppress activist groups. Players take the role of a secret government committee working to demoralize and derail an opposition group. No prior larp experience or costuming is required. Themes: politics, espionage, realism

Game Start: SAT 1200  Location: Studio 15-01  Players: 7  Materials: General
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: Intro
Game Type: LARP  Game System: WINTERHORN  GM: Larry Lade

Wish You Were Here
The Enigma Emporium Presents "Wish You Were Here" is a unique puzzle encapsulated in five postcards from a master criminal. Everything you need to know - and solve! - is contained in these cards. You are the detective and you'll need all your wits and research skills to crack the clues. If you'd like to spend a few hours working out interesting puzzles, schedule some time for Wish You Were Here!

Game Start: SAT 1200  
Location: Studio 10-01  
Players: 10  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Puzzle  
Game System: Wish You Were Here  
GM: Jessica Heasley

Working Stiffs
What happens when you mix Sean of the Dead and Ghostbusters with Superstore, and sprinkle in a little bit of the video game State of Decay 2? Come clean up after the end of the world in this zombie-filled workplace comedy RPG powered by the apocalypse. The X-Card safety tool will be on the table.

Game Start: SAT 1200  
Location: Studio 05-02  
Players: 4  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Apocalypse World  
GM: Rich Rogers

**Saturday 12-18 – runs for 6 hours**

Advanced Civilization "Appetizer"
-This will likely not be a full game!- It is meant to be an introduction to the legend that Started it all... Grow your nation around the Mediterranean sea, trade and compete with your rivals. Race to develop your Civ along the Archaeological Succession table. This play through will have a referee to guide new players and minor rule changes for the convention.

Game Start: SAT 1200  
Location: Conference Room C 04  
Players: 7  
Materials: None

Game Length: 6 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Advanced Civilization  
GM: Jacob Borgmann

Firefly: The Game - Advanced Session
The entire 'Verse is open to you with all ships, all decks, all planets! Experience everything Firefly has to offer with a full table of rival captains. Players must be familiar with the base game. Expansions can be taught as we go.

Game Start: SAT 1200  
Location: Studio 02-03  
Players: 5  
Materials: None

Game Length: 6 hrs  
Rating: Teen  
Rules Knowledge: Some  
Special Track: No

Game Type: Board  
Game System: Firefly: The Game  
GM: Heather Bufkin

Plight of the North Sky
Plight of the North Sky is an RPG set in a rich, fantasy world that focuses on character development. The system uses a combination of a point pool and thematic cards, which are tied to the world's lore. Shorter sessions (2 hours) will use pre-generated characters and include a short adventure. Longer sessions (6 hours) will include character generation, as well as a lengthier adventure.

Game Start: SAT 1200  
Location: Studio 05-04  
Players: 4  
Materials: General

Game Length: 6 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: RPG  
Game System: Plight of the North Sky  
GM: Boone Dryden


Saturday 13-18 – runs for 5 hours

CCC-COTN-01-01: By The Seashore: A Red War Tale (Tier 1) - Table 18
Chaotic magics torment the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the scoundrel, a coveted trinket will soon bring with it the wrath of Thay! Who will help the village weather this storm? A Two-Hour Adventure for Tier One Characters.

Game Start: SAT 1300 Location: Conference Room E 18 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

CCC-GHC-BK1-05: For the Glory of Bloutar! (Tier 2) - Table 13
After being charged with recovering a relic of the 'Bloodsword Baron' by a distant relative of the long-dead Baron named Celban Hilathan, you have journeyed into the depths of the Qurth Forest. You are told that some terrible evil has taken up residence underneath the ruins of a long abandoned keep and is now actively collecting artifacts of the world of the living for some unknown purpose. Do you have what it takes to survive the challenges of both the forest and the ruins and return with the prize?

Game Start: SAT 1300 Location: Conference Room E 13 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

CCC-TRI-15: The Dark of the Hive (Part Four of the Yulash Series) (Tier 3)
Strange events are occurring near the town of Y–lash-ground tremors originating from an old mind flayer hive. Our heroes are asked to investigate the old hive and determine the cause of the seismic activity, but another pressing matter is revealed to them, too.

Game Start: SAT 1300 Location: Conference Room E 16 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-03: Those That Came Before (Tier 4) - Table 19
All of the scribes in Candlekeep are reporting eerie dreams, dreams in which the flying citadels of Ancient Netheril remain aloft among the clouds, with the modern skylines of Neverwinter and Waterdeep far below. These hazy visions all end the same way: with tremendous calamity as those fortresses smash down upon the defenseless metropolises. What aid can be enlisted when such doom is on the horizon?

Game Start: SAT 1300 Location: Conference Room E 19 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11d (HC): Malbolge: The Love Triangle Contract (Tier 2) - Table
Moloch, the former ruler of Malbolge, offers Pipyap a deal but the lovable imp doesn't trust him and so sends you in his stead. Can you survive work as Infernal middlemen?

Game Start: SAT 1300 Location: Conference Room D 01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League
**DDAL09-01: Escape from Elturel (Tier 1) - Table 15**

Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

- **Game Start:** SAT 1300
- **Location:** Conference Room E 15
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** *Dungeons and Dragons Adventurers League*

**DDAL09-02: Stopped at the Gate (Tier 1) - Table 2**

It's been a long, arduous trip, but you're finally here- Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.

- **Game Start:** SAT 1300
- **Location:** Conference Room D 02
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** *Dungeons and Dragons Adventurers League*

**DDAL09-03: Hungry Shadows (Tier 1) - Table 3**

Bodies continue pile up, and the Flaming Fist still has nothing but a name. Thankfully, the perpetrator of the murders has slipped up and the Flaming Fist has captured one of their underlings, in turn, has revealed the presence of a cult hideout in the sewers beneath the city. The Flaming Fist has asked that you investigate. Are you up for the task? Part Two of the Betrayal is in the Blood series of adventures.

- **Game Start:** SAT 1300
- **Location:** Conference Room D 03
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** *Dungeons and Dragons Adventurers League*

**DDAL09-04: Day of the Devil (Tier 1) - Table 11**

The streets of Baldur's Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol? Part Three of the Betrayal is in the Blood series of adventures.

- **Game Start:** SAT 1300
- **Location:** Conference Room E 11
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** *Dungeons and Dragons Adventurers League*

**DDAL09-05: Faces of Fortune (Tier 2) - Table 4**

Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium. Part One of the Behind Infernal Lines series.

- **Game Start:** SAT 1300
- **Location:** Conference Room D 04
- **Players:** 6
- **Materials:** None
- **Game Length:** 5 hrs
- **Rating:** Everyone
- **Rules Knowledge:** Some
- **Special Track:** No
- **Game Type:** RPG
- **Game System:** D&D Adventurers League
- **GM:** DDAL SYSTEM
- **Sponsored by:** *Dungeons and Dragons Adventurers League*
DDAL09-06: Infernal Insurgency (Tier 1) - Table 6
Fai Chen reveals that a draft of the Hellriders’ original attack plan might still exist, but it won’t be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, but when you’re in Avernus, what isn’t? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds. Part Two of the Behind Infernal Lines series.

Game Start: SAT 1300
Location: Conference Room D 06
Players: 6
Materials: None

Rating: Everyone
Rules Knowledge: None
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-07: Diabolical Dive (Tier 2) - Table 20
You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake. Part Three of the Behind Infernal Lines series.

Game Start: SAT 1300
Location: Conference Room E 20
Players: 6
Materials: None

Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-08: In the Garden of Evil (Tier 2) - Table 12
Long before it was a war-ravaged battlefield, Avernus was a den of temptation; a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of TERRIBLE BEAUTY remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you be able to find it? More importantly, will the creature still be capable of service as an agent of good?

Game Start: SAT 1300
Location: Conference Room E 12
Players: 6
Materials: None

Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-09: Ruined Prospects (Tier 2) - Table 9
Elturel isn’t the only city to have been claimed by Avernus; scores of towns and villages, long forgotten, litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?

Game Start: SAT 1300
Location: Conference Room D 09
Players: 6
Materials: None

Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-10: Tipping the Scales (Tier 2) - Table 10
Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it’s time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!

Game Start: SAT 1300
Location: Conference Room E 10
Players: 6
Materials: None

Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: RPG
Game System: D&D Adventurers League
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League
**DDAL09-11: Losing Fai (Tier 2) - Table 5**
Fai Chen has gone missing from Mahadi's Traveling Emporium, and Fai Chen asks you rescue him. You'll have to do it without angering the master of the Emporium whose protection is crucial to your sacred mission. But in the Nine Hells, how much can you really trust someone you call friend?

**Game Start:** SAT 1300  
**Location:** Conference Room D 05  
**Players:** 6  
**Materials:** None

**Game Length:** 5 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No

**Game Type:** RPG  
**Game System:** D&D Adventurers League  
**GM:** DDAL SYSTEM  
**Sponsored by:** Dungeons and Dragons Adventurers League

---

**DDAL09-12: The Breath of Life (Tier 3) - Table 17**
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series of adventures.

**Game Start:** SAT 1300  
**Location:** Conference Room E 17  
**Players:** 6  
**Materials:** None

**Game Length:** 5 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No

**Game Type:** RPG  
**Game System:** D&D Adventurers League  
**GM:** DDAL SYSTEM  
**Sponsored by:** Dungeons and Dragons Adventurers League

---

**DDAL09-12: The Breath of Life (Tier 3) - Table 8**
An archdevil has invited you to a ball, and though it's likely a trap, it'd be rude to decline. Dara, however, is keen on attending, since this fiend's most treasured possession is the bejeweled skull of a dead angel. Dara believes that the artifact holds the secret to accessing a long-dormant reliquary. Ready to crash a party? Part One of the Call for Aid series of adventures.

**Game Start:** SAT 1300  
**Location:** Conference Room D 08  
**Players:** 6  
**Materials:** None

**Game Length:** 5 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No

**Game Type:** RPG  
**Game System:** D&D Adventurers League  
**GM:** DDAL SYSTEM  
**Sponsored by:** Dungeons and Dragons Adventurers League

---

**DDAL09-13: The Swarmed Heart (Tier 3) - Table 14**
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures.

**Game Start:** SAT 1300  
**Location:** Conference Room E 14  
**Players:** 6  
**Materials:** None

**Game Length:** 5 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No

**Game Type:** RPG  
**Game System:** D&D Adventurers League  
**GM:** DDAL SYSTEM  
**Sponsored by:** Dungeons and Dragons Adventurers League

---

**DDHC-TYP(d): White Plume Mountain (Part 2 of 2) (Tier 2) - Table 7**
White Plume Mountain has always been a subject of superstitious awe to the neighboring villagers. People still travel many miles to gaze upon this natural wonder, though few will approach it closely, as it is reputed to be the haunt of various demons and devails. The occasional disappearance of those who stray too close to the Plume reinforces this belief.

**Game Start:** SAT 1300  
**Location:** Conference Room D 07  
**Players:** 6  
**Materials:** None

**Game Length:** 5 hrs  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No

**Game Type:** RPG  
**Game System:** D&D Adventurers League  
**GM:** DDAL SYSTEM  
**Sponsored by:** Dungeons and Dragons Adventurers League

---

www.conofthenorth.org
PFS 10-06: Treason's Chains (1-5)
Venture-Captain Roderus has long been one of the most reliable and steadfast allies of the Pathfinder Society in the nation of Katapesh, but the aging human has decided that it is time to retire from his long-held position.

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 10-07: Mysteries Under Moonlight, Part 2: The Howling Dance (3-7)
With the unique blessing of a celestial ambassador, the PCs depart Magnimar and rush into the swamp, chasing after the mastermind behind the corruption of several of Magnimar's iconic monuments. pt 1 sat08 & sat19

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 5-07: Port Godless (5-9)
Few are as adept at fighting demons as the Riftwardens, an organization of spellcasters dedicated to protecting the boundaries between the planes. Many are already committed to the Fifth Crusade in Mendev and are unable to assist the Pathfinders directly in the society's upcoming expedition into the Worldwound, but if the Pathfinders assist the Riftwardens

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-19: Treacherous Waves (3-7)
The Society believes that a powerful relic lies in the depths of the Plane of Water, yet the most recent expedition to retrieve it failed for mysteriously tragic reasons. It's up to the PCs to travel to the aquatic metropolis of Vialesk to investigate that ill-fated mission and overcome the forces determined to keep the truth from coming to light.

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 9-12: Shrine of the Sacred Tempest (1-5)
Outside of a remote village in the tengu nation of Kwanlai, a generations-old group of shrinekeepers has dutifully watched over a holy site that commemorates celestial forces that fell in battle against a qlippoth invasion in the distant past. By tradition, the guardians report to celestial forces every 10 years, but these guardians have fallen silent.

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 9-19: Clash in Kaimuko Wood (5-9)
On a recent foray into Kwanlai, the Pathfinder Society learned that a conniving being from the Abyss has been targeting righteous communities on the border between the tengu nation and Tianjing to the south.

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society
PFS2 1-00: Origin of the Open Road (lvl 5 pregens)
Over recent decades, numerous incidents at the Pathfinder Society's Grand Lodge in Absalom have damaged the priceless collections, destroying many documents outright. The Society has sent the PCs to Nexus House in the arcane metropolis of Quantium, hoping that the second oldest Pathfinder lodge might contain duplicates of the lost texts to copy and study.

Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-10: The Tarnbreakers Trail (1-4)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-13: Storm of the End Times (1-4)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-14: Data Purge (9-12)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society
SFS 2-15: The Infernal Gallery (1-4)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-16: A Scoured Home (5-8)
TBD
Game Start: SAT 1300  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

**Saturday 14-16 – runs for 2 hours**

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SAT 1400  Location: Registration Desk  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

5 Minute Dungeon
5 Minute Dungeon is a real-time Cooperative card game where players attempt to defeat monsters and obstacles by playing cards and using powers in 5 minutes or less. If you defeat the dungeon, a harder challenge awaits.

Game Start: SAT 1400  Location: Copenhagen 15  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: 5 Minute Dungeon  GM: Jen Distad

Alpha Strike Academy
Learn to play the newer, quick-play version of Battletech.

Game Start: SAT 1400  Location: Conference Room F 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Alpha Strike  GM: Benjamin Reed

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: SAT 1400  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich
Betrayal at House on the Hill
A cooperative game... Until it's not. Someone will turn on you, or maybe you'll betray the group. A fun horror-themed game run for those who are curious, have always wanted to try it out, or just don't get a chance to play that often.

Game Start: SAT 1400  Location: Conference Room B 07  Players: 5
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: Betrayal at House on the Hill  GM: Nicholas Gavin

Between Two Cities
Players draft tiles and work with their neighbors to create the most valuable city.

Game Start: SAT 1400  Location: Studio 02-03  Players: 7
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: Between Two Cities  GM: Eric Distad

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: SAT 1400  Location: Copenhagen 11  Players: 4
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: Bosk  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Cat Games For Big Kids
Love cats?! Love games?! Come play cat games! Kids ages 8-12 are invited to come play an assortment of cat themed games.

Game Start: SAT 1400  Location: Copenhagen 06  Players: 6
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None
Game Type: Board  Game System: (Open Board Gaming)  GM: Jennifer Godfrey

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: SAT 1400  Location: Copenhagen 10  Players: 5
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None
Game Type: Board  Game System: Cosmic Colonies  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

DC Comics Deckbuilding Game - Intermediate

Game Start: SAT 1400  Location: Conference Room C 01  Players: 10
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some
Game Type: Card  Game System: DC Comics Deck-Building Game  GM: Richard Pennertz
Everyone is John
You wake up. You have a wallet. Your name is John Smith. You have recollection of anything that happened to you, but you know that the voices in your head telling to bathe yourself in bacon are too hard to ignore... Play as a voice in John's head in the Wild West!

Game Start: SAT 1400  Location: Copenhagen 03  Players: 5  Materials: General
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Everyone is John  GM: Michael Jerde

Ex Libris
Build your library of rare books to create the most prestigious library among your peers and become the Grand Librarian of your village!

Game Start: SAT 1400  Location: Conference Room B 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Ex Libris  GM: Scott Pakudaitis

Flashpoint: Fire Rescue
Everyone wants to be a firefighter. Come rescue people from a burning house, apartment, office, plane, boat, or sub.

Game Start: SAT 1400  Location: Board Room 2-01  Players: 18  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Flash Point: Fire Rescue  GM: Paul Wilson
Sponsored by: Chess & Strategy Game Association

Frag 3-D
Frag 3-D is a first person shooter. You haven’t played Frag until you’ve played in Castle Frag with its crazy multi-level stairs, walkways, towers, and walls. What you see is what you shoot! You can just hide, but you won’t win! Grab weapons and armor strewn about on the castle floor. Fire away at the other players and grab their stuff. If you die – just respawn. Join the fun, have a blast.

Game Start: SAT 1400  Location: Studio 09-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Frag 3D  GM: Steve Bauman
Sponsored by: Maximum Overdrive

Gizmos
The smartest minds of our generation are gathering together at the Great Science Fair. Everyone's been working hard on their creations, but only one will be crowned champion. Contestants have to think on the fly to build their machines quickly and efficiently. Whose project will be the best?

Game Start: SAT 1400  Location: Conference Room B 04  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Gizmos  GM: Craig Bristow

Grinder of the North
Laser beams and wicked gleams, the time has come at last.They're dead to rights, and in your sights. So give them a heavy blast.

Game Start: SAT 1400  Location: Conference Room C 06  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Classic BattleTech  GM: Dean Anderson
Co-GM: Jim Reynolds
Heroes of Land Sea and Air
Heroes of Land, Air & Sea is a 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, battling kingdoms, and the individuals who turn the tides of war.

Game Start: SAT 1400  Location: Conference Room C 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Heroes of Land Sea and Air  GM: Ryan McCabe

Human-Shmuman...yani
Humans aren't the most important life form on Tékumel, even if they like to think they are. Blah, blah, Petal Throne, yada yada Clan, Emperor, whatever. Go on a daring exploit with *no* humans and *more* limbs, in this sword and planet adventure! Pre-generated characters available based on Bethorm. This game is sponsored by The Shieldmaidens and not the Tekumel Room. Female players encouraged!

Game Start: SAT 1400  Location: Studio 04-07  Players: 6  Materials: General
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Bethorm  GM: Chandra Reyer
Co-GM: Gillian Chan  Sponsored by: The Shieldmaidens

Joking Hazard
From the creators of the popular Cyanide & Happiness Webcomic comes a game of hilarious proportions. Compete in making the most hilarious comic strip possible. With all 4 expansions, there are 660 cards to work with!* This game is for mature (or, depending on how you look at it, immature) audiences only (17+).

*Note: Number of cards is subject to change if more expansions are released.

Game Start: SAT 1400  Location: Studio 13-01  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Joking Hazard  GM: Thomas Tapling

Keep Talking...
...or *Somebody* Explodes!
This is a computer game in VR where one person is in a room with a bomb, and everyone else has the manual. Can you work together before the time is up? Can you communicate effectively so the bomb isn't triggered early? If not, well...at least you won't have to worry about your day job any more!

Game Start: SAT 1400  Location: Studio 17-01  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Computer  Game System: Keep Talking and Nobody Explodes  GM: JD Stocksett

Lionheart
Move your units into position, and attack - with dice determining the success / failure of the attack. We'll play with two sets of the game, and two players on each side.

Game Start: SAT 1400  Location: Studio 16-01  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Lionheart  GM: David Schleicher
Co-GM: Matt Helmen  Sponsored by: TCAT

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 1400  Location: Conference Room F 01  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: (Open Miniatures Gaming)  GM: Dan Helmen
Co-GM: Matt Helmen  Sponsored by: Terrain Specialties
NetHack
NetHack is a single player dungeon exploration game that runs on a wide variety of computer systems. Assemble your hero from a choice of thirteen classes and five races as you enter the ASCII & text based adventure game. Your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. Multiple game client interfaces available.

Game Start: SAT 1400  Location: Conference Room H 02  Players: 4
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: NetHack  GM: Munir Nassar

Onward to Venus
Enter an alternative universe in which the great powers of the early 20th century were exploring the solar system and colonizing planets. Create mines and factories Venus, Mars, and the moon for the greater glory of your empire!

Game Start: SAT 1400  Location: Conference Room C 03  Players: 5
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Onward to Venus  GM: Gene Velasco

Orleans
BGG 8.1 rating. From BGG: In Orléans, you will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements as best as possible with regard to your strategy.

Game Start: SAT 1400  Location: Conference Room C 08  Players: 3
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Orleans  GM: Chad Patton-Minder

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats; improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: SAT 1400  Location: OSL-01  Players: 8
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Pathfinder Adventure Card Game  GM: Jolene Danner
Co-GM: Erica Loppnow

Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece.

GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!

Game Start: SAT 1400  Location: Copenhagen 14  Players: 4
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sagrada  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Snow Day: The Cold War
Fresh piles of snow cover the ground as the neighborhood gathers for the Snowball fight of their life! This Tactical Snowball fight is a lighthearted take and intro to tactical combat. This game is in development for an upcoming Kickstarter.

Game Start: SAT 1400  Location: Copenhagen 02  Players: 4
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Snow Day: The Cold War  GM: Andrew Voigt

www.conofthenorth.org
SpacePunk
SpacePunk is a brand new game about galactic exploration in a post-Star Trek cyberpunk society. Playtest the first adventure module, "Rescue From Scobis!", with the creators of the system as you take on the role of lovable space scoundrels as they rescue a star-struck debutante. Characters and dice will be supplied, and feedback requested at the end of the session.

Game Start: SAT 1400  Location: Copenhagen 12  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: (homebrew)  GM: Elliot Wilson
Co-GM: Mark Johnson

Star Wars: Rise of Skywalker
Long ago, in a galaxy far, far away…The remnants of the Resistance face the First Order once again—while reckoning with the past of their own inner turmoil. Meanwhile, the ancient conflict between the Jedi and the Sith reaches its climax.

Game Start: SAT 1400  Location: Studio 03-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: No Thank You, Evil!  GM: Erik Mornes
Sponsored by: Saturday Night Space Opera

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: Regency 08  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
Co-GM: Chris Jabas

Survive
Your island home is sinking rapidly into the water and you must get as many folks as possible to safety before they are eaten by sharks, sea monsters, or sucked into a whirlpool or destroyed in a volcanic explosion. Better yet feed the monsters your neighbors in this cutthroat old favorite!

Game Start: SAT 1400  Location: Regency 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Survive  GM: Chad Peterson

The Starlost: 37 Years Later
Based on the Cordwainer Bird-written 70s Television Series. The 200 mile-long Earthship Ark is over 500 years into its interstellar voyage, 800 years into the future. Only 37 years ago three young people tried to save the Ark but never reported back. Can you solve the improbable crisis or will the Ark crash into a star?* Using Roll for Shoes modified for scaling effects and damage.

Game Start: SAT 1400  Location: Studio 03-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Roll For Shoes  GM: Jeff Conrad
Sponsored by: Saturday Night Space Opera
Thunder Alley (7 players)
Thunder Alley is a card-driven stock car racing game. Drafting, teamwork, accidents, yellow flags, and sprints to the finish are all present here. Players control a team of 3-6 cars, so the race is not just a run for the checkered flag, but an effort to maximize the score for your entire time.

**Game Start:** SAT 1400  
**Location:** Studio 16-03  
**Players:** 7  
**Materials:** None  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Board  
**Game System:** Thunder Alley  
**GM:** Josh Worley  
**Sponsored by:** TCAT

**Ticket to Ride**
Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities. We'll choose from among variety of versions to play.

**Game Start:** SAT 1400  
**Location:** Conference Room B 08  
**Players:** 4  
**Materials:** None  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro  
**Game Type:** Board  
**Game System:** Ticket to Ride  
**GM:** Daren Weiger  
**Sponsored by:** Chess & Strategy Game Association

**Transformers: The Card Game**
Transformers is a collectible card game from WOTC with simple but innovative mechanics and true to the theme of the classic franchise. Players of all levels are welcome -- sample decks will be available for new players to learn, or bring your own for casual play.

**Game Start:** SAT 1400  
**Location:** Regency 05  
**Players:** 6  
**Materials:** None  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Card  
**Game System:** Transformers TCG  
**GM:** bill wood

**Up Front Session 3**
This is a tournament for Up Front. You can play in just 1 session or up to 3. The best score for a single scenario wins the tournament. (exact format subject to change due to participant numbers and time restraints.) No experience necessary but arrive at 9am for teaching. Bringing a copy of the game guarantees you a spot in the tournament.

**Game Start:** SAT 1400  
**Location:** Board Room 2-05  
**Players:** 30  
**Materials:** All  
**Rating:** Everyone  
**Rules Knowledge:** Some  
**Special Track:** No  
**Game Type:** Card  
**Game System:** Up Front  
**GM:** Mark Jefferson  
**Sponsored by:** First Minnesota Historical Wargame Society

**Yes! Broccoli!**
Who’s hungry? You are! Which foods will you choose? The blueberry ninja and strawberry pirate, if you want to win! Don’t be tricked into picking the candy T-Rex and other junk foods. In this family-friendly card game, players bid to collect the healthiest foods and avoid the unhealthy ones. The more nutritious the food, the more points it is worth. See www.gangwaygames.com for more info.

**Game Start:** SAT 1400  
**Location:** Copenhagen 07  
**Players:** 5  
**Materials:** None  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Kids  
**Game Type:** Card  
**Game System:** Yes! Broccoli!  
**GM:** Mark O'Connor

**Zombicide: Black Plague 3-D**
A dark pall descends upon the former village. Amid the ruins, four plague survivors stand on a once stately tower keeping a lookout for the Necromancer that has ravaged this place, and quickly kill the apparition each time it appears. To banish it they will navigate the warren of hovels to find the defiling tomes that give him those corrupting powers and destroy them. But there are zombie hordes.

**Game Start:** SAT 1400  
**Location:** Studio 09-02  
**Players:** 6  
**Materials:** None  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No  
**Game Type:** Miniatures  
**Game System:** Zombicide: Black Plague (3-D)  
**GM:** Quentin Denzene  
**Sponsored by:** Maximum Overdrive
**Saturday 14-18 – runs for 4 hours**

**Aetherial Adventures: The Wages of Sin**  
When an ally recruits the PCs to help protect a meeting of the Celestial Council, it's up to them to prevent an interstellar tragedy.  
Game Start: SAT 1400  
Location: Studio 02-02  
Players: 6  
Materials: None  
Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No  
Game Type: RPG  
Game System: Pathfinder  
GM: Nate Christen

**Axles & Alloys - Demo Derby (Tournament)**  
Local favorite Axles & Alloys death match where you score points for hitting checkpoints on the course, and of course blowing up the opponent vehicles. We will play on two tables, and then have the highest scoring teams/players duke it out for the title. Prizes will be awarded to the top players.  
Game Start: SAT 1400  
Location: Studio 16-02  
Players: 12  
Materials: None  
Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro  
Game Type: Miniatures  
Game System: Axles and Alloys II  
GM: Ben Locke  
Co-GM: Chad Egbert  
Sponsored by: TCAT

**Battle of Crete 1941, Part 2**  
The battle for Maleme airfield during the German airborne assault on the Greek island of Crete. Each player will control a company of German paratroopers or British defenders struggling to capture or hold the vital airfield under constant aerial attack. The situation in this game will be affected by the results of the air battle from Part 1 earlier in the day.  
Game Start: SAT 1400  
Location: Conference Room F 09  
Players: 6  
Materials: None  
Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro  
Game Type: Miniatures  
Game System: Crossfire WWII  
GM: Brooks Flugaur-Leavitt

**Buried Knowledge**  
Desperation builds as the Rotting Plague spreads unabated. You've been tasked by the Council of Kings with recovering the Leaden Codex from the lost library of Monument. The Codex holds cures for all ailments, including the plague. Monument lies buried beneath the dusts of the Iron Wastes and is home to many terrible perils. Can you overcome its guardians to recover the Codex?  
Game Start: SAT 1400  
Location: Studio 02-05  
Players: 5  
Materials: None  
Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No  
Game Type: RPG  
Game System: Dungeons & Dragons 5th Ed.  
GM: Thomas Breed

**Call of Cthulhu for Girls and Boys**  
A new never-before-seen Call of Cthulhu Horror Adventure for six kids, ages 7 to 12, must be able to read some. We provide characters and miniatures. PARENTS MUST SIGN-IN PLAYER. Please bring snacks.  
Game Start: SAT 1400  
Location: Studio 01-01  
Players: 6  
Materials: None  
Game Length: 4 hrs  
Rating: Kid Only  
Rules Knowledge: None  
Special Track: Kids  
Game Type: RPG  
Game System: Call of Cthulhu  
GM: Michael T Kauper  
Co-GM: John Gustav-Wrathall

**Castle Dracos - Serpent Crypts**  
Delve into the legendary Castle Dracos! Adventurers from across the realm have descended upon the town of Rook in hopes of joining the Band of Glory in plundering the depths of the megadungeon. A new level has been uncovered, the Serpent Crypts, and brave heroes are needed more than ever. Use a Castle Dracos PC from previous games or roll a random character!  
Game Start: SAT 1400  
Location: Studio 14-02  
Players: 6  
Materials: None  
Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
Game Type: RPG  
Game System: Dungeon Crawl Classics RPG  
GM: Dave Coulson
Dialect: A Game about Language and How it Dies
Dialect is cooperative storytelling game about a community, their language, and what it means for language and culture to be lost. Elements of game language are developed through player storytelling; built off of the traits important to the community, the events in the lives of the characters, and character responses to their changing world.

Game Start: SAT 1400  Location: Studio 07-02  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dialect  GM: Lauren Sindt

Divine Right
Assume the role of the monarch of one of the thirteen kingdoms of Minaria, directing your armies, fleets, diplomat, and monarch counters as they attempt to assert dominion. Plunder castles, make alliances, recruit barbarians and mercenaries as well as assassinate those who stand in your way. The basic version of the game will be played unless all players are experienced with the system.

Game Start: SAT 1400  Location: Conference Room B 03  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Divine Right  GM: Tim Moore

Empires Age of Discovery
Test your imperialist bravado taking control of one of the European colonial powers colonizing the New World. Will you focus on economy, conquest, or other strategy in this most awesome worker placement game.

Game Start: SAT 1400  Location: Studio 16-04  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Empires Age of Discovery  GM: Benjamin Biessener

Empires of the Void II
Space game featuring exploration, expansion, exploitation, and combat. From Red Raven Games.

Game Start: SAT 1400  Location: Conference Room B 01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Empires of the Void II  GM: Frank Judnick

Flapjacks & Sasquatches World Championship
Eat your bacon, put on your boots, and grab your axe, if you think you have what it takes to win the World Championship Flannel! Join us for the always fun battle for the flannel, play three qualifier games and try to make the top 8 final game.

Game Start: SAT 1400  Location: Plymouth 01  Players: 50  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Card  Game System: Flapjacks & Sasquatches  GM: John Harris

Ghostly Echoes
The Bowing Dragon Monks need your help fighting an enemy from the past. Can you discern the real from the ghostly echoes? Based on the successful Bare Bones Fantasy, Covert Ops and Frontier Space games from DWD Studios comes the high flying, sword swinging kung fu action of Art of Wuxia.

Game Start: SAT 1400  Location: Studio 02-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: BareBones  GM: Jim Alcala Sales
Harry Potter: Hogwarts Battle coop Deckbuilding
Join the DA fighting HeWhoMustNotBeNamed and his Death Eater armies in this coop deckbuilder as Harry, Ron, Hermione, Luna or Neville.

Game Start: SAT 1400  Location: Copenhagen 05  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Hogwarts Battle  GM: Dylan Godejohn

HX-117
What is in the remote facility HX-117 and why is command so eager to get inside? Sweltering jungle moon, predatory megafauna, and combat hazard pay - this mission has it all. We can only get paid if we survive so Stay Frosty out there!

Game Start: SAT 1400  Location: Studio 04-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Stay Frosty  GM: Patrick Schifano
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Imperial Assault: Captured
“Hey, our cell door just unlocked! Let’s go! Wait, there’s a couple of Storm Troopers at the end of the hall. Man, I sure wish we had a gun or two! And where’s that smell coming from? Oh, no! I’m not going in there! I’ve heard about too many ‘Incidents’!” Play Imperial Assault in 3-D where your tactical decisions either achieve your escape or a personal audience with Darth Vader.

Game Start: SAT 1400  Location: Studio 09-03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Imperial Assault  GM: Don Bauman
Sponsored by: Maximum Overdrive

Magical Kitties Save the Day!
Every magical kitty has a human. Every human has a problem. It’s time to use your powers and save the day in this amazing new RPG for all ages from Atlas Games!

Game Start: SAT 1400  Location: Studio 05-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Magical Kitties!  GM: Justin Alexander
Sponsored by: Atlas Games

Marvel Champions LCG
Marvel Champions LCG by FFG games

Game Start: SAT 1400  Location: Copenhagen 13  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Card  Game System: (Open Card Gaming)  GM: Alex Szeto

Millennium Blades
In this game you will build decks, play the meta, acquire valuable collections, crack open random boosters, and compete in tournaments for prizes and fame. The game takes you from Starter Deck to Regionals in about 2-3 hours. The game draws heavily on Manga/Anime inspiration for its art, and parodies Magic: the Gathering, Yugioh, and many other collectible games! Patience, ability to work under timed pressure.

Game Start: SAT 1400  Location: Conference Room B 05  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Millennium Blades  GM: Damarra Atkins
Co-GM: Daniel Greene
You are part of a covert organization that is tasked with investigating harmful paranormal phenomenon that the public doesn't know exists. Do you have what it takes to contain the threat?

Game Start: SAT 1400 Location: Studio 07-01 Players: 4 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Monster of the Week GM: Omari Brooks

Springtime Comes to Kidwelly
In the village of Kidwelly, spring doesn’t arrive until the Monax—a mysterious creature with ties to the Fey Realm—emerges from its burrow. But this year the Monax does not appear. The heroes must venture into the Monax's burrow to discover clues about the unscrupulous family that stole it, rescue the Monax, and return it so that springtime can once again come to Kidwelly.

Game Start: SAT 1400 Location: Copenhagen 09 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: William Fischer

Tékumel: Intrigue on the Sákbe Road
Once again the troubleshooters of the Golden Bough Clan of Thráya have been called on by their clan master to unravel a mystery. This time it involves the gruesome murder of a fellow clansman, and the Omnipotent Azure Legion and Imperial politics.

Game Start: SAT 1400 Location: Studio 06-01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: (homebrew) GM: Donald Kaiser

Tekumel: The Adventures of Prince Dhich'Une in the Forest of Kings
Young Prince Dhich'Une has opened a gate to the Home of the Ancients to learn vital lessons about life, death, and rulership. Will he prove his worthiness to take the Throne someday?

Game Start: SAT 1400 Location: Studio 06-02 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Heirs to the Lost World GM: John Till
Sponsored by: Tekumel

The Case of the Prize Hellhound
The Hawkins Agency takes a lot of strange cases, but finding a mobster’s missing dog doesn’t seem so strange at first. Then legends start manifesting, and it may result in a turf war in the criminal and mythical underworlds.

Game Start: SAT 1400 Location: Studio 02-07 Players: 5 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: City of Mist GM: Nathan Nolan

The Orville: Oracle
Ed Mercer and the crew of The Orville have been sent to examine the "Oracle", a strange device held by a previously isolationist species now open to joining the Union. What changed their minds, and what secrets does this device hold?

Game Start: SAT 1400 Location: Studio 11-02 Players: 6 Materials: General
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Star Trek Adventures GM: Will Herrmann
**The Secret of Redscar**

Redscar was not the most notorious or successful pirate in his time so when he and his ship disappeared, all wonder of his mysterious demise. With a recently discovered map that details the location of Redscar’s last target—a hidden temple of a forgotten sea god, you set forth to find this locale, and discover the fate of the pirate Redscar! (5th - 7th level PCs - Provided)

- **Game Start:** SAT 1400
- **Location:** Studio 04-03
- **Players:** 6
- **Materials:** General
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** Some
- **Game Type:** RPG
- **Game System:** Swords & Wizardry
- **Co-GM:** Julian Bernick
- **Sponsored by:** Minneapolis DCC RPG Society

**The Surgeon’s Blade**

Just a friendly visit to your friend Dr. Van Richten at his home in Mordentshire. Soon things turn dark as he tells you someone seems to be trying to kidnap him for some nefarious purpose. Can you protect the good doctor in this 2nd level Dungeon Crawl Classics adventure?

- **Game Start:** SAT 1400
- **Location:** Studio 04-02
- **Players:** 6
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** None
- **Game Type:** RPG
- **Game System:** Dungeon Crawl Classics RPG
- **Co-GM:** Julian Bernick
- **Sponsored by:** Minneapolis DCC RPG Society

**Xia: Legends of a Drift System**

Xia emulates computer games like Elite, Privateer, Endless Sky, and Escape Velocity. It is a space sandbox game where players can earn points running missions, trading goods, mining materials, or destroying other ships. This game will include all expansion materials. Everyone is welcome- we will teach as we play if needed.

- **Game Start:** SAT 1400
- **Location:** Board Room 2-04
- **Players:** 3
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** Board
- **Game System:** Xia: Legends of a Drift System
- **GM:** Spencer Wilson
- **Sponsored by:** Chess & Strategy Game Association

**Saturday 14-24 – runs for 12 hours**

**Sword of Air**

Sword of Air is a 3.5 D&D adventure set in the Lost Lands. It runs for the duration of the convention. Friday noon - 2 am, Saturday 2 -2 am, Sunday Noon - 10 pm. All are welcome. Heroic build (25 Pts) Party is currently heading towards Bards Gate in search of a stolen chalice of Freya. Drop in, drop out as you wish during the con. Levels 1-4 start. You will start at one lvl lwr than lowest

- **Game Start:** SAT 1400
- **Location:** Studio 05-05
- **Players:** 99
- **Materials:** None
- **Game Length:** 12 hrs
- **Rating:** Teen
- **Rules Knowledge:** Some
- **Game Type:** RPG
- **Game System:** Dungeons & Dragons 3.5
- **GM:** Burl Zorn

**Saturday 16-18 – runs for 2 hours**

**#Volunteer**

CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

- **Game Start:** SAT 1600
- **Location:** Registration Desk
- **Players:** 5
- **Materials:** None
- **Game Length:** 2 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Game Type:** Seminar
- **Game System:** Volunteering
- **GM:** Connie McNorth
Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: SAT 1600  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich

BaseBallBall Highlights 2045 Tournament
8 player tournament with the popular deck building game of Baseball Highlights. You will spend the first part of the session building up your team through free agency. Then you will engage in a single elimination tournament. Who will bring home the championship this season?

Game Start: SAT 1600  Location: Studio 16-01  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Baseball Highlights 2045  GM: Shawn Irons
Sponsored by: TCAT

Battle for Wesnoth
The Battle for Wesnoth is a turn-based tactical strategy video game with a high fantasy theme. Build up a great army, gradually turning raw recruits into hardened veterans. In later games, recall your toughest warriors and form a deadly host whom none can stand against! There are at least two hundred unit types, sixteen races, six major factions, and hundreds of game years of history.

Game Start: SAT 1600  Location: Conference Room H 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Computer  Game System: Battle for Wesnoth  GM: Munir Nassar

BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: SAT 1600  Location: Copenhagen 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Bosk  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: SAT 1600  Location: Copenhagen 10  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Cosmic Colonies  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Crash Landing on Dinosaur Planet
The spaceship Icarus has been sent to explore the furthest reaches of the galaxy, but something has gone wrong, and it's crashed on a planet inhabited by animals that looks surprisingly like ancient Earth dinosaurs. Can the crew explore this strange planet and find a way to survive?

Game Start: SAT 1600  Location: Studio 12-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Abstract Dungeon  GM: Matthew Hanson
Cursed Court
In Cursed Court, you must consider both public and hidden information, some of the latter shared among different pairs of players, when wagering your limited influence in each season of the year. As the machinations of the nine key nobles are progressively revealed, your fortunes rise and fall. After three years, a winner is crowned.

Game Start: SAT 1600  
Location: Board Room 1-04  
Players: 18  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
GM: Bill Nara

Sponsored by: Chess & Strategy Game Association

Dungeon!
How deep into the Dungeon do you dare venture? Your Wizard might not survive the Purple Worm or the Red Dragon, but the Giant Spider is an easy victory! The Silver Cup is yours! Kill monsters and get treasures while exploring the intricate 3-D dungeon. Remember: The deeper the level, the bigger the treasure. And watch out for secret doors and traps! The original classic board game in 3-D.

Game Start: SAT 1600  
Location: Studio 09-01  
Players: 8  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
GM: Mike Jensen

Sponsored by: Maximum Overdrive

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: SAT 1600  
Location: Copenhagen 15  
Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No  
GM: Seppy Yoon

Fool's Gold
Go on a quest to find gold. There are various locations with unique perils and quantities of gold. As gold cards are removed from the location decks, silt becomes more prominent. At the end of the game the player with the most gold wins, with one twist. Each player must throw out all gold cards from the area they found the most (turns out it was so easy to find because it's fool's gold)!

Game Start: SAT 1600  
Location: Regency 05  
Players: 5  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
GM: Marika Mataitis

Gaslands: Zombie Bash
The wastelands of the Irradiated States of America are no longer quiet. The graves of a million Americans lie empty, their eerie and radioactive occupants now roaming the highways in undead hordes. So hit the gas and drive your vehicle into the top spot as the ace zombie slayer. Learn to play Gaslands, Osprey’s fun and fast-paced vehicular combat game. All materials provided.

Game Start: SAT 1600  
Location: Conference Room F 04  
Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
GM: Matt Helmen

Sponsored by: Terrain Specialties

Grinder of the North
Laser beams and wicked gleams, the time has come at last. They're dead to rights, and in your sights. So give them a heavy blast.

Game Start: SAT 1600  
Location: Conference Room C 06  
Players: 8  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No  
GM: Dean Anderson  
Co-GM: Jim Reynolds

www.conofthenorth.org
Grunt Grill
Adventurers have more treasure than they need and you don’t have enough. Start a business and remedy this situation. Sell to adventurers what they need and want. Just get that treasure before they die or retire. Don’t worry, if you bankrupt them you can sell the debt. Diversify and compete to build your fantasy business empire.

Game Start: SAT 1600  Location: Regency 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Mercenary Mill  GM: Cory Katzenmeyer

King of Tokyo
Would you like to play with mutant monsters, gigantic robots, and strange aliens? Would you like to help destroy Tokyo with your happy little Kaiju and become the King? Then come check out King of Tokyo! This game runs short, so several games will be played.

Game Start: SAT 1600  Location: Copenhagen 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: King of Tokyo  GM: Nyree Spurrier

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: SAT 1600  Location: Copenhagen 07  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Zombicide Invader  GM: Leah Pasillas
Co-GM: Christopher Nelson

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 1600  Location: Conference Room F 01  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: (Open Miniatures Gaming)  GM: Dan Helmen
Co-GM: Matt Helmen  Sponsored by: Terrain Specialties

Pandemic
Fight the disease, prevent the outbreaks and find the cure.

Game Start: SAT 1600  Location: Regency 11  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Pandemic  GM: Nicholas Gavin

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats; improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: SAT 1600  Location: OSL-01  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Pathfinder Adventure Card Game  GM: Jolene Danner
Co-GM: Erica Loppnow  Sponsored by: Pathfinder Society
**Plunderers of the Labyrinth**

Disclaimer: this is a polished but unpublished game.

Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them.

Plunderers of the Labyrinth works best as an individual or team game depending on player count.

**Game Start:** SAT 1600  
**Location:** Copenhagen 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

---

**Snow Day: The Cold War**

Fresh piles of snow cover the ground as the neighborhood gathers for the Snowball fight of their life!

This Tactical Snowball fight is a lighthearted take and intro to tactical combat.

This game is in development for an upcoming Kickstarter.

**Game Start:** SAT 1600  
**Location:** Copenhagen 12  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro

**Game Type:** Board  
**Game System:** Snow Day: The Cold War  
**GM:** Andrew Voigt

---

**Survive: Escape from Atlantis!**

Escape the sinking island! Run for the water and hope you make it to safety on surrounding islands, but beware of monsters in the water and do not trust those around you for they are just as dangerous as the monsters or even the sinking island itself!

**Game Start:** SAT 1600  
**Location:** Conference Room C 03  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro

**Game Type:** Board  
**Game System:** Survive: Escape from Atlantis!  
**GM:** Erik Vitale

---

**The Downfall of Pompeii**

A cute settle the town game, next to an active volcano. Be smart, be fleet of foot, or just lucky to get as many of your citizens out alive to win the game. You could also just flow the lava towards your opponents cute little citizens.

Feeling will be hurt if you are playing it right! Come on and give this wonderful game a try, you may like it! Ability to make realistic death screams a bonus.

**Game Start:** SAT 1600  
**Location:** Conference Room C 01  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** No

**Game Type:** Board  
**Game System:** Downfall of Pompeii  
**GM:** Chad Peterson

---

**Tokyo Highway**

Players compete to place all of their cars on the road - but to do that they will first have to build the roadways with careful dexterity.

**Game Start:** SAT 1600  
**Location:** Copenhagen 14  
**Players:** 4  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Everyone  
**Rules Knowledge:** None  
**Special Track:** Intro

**Game Type:** Board  
**Game System:** Tokyo Highway  
**GM:** Craig Bristow

---

**Trial By Trolley**

Ah, the moral dilemma, there are 2 tracks, one track has 2 people you know very well, while the other track has 20 people you don't know at all, you can't stop the trolley and you must make a choice of which track to go down. What do you do? From Sky Bound Games and the creators of Cyanide & Happiness comes Trial by Trolley, the card game of moral dilemmas and murder by trolley

**Game Start:** SAT 1600  
**Location:** Conference Room C 08  
**Players:** 8  
**Materials:** None

**Game Length:** 2 hrs  
**Rating:** Mature  
**Rules Knowledge:** None  
**Special Track:** No

**Game Type:** Card  
**Game System:** Trial By Trolley  
**GM:** Thomas Tapling
Wild, Wild West

The Dalton Boys are thirsty, tired, and lookin to have some fun. And they don’t much care who they run over to have it. The lawful citizens of Dodge City are concerned and set up cowboys around town to confront them. “Mostly our guns will do the talkin.” A Wild West scenario where guns are blazing, greenhorns are horse-dragged, and bottles are thrown.

Game Start: SAT 1600  Location: Studio 09-02  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Wild, Wild West  GM: Steve Bauman
Sponsored by: Maximum Overdrive

Saturday 16-20 – runs for 4 hours

Apocalypse the Risen: Demon Divided

Post-apocalyptic fantasy horror on Earth. "Food stores in your colony have gone missing and your hunting party definitely smell a rat in this twisted who-done-it." 2nd level characters provided

Game Start: SAT 1600  Location: Studio 13-01  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Steve Jameson

Blakes 7: Mutoid

Blake's niece has gone missing--could she be en route to the secret Mutoid assembly plant on K-14? Can Blake save another family member and sabotage the Mutoid Mill? Is it true about what they say about the experiments that go on there? Vila’s scared ... maybe we all should be?

Game Start: SAT 1600  Location: Studio 03-03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: Blake's 7 Roleplaying Game  GM: Jeff Conrad
Sponsored by: Saturday Night Space Opera

Firefight! Bolt Action Skirmish: Raid on Carvin

German and American forces are probing a small village in eastern France. Whoever gains control will open the road east or west. This small unit action scenario uses the Firefight! Bolt Action Skirmish Rules.

Game Start: SAT 1600  Location: Conference Room F 02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Bolt Action  GM: Josh Dunn
Sponsored by: Terrain Specialties

Guardians of the Galaxy: Guardians Disassembled

Hang on to your light-speed engines, True Believers! With Star-Lord missing and the entire galaxy gunning for the Guardians of the Galaxy, it’s time to bring in a little help from Captain Marvel. Everyone, including the Kree, Badoon, Shi’ar, SKrulls, and Spartoi want a piece of plucky misfits. Excelsior!

Game Start: SAT 1600  Location: Studio 03-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: Marvel Heroic Roleplaying  GM: Erik Mornes
Sponsored by: Saturday Night Space Opera

Inquisition of Ombro Profunda

A plague spreads through the underhive of Ombro Profunda. The Ordo Hereticus suspects a chaos cult is responsible and sends some of its most ruthless investigators to find the cure and root out the cult. A cooperative narrative miniatures game in the world of Warhammer 40,000.

Game Start: SAT 1600  Location: Studio 03-02  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Rangers of Shadow Deep  GM: Casey Garske
Sponsored by: Saturday Night Space Opera
JUGGERNAUT

It is July 3rd, 1950. The Korean War is eight days old... and you have invented a supercomputer that can see the future. JUGGERNAUT is a live-action game about free will. No prior larp experience is required. Costumes not required although if you have a lab coat you should bring it! Themes: science fiction, Cold War, horror, Twilight Zone.

Game Start: SAT 1600  Location: Studio 17-01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: LARP  Game System: JUGGERNAUT  GM: Larry Lade

Mansions of Madness 2nd edition

A cooperative, app-driven board game of horror and mystery that takes place in the same universe as Arkham Horror. Let the immersive app guide you through the veiled streets of Innsmouth and the haunted corridors of Arkham's cursed mansions as you search for answers and respire. Scenario chosen by group to lessen chance of replaying a scenario you've done. Rules taught.

Game Start: SAT 1600  Location: Studio 08-01  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Mansions of Madness 2nd Edition  GM: Matthew Boehland

Rad Astra: Pirates of the Painted Veil

Charge your friction rifle and activate your origami overthruster--adventure awaits you and your crew of Starbucklers, Astrosassins, Astrocasters and Starbarians! This rules-light, mash-up of classic 70s/80s science fiction and fantasy B-movies, TV, and comic books!

Game Start: SAT 1600  Location: Studio 03-04  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Rad Astra  GM: Jay MacBride

Sponsored by: Saturday Night Space Opera

Root

Root is an asymmetrical board game in which players control a faction of forest animals and fight for control of the forest. With 8 factions that all play differently, there's a play style for everyone. New players are welcome, as well as experienced players.

Game Start: SAT 1600  Location: Board Room 2-08  Players: 8  Materials: None
Game Length: 4 hrs  Rating:Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Root  GM: Alex Siechen
Co-GM: Samuel Miller

Sponsored by: Chess & Strategy Game Association

Star Wars: Edge of the Empire - RPG: Legends of the Galaxy

Star Wars: Legends of the Galaxy is a community driven organized play that runs games for Star Wars: Edge of the Empire, Age of Rebellion, & Force and Destiny by Fantasy Flight Games Games Games Games Games.

Game Start: SAT 1600  Location: Studio 15-01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyeone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Star Wars: Edge of the Empires  GM: Jay Gellerman
Co-GM: Nicholas J Montgomery

Storm Season (2007)

It's impossible. Nobody has the power to summon hurricanes, and nobody would want to do so if they could -- at least, nobody sane. Speaking of sanity, why are you going into New Orleans just six days after Katrina with another hurricane on the way?  (This adventure was first run at CotN in 2007)

Game Start: SAT 1600  Location: Studio 13-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Delta Green  GM: Kevin Matheny
Co-GM: Joseph Donaghue
**Terraforming Mars**  
BGG 8.4 rating. From BGG: Giant corporations initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. You play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded for your contribution to the terraforming, and for advancing human infrastructure.  
Game Start: SAT 1600  
Game Length: 4 hrs  
Game Type: Board  
Rating: Teen  
Rules Knowledge: None  
Materials: None  
Game System: Terraforming Mars  
GM: Chad Patton-Minder

**The Ides of Winter**  
Col. Stanley Graham cordially invites you to celebrate his 60th birthday. Gifts are not wanted, just your pleasant company and stories is all that he requires.  
Game Start: SAT 1600  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Mature  
Rules Knowledge: None  
Materials: None  
Game System: Call of Cthulhu  
GM: Jeff Rothecker

**The Karminrott Meadows Treaty**  
The Wild Men of the North and the creatures of the Fell Moors meet every few years to reestablish their peace treaty and trade supplies. To the victor goes the spoils! Take control of one of the provided factions in this miniatures fantasy battle game.  
Game Start: SAT 1600  
Game Length: 4 hrs  
Game Type: Miniatures  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game System: Dragon Rampant  
GM: Matt Helmen  
Co-GM: Zane Riske  
Sponsored by: Terrain Specialties

**Tomb of Horrors**  
The eight week program at The Scared Righteous Boot Camp For Troubled Youth is coming to an end. After several weeks of brutal drills & punishing survival training, your final task should be easy enough - survive in the woods for 48 hours. But ... there's this strange cave entrance near by ...  
Game Start: SAT 1600  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Mature  
Rules Knowledge: None  
Materials: None  
Game System: Call of Cthulhu  
GM: Jon Cazares  
Co-GM: Dan Wolf, Bob Cook

---

**Saturday 16-22 – runs for 6 hours**

**Arkham Horror 2nd Ed - Beginner Friendly**  
The town of Arkham is in a panic. Horrific and bizarre events have begun to occur. Some pointing towards some disastrous cataclysmic event! Only a small band of investigators can save Arkham from the Great Old Ones and utter destruction!  
Game Start: SAT 1600  
Game Length: 6 hrs  
Game Type: Board  
Rating: Teen  
Rules Knowledge: None  
Materials: None  
Game System: Arkham Horror Boardgame - 2nd Ed.  
GM: Carolyn Sanders

**Wellington (GMT)**  
In the Spring of 1812, Napoleon was the ruler of Europe. As he prepares for his invasion of Russia, the Duke of Wellington launches an invasion of French forces in Spain with the aid of Spanish guerrillas. This game from GMT is based on The Napoleonic Wars card-driven-game system.  
Game Start: SAT 1600  
Game Length: 6 hrs  
Game Type: Board  
Rating: Everyone  
Rules Knowledge: Some  
Materials: None  
Game System: The Napoleonic Wars  
GM: Robin Bielefeldt

[www.conofthenorth.org](http://www.conofthenorth.org)
Fai Chen's Fantastical Faire

Fai Chen's Fantastical Faire is a special event to add value to the player experience of this convention- serving as a way for players to trade away their unwanted magic items and gain rare certificates for use in the D&D Adventurers League.

Game Start: SAT 1800  
Location: Conference Room D  
Players: 120  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game Length: 1 hrs  
Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM  
Sponsored by: Dungeons and Dragons Adventurers League

Saturday 18-19 – runs for 1 hour

#Volunteer

CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SAT 1800  
Location: Registration Desk  
Players: 2  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game Length: 2 hrs  
Game Type: Seminar  
Game System: Volunteering  
GM: Connie McNorth

Artemis - Man the Bridge!

Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: SAT 1800  
Location: CONG-01  
Players: 12  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game Length: 2 hrs  
Game Type: Computer  
Game System: Artemis SBS  
GM: Michael Mesich

Betrayal at House on the Hill with Expansion

Explore the mysterious house, tile by tile, and discover items, omens, and happenings. Soon a random haunting begins and you'll need to be quick to escape the house or you may never leave.

Game Start: SAT 1800  
Location: Conference Room C 02  
Players: 5  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game Length: 2 hrs  
Game Type: Board  
Game System: Betrayal at House on the Hill  
GM: Matthew Blau

Dragon & Flagon

A tavern world-renowned for its most magical drink, The Dragon. Legend has it that one sip of The Dragon can give a hero wondrous abilities beyond their wildest dreams - but with a tavern full of thirsty adventurers and only one flagon left, things are bound to go wrong. Only one can win and emerge with the reputation as the greatest fighter ever seen within the walls of The Dragon & Flagon!

Game Start: SAT 1800  
Location: Copenhagen 13  
Players: 6  
Rating: Everyone  
Rules Knowledge: None  
Materials: None  
Game Length: 2 hrs  
Game Type: Board  
Game System: Dragon & Flagon  
GM: Craig Bristow
Grinder of the North
Laser beams and wicked gleams, the time has come at last. They’re dead to rights, and in your sights. So give them a heavy blast.

Game Start: SAT 1800  
Location: Conference Room C 06  
Players: 8  
Rating: Everyone  
Game Type: Miniatures  
Co-GM: Jim Reynolds

Hansa Teutonica
Develop trade routes in Northern Germany in the Hanseatic League cities, while anticipating and strategically blocking your opponent’s moves. A challenging and rewarding classic Euro boardgame.

Game Start: SAT 1800  
Location: Board Room 2-01  
Players: 10  
Rating: Everyone  
Game Type: Board  
Co-GM: Christopher Nelson

Learn to Play Zombicide Invader!
Come try Zombicide’s latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: SAT 1800  
Location: Copenhagen 14  
Players: 6  
Rating: Teen  
Game Type: Card  
Co-GM: Eric Distad

Legacy, Hold my Beer!
Iron Legacy has come to challenge the heroes again, but who should lead the resistance but Baron Bl- I mean, Luminary. Looks like Ivan is insulted by this impostor.

Game Start: SAT 1800  
Location: Regency 05  
Players: 5  
Rating: Everyone  
Game Type: Card  
Co-GM: Gillian Chan

Letter Jam
A unique cooperative word deduction game. Players take turns giving clues to help each player figure out what their letter and ultimately what their words is.

Game Start: SAT 1800  
Location: Copenhagen 08  
Players: 6  
Rating: Everyone  
Game Type: Card  
GM: Cory Katzenmeyer

Making Fetch Happen
We’re going to play 5e in the world of Dragonlance. A Kender reports a very strange cave north in Solamnia. So far, no one who has gone in, has come out. Except her of course, but you can’t possibly believe the tale she’s telling you and...are you missing your dagger now? Sponsored by the Shieldmaiden. Female/femme players preferred.

Game Start: SAT 1800  
Location: Studio 02-04  
Players: 6  
Rating: Everyone  
Game Type: RPG  
GM: Chandra Reyer

Mercenary Mill
Enter the cutthroat business of quest management. Recruit heroes and send them off on adventures. They’ll bring back a profit or die trying. Do you have what it takes to be an Adventure Agent or are you dragon fodder?

Game Start: SAT 1800  
Location: Regency 08  
Players: 4  
Rating: Teen  
Game Type: Card  
GM: Cory Katzenmeyer

Sponsored by: Chess & Strategy Games Association

Sponsored by: The Shieldmaiden
Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 1800  
Location: Conference Room F 01  
Players: 4  
Materials: All

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: Some  
Special Track: No

Game Type: Miniatures  
Game System: (Open Miniatures Gaming)  
GM: Dan Helmen
Co-GM: Matt Helmen  
Sponsored by: Terrain Specialties

Noisy Person Cards
Find your voice in this fun card-matching game similar to Apples to Apples. Determine the best voice to read a phrase from among your hand to match the likes of a Shadow Sage, Insectoid, or Two Children in a Trench Coat Pretending to be One Adult. A fun party game to develop your NPC voices or just mess around with accents.

Game Start: SAT 1800  
Location: Studio 10-01  
Players: 10  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Card  
Game System: Noisy Person Cards  
GM: Jessica Heasley

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.

Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them.

Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: SAT 1800  
Location: Copenhagen 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

Quacks of Quedlinburg
In The Quacks of Quedlinburg, players are charlatans — or quack doctors — each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much of this or that will spoil the whole mixture!

Game Start: SAT 1800  
Location: Regency 11  
Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: The Quacks of Quedlinburg  
GM: Timothy Roseth

Snow Day: The Cold War
Fresh piles of snow cover the ground as the neighborhood gathers for the Snowball fight of their life! This Tactical Snowball fight is a lighthearted take and intro to tactical combat. This game is in development for an upcoming Kickstarter.

Game Start: SAT 1800  
Location: Copenhagen 12  
Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Snow Day: The Cold War  
GM: Andrew Voigt
Apocalypse the Risen: Demon Divided
Post-apocalyptic fantasy horror on Earth. Food supplies in your colony have gone missing and your hunting party definitely smells a rat in this who-done-it. 2nd level characters provided.

Game Start: SAT 1800  Location: Studio 04-02  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: William Walters
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Barbarians!
"My great-great-aunt's grandfather once did this when he was surrounded by a pack of wolves!" the Barbarian said as he threw his axe into a nearby tree, which fell onto the alien reptile party leaving one alive; That one, he ate... Become the barbarian you were born to be!

Game Start: SAT 1800  Location: Studio 02-02  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Barbarians Vs Vile Reptile Invaders in OuterSpace  GM: Michael Jerde

Best left forgotten
Scavenging in the TITAN Quarantine Zone is highly dangerous and illegal business, but far from a deterrent for some. Having died on one such mission, Rowen Ghim re-awoke to a secure message from their previous incarnation, *PAYDIRT*. Now short on funds, their second expedition offers even shares to anyone willing to brave the war-scorched Martian wasteland, and the denizens within.

Game Start: SAT 1800  Location: Studio 15-02  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Eclipse Phase, 2nd Edition  GM: Luca Marie Cavanaugh

Cavern in the Woods
Every year, on the night of the harvest festival, teens from Mallaidgleann gather in a limestone cavern near the town. This year is no different... until they find the dead body. Inspired by teen monster movies, in this D&D adventure each player begins the session controlling multiple characters. Some will not make it through the night, but those who do will emerge stronger than before.

Game Start: SAT 1800  Location: Studio 02-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeons & Dragons 5th Ed.  GM: Matthew Hanson

Clinic
Build your hospital in 3D, hire doctors, nurses and staff, host patients and try to optimize the moving of people in three dimensions to save time and get the most popularity points at the end of the game.

Game Start: SAT 1800  Location: Board Room 2-05  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Clinic  GM: Paul Wilson  Sponsored by: Chess & Strategy Game Association

Feats of Clay
Prague: The monster is loose. The Golem protected the community once again but is now being blamed for killing soldiers, Imperial officials, and even civilians. Someone is behind these killings but you need to prove that and get the Golem back under control before the Emperor burns you quarter down. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past.

Game Start: SAT 1800  Location: Copenhagen 01  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds: Misteries in Misdeeds  GM: JIM DRAKE

www.conofthenorth.org
Fiasco
We will try out the Fairy Tale playset! Witches, dragons, princes and all the fairy tale tropes you can handle. Yet it's doubtful anyone will live happily ever after. For those new to Fiasco: this is a storytelling RPG without a lot of rules.

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Studio 01-02</th>
<th>Players: 4</th>
<th>Materials: General</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Fiasco</td>
<td>GM: Jennifer Walker</td>
<td></td>
</tr>
</tbody>
</table>

Fief: France 1429
A game of dynastic ambition where you play as nobles in the 15th-century kingdom of France. Become the most powerful ruling force in the kingdom by gaining control of fiefdoms and bishoprics, cementing your alliances through marriage, and feuding with your neighbors to amass enough influence to elect the next Pope and King.

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Conference Room C 03</th>
<th>Players: 5</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: Some</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Fief: France 1429</td>
<td>GM: Ryan Lee</td>
<td></td>
</tr>
</tbody>
</table>

Hearts Blazing
Enjoy Star Trek? Battlestar Galactica? Star Wars? Ever talk someone’s ear off about the newest episode, or twenty, of your favorite show? Hearts Blazing is a card based RPG where players recount a season of the best show they’ve just made up. Players take on archetypal sci-fi roles - then using a plotline deck and plenty of clichés, they tell an episodic tale of space, conflict, and TV tropes.

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Studio 02-05</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Hearts Blazing</td>
<td>GM: Hannah McBride</td>
<td></td>
</tr>
</tbody>
</table>

Kaidan: Strange Tales from Rokugan
A one-shot adventure set in the Legend of the Five Rings universe using the Dread RPG system of horror and hope. A group of samurai has been sent to an accursed castle to arbitrate a peace on behalf of their lord, but they quickly realize that something is wrong. Will you be able to unravel the mystery, or will you become one more casualty in this tragedy?

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Studio 07-01</th>
<th>Players: 5</th>
<th>Materials: General</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Mature</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: Dread</td>
<td>GM: Katrina Ostrander</td>
<td></td>
</tr>
</tbody>
</table>

Lancaster & Variations
Lancaster players compete to be the most powerful ally of the king. They may achieve this by developing their own knighthood as well as by clever deployment of individual knights in the counties of England, at their own castle, and to conflicts with France. In parliament, they try to push laws from which they will benefit themselves most.

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Board Room 1-01</th>
<th>Players: 15</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Lancaster</td>
<td>GM: Bill Nara</td>
<td></td>
</tr>
</tbody>
</table>

Last Night at the Mall (6 Players)
A mash up of Last Night on Earth, the zombie survival game, and Mall Madness. Basically, it's Dawn of the Dead the board game. Play this custom scenario where you'll attempt to break into a mall, get supplies, and head out of town before the zombies eat your brains!

<table>
<thead>
<tr>
<th>Game Start: SAT 1800</th>
<th>Location: Studio 16-01</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 4 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Last Night on Earth</td>
<td>GM: Ben Locke</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: First Minnesota Historical Wargame Society
Sponsored by: TCAT
Masks: A New Generation
Masks is a tabletop RPG about a team of young superheroes forging their own identities in Halcyon City, a megalopolis packed with heroes.

Game Start: SAT 1800  Location: Studio 02-07  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Apocalypse World  GM: Rich Rogers

Memoir ‘44: Operation Overlord (Operation Lightfoot) (8 players)
Memoir ‘44: Operation Overlord is a grand scale variant of Memoir ‘44 allowing players to experience the highs and lows of being part of a military style chain of command with 4 players on each side. Operation Lightfoot features a huge map that marks the beginning of the second battle of El Alamein in the deserts of North Africa.

Game Start: SAT 1800  Location: Studio 16-03  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Memoir 44  GM: Josh Worley
Sponsored by: TCAT

Misteries in Misdeeds’ Teeth of the Sea
When your home is tormented by a fiend from the depths of legend, you must journey across frozen lands to save your people. Can you endure the northern tundra, much less unravel the shaman’s last lesson? Misteries in Misdeeds is an RPG of swashbuckling and strategy against the worst foes of the past on an immersive game table. Rules taught for Savage Worlds in the Misteries in Misdeeds setting.

Game Start: SAT 1800  Location: Studio 02-09  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds: Misteries in Misdeeds  GM: Angus MacDonald
Sponsored by: Minneapolis DCC RPG Society

Reap the Whirlwind
After years of crawling through the darkest dungeons you could find, you have earned a respite, a chance to heal old spellburn, and remember those lost along the way. Surely the Sisters of Fate will turn their gaze upon others, as you finish one last job before moving into that quiet crossroads town, and buying the tavern you’ve dreamt of owning.

Game Start: SAT 1800  Location: Studio 04-03  Players: 7  Materials: General
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: Matthew Towle
Co-GM: Julian Bernick
Sponsored by: Chess & Strategy Game Association

Root
Root is an asymmetrical board game in which players control a faction of forest animals and fight for control of the forest. With 8 factions that all play differently, there's a play style for everyone. New players are welcome, as well as experienced players.

Game Start: SAT 1800  Location: Board Room 2-04  Players: 8  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Root  GM: Alex Siechen
Co-GM: Samuel Miller
Sponsored by: Chess & Strategy Game Association

Shades of Legend
October is a great time to be in Minneapolis. Fall color, local apples, foggy full moon nights., the Headless Horseman chasing the mounted cop up Nicollet Mall. Wait..WHAT? Who's behind the sudden appearance of creatures of story and legend, and why? The heroes had better figure it out...fast.

Game Start: SAT 1800  Location: Studio 15-01  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Mutants and Masterminds  GM: Margaret Eastman

Star Wars Armada: Rebels vs Imperial Forces
Star Wars: Armada is an epic game of tactical fleet battles in the Star Wars universe. I am a new player, looking for a few people to have a good time blowing up each other's ships. This game is meant to be a good time, not a serious cutthroat match. New players welcomed.

Game Start: SAT 1800  Location: Conference Room B 06  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Star Wars: Armada  GM: Matthew Seidl

Terrain Specialties Dungeon Crawl
The raids from your enemies to the south have been escalating. This time they made off with several artifacts and dragged your aged shaman away in chains. A party of your best warriors has assembled to infiltrate the enemy's town and get back what was stolen. Oh, and by the way, you're Orcs. This highly detailed miniatures game is based on 2nd Ed AD&D, no previous rules knowledge required.

Game Start: SAT 1800  Location: Conference Room F 04  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: AD&D Battlesystem Skirmishes  GM: Dan Helmen

Those Within
Set in the 1895 lead mining village of Ninebanks, nestled in the isolated moors of Northumberland, England. The scenario opens in the middle of the village's annual harvest supper, during which a friend of the investigators falls deathly ill, spewing an ichorous vomit. The town drunk raves that this is a curse on the whole village, but is something else to blame?

Game Start: SAT 1800  Location: Studio 07-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Adam Nes

Trophy Dark
Trophy Dark is a horror fantasy game about a group of doomed treasure-hunters entering a haunted forest that doesn't want them there. We'll see how our hunters meet their tragic ends as the forest fights them at every turn. Learn more about Trophy Dark at trophyrpg.com.

Game Start: SAT 1800  Location: Studio 01-01  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Trophy  GM: Jesse Ross

Whip the Beast!
There was once a driver who said, “The FRENZY is overrated! A good driver should be able to win with simple skills. And remember, it’s never over until it’s over!” Well, he is no longer with us, in fact most of him is still on the track. Are YOU ready? Prepare for the spectacle of the Giant Coliseum, gaudy chariots, frenzy of the beasts, road kill... Circus Imperium in large scale!

Game Start: SAT 1800  Location: Studio 09-01  Players: 10  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Circus Imperium  GM: Don Bauman

Sponsored by: Maximum Overdrive

Wine Extravaganza - Viticulture Tuscany Experience
Explore the wonderful world of vineyards. Enjoy the Tuscany expansion of Viticulture with either the Arboriculture or Formaggio (fruits and garlic OR cheeses). This is a euro worker placement game about growing grapes and making wine. Wonderful for an evening ambiance.

Game Start: SAT 1800  Location: Conference Room B 07  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Viticulture  GM: Sean Ford
Saturday 18-24 – runs for 6 hours

Crypt of the Lilac High Priest
Venture into an old-school dungeon with first level characters and confront all the monsters you remember (or have heard about!) the way they were intended, with Advanced Dungeons & Dragons!

Game Start: SAT 1800  Location: Studio 04-01  Players: 8  Materials: None
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Advanced Dungeons & Dragons  GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society

Diplomacy
In this excellent game of skill, there are no random chances. No dice, no card draws, nothing occurs without someone deliberately making it happen. Can you coordinate with your allies, and stab your enemies to ensure you come out on top in world?

Game Start: SAT 1800  Location: Conference Room C 04  Players: 7  Materials: None
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Diplomacy  GM: Jacob Borgmann

Heroes of land, air, and Sea
Gamelyn’s epic game of 4X

Game Start: SAT 1800  Location: Conference Room C 05  Players: 6  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Heroes of Land Sea and Air  GM: Jon Mott
Co-GM: Dan Delude

Magic: the gathering EDH
Join me for an all-evening EDH extravaganza: multiplayer, 1v1, or teams. Bring your own deck; however, there will be some decks provided if you do not have a deck. Sit down for one game or twenty!

Game Start: SAT 1800  Location: Plymouth 01  Players: 30  Materials: All
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Card  Game System: Magic: the Gathering CCG  GM: Mike Schultz

Too Long a Soldier
Part Two continues from "Changes". Over the two hills and across the river they said was an old treasure trove guarded by horrors... but the rewards are worth it. Well... We're here.... WHAT WAS THAT?!?!?! Roleplaying Tournament sponsored by Lady Dragon's Treasures. PREGENS ONLY. Need not to have played in "Changes".

Game Start: SAT 1800  Location: Studio 12-01  Players: 12  Materials: General
Game Length: 6 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Rolemaster  GM: Roger Mlynczak
Co-GM: Jean Mlynczak

Twilight Imperium 4
Each player takes command of one of seventeen unique civilizations to compete for interstellar supremacy through warfare, trade, uncertain allegiances, and political dominance. Every faction offers a completely different play experience. All of these races have many paths to victory, but only one will sit upon the throne of Mecatol Rex as the new masters of the galaxy.

Game Start: SAT 1800  Location: Conference Room C 08  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Twilight Imperium  GM: Stephen Jenkins
Dungeon Circuit: Season 11 - The Big Game

While advertising dubious magical products to the home audience, Dungeon Circuit contestants have had extra time over the last decade to: detonate pyramids, summon Elder Potatoes, mutate Gnome-Vamp Jelloggoths, use barns as spell components, ride The Crab, play death scrabble, model napalm lotion, and invent croco-chucks. Where do you go when you've already gone to 10? You go to 11. It’s one more!

**Saturday 18-Sun 02 – runs for 8 hours**

Game Start: SAT 1800  Location: Studio 02-08  Players: 10  Materials: None
Game Length: 8 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Paranesia  GM: Justin Williams

**Saturday 19-24 – runs for 5 hours**

**DDEP09-03: Liar's Night (Tier 1) - Table 1**

Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900  Location: Conference Room D 01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

**DDEP09-03: Liar's Night (Tier 1) - Table 10**

Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900  Location: Conference Room E 10  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

**DDEP09-03: Liar's Night (Tier 1) - Table 11**

Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900  Location: Conference Room E 11  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

**DDEP09-03: Liar's Night (Tier 1) - Table 12**

Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900  Location: Conference Room E 12  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

www.conofthenorth.org
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

**Game Start:** SAT 1900  
**Location:** Conference Room D 02  
**Players:** 6  
**Materials:** None

<table>
<thead>
<tr>
<th>Game Length: 5 hrs</th>
<th>Rating: Everyone</th>
<th>Rules Knowledge: None</th>
<th>Special Track: No</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*

<table>
<thead>
<tr>
<th>Game Start: SAT 1900</th>
<th>Location: Conference Room D 03</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*

<table>
<thead>
<tr>
<th>Game Start: SAT 1900</th>
<th>Location: Conference Room D 04</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*

<table>
<thead>
<tr>
<th>Game Start: SAT 1900</th>
<th>Location: Conference Room D 07</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*

<table>
<thead>
<tr>
<th>Game Start: SAT 1900</th>
<th>Location: Conference Room D 08</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*

<table>
<thead>
<tr>
<th>Game Start: SAT 1900</th>
<th>Location: Conference Room D 09</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

*Sponsored by: Dungeons and Dragons Adventurers League*
DDEP09-03: Liar's Night (Tier 2) - Table 13
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 13 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 14
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 14 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 15
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 15 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 16
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 16 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 17
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 17 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 18
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!
Game Start: SAT 1900 Location: Conference Room E 18 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

www.conofthenorth.org
DDEP09-03: Liar's Night (Tier 2) - Table 19
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900 Location: Conference Room E 19 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 20
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900 Location: Conference Room E 20 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 5
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900 Location: Conference Room D 05 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

DDEP09-03: Liar's Night (Tier 2) - Table 6
Your presence is hereby requested at the Bloodmire Masque on the eve of Liar's Night for an exclusive one-night only reopening of Bloodmire Manor in Baldur's Gate. Your finest costumes and masks are required as we celebrate this momentous occasion. Forget not a Gourd of Light, lest all your secrets be revealed!

Game Start: SAT 1900 Location: Conference Room D 06 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

PFS 10-04: Reaver's Roar (7-11)
A call from some of the Pathfinder Society's most esteemed leaders brings the PCs to a small town in Lastwall. While their mission to retrieve a relic of the Shining Crusade from a cathedral guarded by a fearsome beast seems straightforward—if extremely hazardous—interested parties from the nearby orc nation of Belkzen and beyond have their own plans that may not align with the PCs' own.

Game Start: SAT 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA

Sponsored by: Pathfinder Society

PFS 10-05: Mysteries Under Moonlight, Part 1: Testament of Souls (3-7)
Something ominous is afoot around Magnimar's famous monuments. The mayor hired an official investigator to get to the bottom of the situation, but the latter's methods have overlooked key evidence. Pt2 sat13 & sun 9

Game Start: SAT 1900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA

Sponsored by: Pathfinder Society
PFS 6-00: Legacy of the Stonelords (10-11)
At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

Game Start: SAT 1900
Location: OSL-01
Players: 12
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-00: Legacy of the Stonelords (1-2)
At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

Game Start: SAT 1900
Location: OSL-01
Players: 12
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-00: Legacy of the Stonelords (3-4)
At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

Game Start: SAT 1900
Location: OSL-01
Players: 6
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-00: Legacy of the Stonelords (5-6)
At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

Game Start: SAT 1900
Location: OSL-01
Players: 6
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-00: Legacy of the Stonelords (7-8)
At long last, the Pathfinders have reached the lost Sky Citadel Jormurdun only to find it already occupied by fiends and subterranean foes. The Society must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within.

Game Start: SAT 1900
Location: OSL-01
Players: 6
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 9-06: The Shores of Heaven (1-5)
The Pathfinder Valais Durant has lead a troubled existence, ever since the demon-worshipping former venture-captain Thurl fused her body with parts from two demons. Pathfinder agents destroyed one of the demons, bringing some solace to Valais and allowing her to resume a somewhat normal life.

Game Start: SAT 1900
Location: OSL-01
Players: 6
Materials: None
Game Length: 5 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Pathfinder Society
GM: PFS Judge TBA
Sponsored by: Pathfinder Society
PFS2 1-10: The Tarnbreakers Trail (1-4)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 1-19: To Conquer the Dragon (5-8)
After much negotiating, the Starfinder Society has reached an accord to work with leaders of the Drakelands and Skyfire Mandate on the world of Triaxus. To commemorate this historic achievement, the Society intends to open a new lodge in the settlement of Cumo.
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 1-36: Enter the Ashen Asteroid (1-4)
When the dwarven miners of Ulrikka Clanholdings unearth a complex belonging to their erstwhile duergar kin on an asteroid in the Diaspora, they call on the Starfinder Society to investigate. As the duergar have very few remaining outposts or ruins left within the Pact Worlds system, investigating the asteroid complex is a rare opportunity to learn about ancient dwarven history.
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-11: Descent Into Verdant Shadow (3-6)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society
SFS 2-13: Storm of the End Times (1-4)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-15: The Infernal Gallery (1-4)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-16: A Scoured Home (5-8)
TBD
Game Start: SAT 1900  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.
Game Start: SAT 2000  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

AP_2_AP
The word is: Fun. Your Choices are: Attend COTN, A Root Canal, Presidential assassination, Nose Hairs, and Eyebrows Tweezers...You are the Judge this round, how will you decide? (I know my pick!) This is of course Apples to Apples, the crazy word matching game. Tournament rules will be used and explained.
Game Start: SAT 2000  Location: Copenhagen 03  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Apples to Apples  GM: Joelle Odeen
Sponsored by: Lady Dragon's Treasures

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.
Game Start: SAT 2000  Location: CONG-01  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Artemis SBS  GM: Michael Mesich

www.conofthenorth.org
Battle of Hogwarts
Play as your favorite Harry Potter character to defend the wizarding world from dark forces. In this cooperative deck building game you can learn spells, obtain magical objects, and recruit powerful allies. There are seven levels of increasing difficulty with progressively stronger villains and more powerful spells. Strengthen your deck and take on the dark lord!

Game Start: SAT 2000  Location: Conference Room B 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Hogwarts Battle  GM: Hunter Schultz

Bohnanza
This card game is about planting, trading, and selling beans. Players try to collect large sets of beans to sell for gold. There is limited growing space and always new beans to plant. To avoid planting unwanted beans, players trade them to other players who want them for their bean fields.

Game Start: SAT 2000  Location: Conference Room B 05  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Bohnanza  GM: Marika Mataitis

Broom Service
These potions aren't going to deliver themselves! Each round, you will select 4 of your 10 possible roles and then take turns selecting which role to play. The twist is that you need to choose whether to brave, which comes with a greater reward at the risk of another player stealing the reward from you completely, or to be cowardly and get a smaller but guaranteed reward!

Game Start: SAT 2000  Location: Copenhagen 11  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Broom Service  GM: Scott Arcand

Colt Express
Doc's plan was to rob the train, but Django, Tuco, and Cheyenne started shooting and punching each other while Belle smiled at the Marshal and grabbed the diamonds. Suspense, surprises, excessive violence, and a 3-D cardboard train.

Game Start: SAT 2000  Location: Board Room 2-08  Players: 12  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Colt Express  GM: Erik Olsrud

Sponsored by: Chess & Strategy Games Association

Crossfire
Crossfire is an open source, cooperative multiplayer graphical RPG and adventure game. Since its initial release, Crossfire has grown to encompass over 150 monsters, about 3000 maps to explore, an elaborate magic system, 13 races, 15 character classes, a system of skills, and many artifacts and treasures. Crossfire is based in a medieval fantasy world and is similar to other games of this genre.

Game Start: SAT 2000  Location: Conference Room H 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: Some  Special Track: No
Game Type: Computer  Game System: Crossfire  GM: Munir Nassar

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. Session run time does not include character generation.

Game Start: SAT 2000  Location: Studio 05-02  Players: 4  Materials: General
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dead Planet  GM: Boone Dryden
End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Board  
Location: Copenhagen 05  
Players: 6  
Materials: None  
Rating: Teen  
Rules Knowledge: None  
Game System: End of the Line  
GM: Seppy Yoon

Era of Kingdoms
A resource management card game where 2-4 players compete to take their kingdom from the dark ages to the enlightenment. Outwit and out-plan up to 3 other players as you race to lead your people to prosperity, and make a few enemies along the way.

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Board  
Location: Copenhagen 09  
Players: 4  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
Game System: Era of Kingdoms  
GM: Jay Behrens

Flamme Rouge
Flamme Rouge is a fast-paced, tactical bicycle racing game. The players’ goal is to be the first to cross the finish line with one of their riders. Players move their riders forward by drawing and playing cards from that rider’s specific deck, depleting it as they go. Position your team for a well timed sprint for the win.

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Board  
Location: Copenhagen 12  
Players: 12  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
Game System: Flamme Rouge  
GM: Craig Bristow

Geek Out! - Battle Royale!
Are you king of the nerds? Find out in this ultimate test of your nerd cred! Players will be split into two large teams, and bid how many answers they can name in categories of games, comics, sci-fi-fi, fantasy, and more. Can you name 4 Batman enemies? We can name 6! Oh yeah, 8! 10! Win the bid and succeed, lose the bid and be shamed! The more the merrier in this ultimate nerd trivia battle!

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Card  
Location: Studio 13-01  
Players: 16  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
Game System: Geek Out!  
GM: Chris Jabas

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Miniatures  
Location: Conference Room F 01  
Players: 4  
Materials: All  
Rating: Everyone  
Rules Knowledge: Some  
Game System: (Open Miniatures Gaming)  
Co-GM: Matt Helmen  
GM: Dan Helmen  
Sponsored by: Terrain Specialties

Mysterium
A horrible crime has been committed on the grounds of Warwick Manor and it’s up to the psychic investigators to get to the bottom of it. The ghost tries to lead the investigators to their culprit. Each hour the team will be met with visions, but what is the ghost trying to tell you? Can the psychics determine the weapon, location and killer or will a violent criminal pull off the perfect murder?

Game Start: SAT 2000  
Game Length: 2 hrs  
Game Type: Board  
Location: Copenhagen 06  
Players: 6  
Materials: None  
Rating: Everyone  
Rules Knowledge: None  
Game System: Mysterium  
GM: Quincy Conrad
Night Witches
The all-female Soviet 588th Night Bomber Regiment flew missions for 1,100 consecutive nights during World War Two. Navigate an outdated Po-2 biplane across the Russian countryside to raid the Fascists and protect your wingwomen as one of the "nachthexen" - Night Witches.

Game Start: SAT 2000  Location: Conference Room F 09  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Miniatures  Game System: Stringbags!  GM: Brooks Flugaur-Leavitt

Shadowrun: Crossfire
Alright, Chummers. You're new in the shadows and its time to prove yourself. In this cooperative deck-building card game take on the role of Street Samurai, Face, Mage, or Decker and use your smarts and gear to overpower your opponents. Bad stuff happens in the Shadows...just say'in.

Game Start: SAT 2000  Location: Copenhagen 10  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Shadowrun Crossfire  GM: Lynn Leitte
Co-GM: Ben Reed

TransAmerica & Variations
TransAmerica is a very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail. Players place either 1 or 2 rails each turn. The game ends when the first player completes a connected route between his 5 cities. The player who can make the best use of the other players' networks is generally victorious.

Game Start: SAT 2000  Location: Board Room 1-03  Players: 24  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: TransAmerica  GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

Saturday 20-24 – runs for 4 hours

Atomic Robo, it’s TIME for Action Science!
Panzers rolling across Iowa cornfields, pachycephalosaurids bashing their way through New York traffic, ironclad steamships battling on Lake Michigan, and other time anomalies cropping up in the present day means it’s time for a Tesladyne Field Team to join Atomic Robo for some two-fisted action science!

Game Start: SAT 2000  Location: Studio 05-04  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: FATE  GM: Gary Travis

Cat Games For Everyone
Love cats?! Love games?! Come play cat games! We will play an assortment of cat games until we drop (or 4 hours are up).

Game Start: SAT 2000  Location: Conference Room C 06  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: (Open Board Gaming)  GM: Jennifer Godfrey

Feng Shui: Hong Kong Task Force 88
DietRiot, a new diet drug, is sweeping through the streets of Hong Kong. Join the elite Task Force 88, unleash your inner Michelle Yeoh, and leap into a pulse-pounding thriller.

Game Start: SAT 2000  Location: Studio 05-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Feng Shui 2  GM: Justin Alexander
Sponsored by: Atlas Games
Fiasco
Inspired by cinematic tropes, Fiasco is a group storytelling game in which character ambitions run high, impulse control is low, and chaos reigns supreme. Characters will lose, die, and fail despite or because of their well laid plans and schemes. Playset to be chosen in accordance with player interests.

Game Start: SAT 2000          Location: Studio 14-02          Players: 4          Materials: None
Game Length: 4 hrs          Rating: Mature          Rules Knowledge: None          Special Track: No
Game Type: RPG          Game System: Fiasco          GM: Lauren Sindt

**In Space No One Can Hear You Scheme!**
your crew has heard that Eros Station has replaced cops with gangsters and that casino is ripe for someone bold enough to take that payday, that someone is you!

Game Start: SAT 2000          Location: Studio 17-01          Players: 5          Materials: None
Game Length: 4 hrs          Rating: Mature          Rules Knowledge: None          Special Track: No
Game Type: RPG          Game System: The Expanse RPG          GM: Shane Hotakainen

**KRULL**
This, it was given me to know: That the Beast would come to our world, the world of Krull, and his Black Fortress would be seen in the land. But one thing I cannot know: Whether the prophecy be true that a girl of ancient name shall become queen, that she shall choose a king, that together they shall rule our world, and that their son shall rule the galaxy.

Game Start: SAT 2000          Location: Studio 03-02          Players: 6          Materials: None
Game Length: 4 hrs          Rating: Everyone          Rules Knowledge: None          Special Track: No
Game Type: RPG          Game System: Dungeons & Dragons 5th Ed.          GM: Erik Mornes
           Sponsored by: *Saturday Night Space Opera*

**LEGO Gaslands**
Orcs and humans race for domination of the Gaslands of future earth in heavily armed Lego cars and trucks. Gaslands is a miniatures game of auto-dueling destruction.

Game Start: SAT 2000          Location: Studio 03-01          Players: 6          Materials: None
Game Length: 4 hrs          Rating: Everyone          Rules Knowledge: None          Special Track: No
Game Type: Miniatures          Game System: Gaslands          GM: Casey Garske
           Sponsored by: *Saturday Night Space Opera*

**Screams in the Dark**
The worlds of crime and the arcane collide in this game of dastardly deeds on the streets of an industrial-fantasy city.

Game Start: SAT 2000          Location: Studio 14-01          Players: 4          Materials: None
Game Length: 4 hrs          Rating: Mature          Rules Knowledge: None          Special Track: No
Game Type: RPG          Game System: Blades in the Dark          GM: Omari Brooks

**Something Sinister: Cult of Malus**
In the late 1800’s, Victorian London, Something stalks the dark streets. Something hunts. Something moans. Something gnaws and Something hungers. It's aware, it's closer than you think ... and it's sinister.

Game Start: SAT 2000          Location: Studio 11-01          Players: 6          Materials: None
Game Length: 4 hrs          Rating: Mature          Rules Knowledge: None          Special Track: No
Game Type: RPG          Game System: 10 Candles          GM: Jon Cazares
Co-GM: Dan Johnsen

www.conofthenorth.org
Sorcerer
Dark fantasy game from the creators of Star Realms. Create a unique sorcerer by combining premade decks. Players alternate spending actions to play spells, draw cards, gain energy, or play minions. After all actions have been spent, minions do battle rolling battle dice; damaging or destroying enemy minions, or capturing the battlefield. Capture 2 of the 3 battlefields, you win!

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: Board  
Rating: Mature  
Rules Knowledge: None  
Game System: Sorcerer  
Players: 4  
Location: Conference Room B 01  
Materials: None  
Special Track: Intro  
GM: Daniel Greene

Starfarers of Catan
First Edition. Take to the stars, colonizing planets and making contact with alien civilizations. Knowledge of standard Catan will make this version easier to learn, but it's not a requirement.

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: Board  
Rating: Teen  
Rules Knowledge: None  
Game System: Starfarers of Catan  
Players: 5  
Location: Conference Room B 08  
Materials: None  
Special Track: No  
GM: Heather Bufkin

Tekumel - The Coming of Soorg
Our hearty band of adventurers have been tasked by their OAL handlers to investigate and eradicate, with extreme prejudice, the illegal Cult of Soorg.

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Everyone  
Rules Knowledge: Some  
Game System: Torchbearer  
Players: 6  
Location: Studio 06-01  
Materials: None  
Special Track: No  
GM: Bill Acheson

The Bequest of Kálusü hiKárodai
A wealthy, reclusive scholar, Kálusü hiKárodai, died and willed the title to her estate to the Temple of Avánthe. While pleased with this bequest, your Mriyán has certain concerns and unanswered questions. It is your responsibility to put his mind at ease. This calls for research! Travel! A certain vacation from the same old Temple routine!

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Everyone  
Rules Knowledge: None  
Game System: Bethorm  
Players: 8  
Location: Studio 02-06  
Materials: None  
Special Track: No  
GM: Krista Donnelly

The Dubious Travels of Intergalactic Space Bums
A day in the life of a group of space miscreants trying to survive on the fringes of the known universe. Scum and Villainy is based on the acclaimed Forged in the Dark roleplaying game system, updated for an outer-space scifi setting.

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Everyone  
Rules Knowledge: None  
Game System: Scum and Villainy  
Players: 6  
Location: Studio 03-04  
Materials: None  
Special Track: No  
GM: Bob Cook  
Sponsored by: Saturday Night Space Opera

The Expanse: The Goodall Gate
Based on the hit TV series and books series by James S.A. Corey. Travel through the Ring with your fellow Beltalowda. What you find you bring back to help strengthen the OPA. Don't mess wid' da inners, we need you back in one piece!

Game Start: SAT 2000  
Game Length: 4 hrs  
Game Type: RPG  
Rating: Everyone  
Rules Knowledge: None  
Game System: The Expanse Roleplaying Game  
Players: 6  
Location: Studio 03-03  
Materials: None  
Special Track: No  
GM: Jeff Conrad  
Sponsored by: Saturday Night Space Opera
The Terror From Cluros
The alliance between the city of Helium, and the tribe of Tharks teeters on the brink. High ranking members of both groups have gone missing from a shared trading outpost. Can your mixed crew of red and green Martians solve the mystery, and save the alliance?

Game Start: SAT 2000  Location: Studio 05-03  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: John Carter of Mars  GM: Nathan Nolan

Wasteland Express
BGG 7.5 rating. From BGG: Take on the role of the half-insane drivers for the last delivery company left of earth: the Wasteland Express Delivery Service. In order to scratch out a living in this deranged universe, drivers will deliver goods and guns between the handful of settlements pockmarked throughout the hellscape that you call home...

Game Start: SAT 2000  Location: Conference Room B 02  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Wasteland Express Delivery Service  GM: Chad Patton-Minder

Xenophobia and the Art of Starship Repair
Nearing the end of a long range mission, the crew of the Bellerophon is awoken from cryostasis because of an unexpected hitchhiker, and some damage to the hull. Can you find and stop the hitchhiker before the ship is torn apart, and your lives are lost to the void of space.

Game Start: SAT 2000  Location: Studio 11-02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: GURPS  GM: Matthew Rose

Eldritch Horror
Save the world from the awakening of an Elder God... or possibly fail. Lovecraft wasn't a fan of happy endings, you know. Cooperative game. Rules taught.

Game Start: SAT 2000  Location: Studio 08-01  Players: 5  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Eldritch Horror  GM: Matthew Boehland

The Lost Child
Five years ago a child went missing without a trace. The police were not able to find her nor find any clues. The case was cold until yesterday. The parents received a call... from her. This is a mature game with disturbing scenarios and possible child deaths. Please mature players only!

Game Start: SAT 2000  Location: Studio 10-01  Players: 6  Materials: General
Game Length: 6 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Call of Cthulhu  GM: Timothy Ray

Saturday 22-24 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SAT 2200  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth
Grand Prix
Grand Prix is a card driven racing simulator. Manage your hand to keep your cars in line and in the front. Cars take wear and could require pitting. Risky racing could bring reward or peril. Picking your spots to stay with the pack vs taking the lead is key to victory.

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Board Room 1-01</th>
<th>Players: 10</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Grand Prix</td>
<td>GM: Mark Jefferson</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: *First Minnesota Historical Wargame Society*

Night Witches
The all-female Soviet 588th Night Bomber Regiment flew missions for 1,100 consecutive nights during World War Two. Navigate an outdated Po-2 biplane across the Russian countryside to raid the Fascists and protect your wingwomen as one of the "nachthexen" - Night Witches.

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Conference Room F 09</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: Intro</td>
</tr>
<tr>
<td>Game Type: Miniatures</td>
<td>Game System: Stringbags!</td>
<td>GM: Brooks Flugaur-Leavitt</td>
<td></td>
</tr>
</tbody>
</table>

People's Choice Midimaze
Again there have been cries from the Midoproletariat for guidance! Here, then, is a series of games run by King Midi for the people. We will play whatever options and mazes anyone is interested in playing and fabulous prizes will be awarded! If you don't score a ticket, come by anyway...who knows what could happen?

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Conference Room H 01P</th>
<th>Players: 11</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Computer</td>
<td>Game System: Midimaze 2</td>
<td>GM: Jim Beecher</td>
<td></td>
</tr>
</tbody>
</table>

**Plunderers of the Labyrinth**
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Conference Room C 07</th>
<th>Players: 8</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Plunderers of the Labyrinth</td>
<td>GM: Jason Gieske</td>
<td></td>
</tr>
</tbody>
</table>

**Roll-and-Write with Renee**
Roll-and-Write games are on the rise! Let's get together and play a few. I'll have Corinth, Welcome to... and Imperial Settlers: Roll & Write.

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Conference Room C 01</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: Intro</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Various</td>
<td>GM: Renee Sandwick</td>
<td></td>
</tr>
</tbody>
</table>

**Seven Wonders**
Your ancient society is working hard to build a magnificent wonder, while inventing science, and trading and fighting with its neighbors. Unusual in that up to 7 people can play as quickly as a smaller group. Beginners welcome.

<table>
<thead>
<tr>
<th>Game Start: SAT 2200</th>
<th>Location: Board Room 2-02</th>
<th>Players: 14</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length: 2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type: Board</td>
<td>Game System: Seven Wonders</td>
<td>GM: Erik Olsrud</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: *Chess & Strategy Games Association*
The Wizard Always Wins
It's late. Let's have some wizarding fun! The Wizard Always Wins is an easy role-selection, set-collection and press-your-luck game. Players select roles allowing them to add their color tokens to a bag. When they think they're ready, they can select The Wizard role to try and draw their color token from the bag. It's a pretty short game, so we could play multiple games or call it a night.

Game Start: SAT 2200  Location: Conference Room C 03  Players: 5
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: The Wizard Always Wins  GM: Byron Olson

Saturday 22-Sun 02 – runs for 4 hours

Enter the Dagon
The Isle of Dagon: to common folk, it presages death. To warlocks, witches, and wizards, the isle offers a wealth of occult power, forbidden knowledge, and spells beyond the ken of mortals. But before you can lay claim to the island’s secrets, your party's wizard must survive its fabled spell duels - a series of death matches where only one caster may reign supreme.

Game Start: SAT 2200  Location: Studio 04-02  Players: 6  Materials: General
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: John Dahlstrom
Co-GM: Julian Bernick

It's late and we're fried. Let's party!
The TCAT crew really digs those big party games when we haven't had enough sleep and are not sure why we're still playing. Join us for Werewolf, Resistance, Gretchinz, Joking Hazard, Pairs, The Mind, Decrypto, and on and on. Bring yours too!

Game Start: SAT 2200  Location: Studio 16-01  Players: 12  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: (Open Board Gaming)  GM: Josh Worley
Co-GM: Chad Egbert

Shadows Over Camelot & Variations
Each player represents a knight of the Round Table and they must collaborate to overcome a number of quests. Completed quests place white swords on the Round Table; failed quests add black swords and/or siege engines around Camelot. The knights are trying to build a majority of white swords on the Table before Camelot falls. But beware, there could be a traitor among you!

Game Start: SAT 2200  Location: Board Room 1-07  Players: 14  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Shadows over Camelot  GM: Bill Nara

Sponsored by: First Minnesota Historical Wargame Society

Saturday 24-Sun 02 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SAT 2400  Location: Registration Desk  Players: 1  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

www.conofthenorth.org
**Battle for Wesnoth**
The Battle for Wesnoth is a turn-based tactical strategy video game with a high fantasy theme. Build up a great army, gradually turningraw recruits into hardened veterans. In later games, recall your toughest warriors and form a deadly host whom none can stand against! There are at least two hundred unit types, sixteen races, six major factions, and hundreds of game years of history.

Game Start: SAT 2400  
Location: Conference Room H 02  Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: Computer  
Game System: Battle for Wesnoth  
GM: Munir Nassar

**Lucky's Misadventures**
You and your dog Lucky should not have taken that shortcut through the woods that night. How were you to know that you would be taken through a portal to Oddtopia... In this DeckBuilding game players compete not only to purchase cards but also to build machines and achieve instant win conditions. This game will have a referee to teach the game and assist with the rules.

Game Start: SAT 2400  
Location: Conference Room B 06  Players: 4  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Card  
Game System: Great Northern Games  
GM: Jacob Borgmann

**Night Witches**
The all-female Soviet 588th Night Bomber Regiment flew missions for 1,100 consecutive nights during World War Two. Navigate an outdated Po-2 biplane across the Russian countryside to raid the Fascists and protect your wingwomen as one of the "nachthexen" - Night Witches.

Game Start: SAT 2400  
Location: Conference Room F 09  Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Miniatures  
Game System: Stringbags!  
GM: Brooks Flugaur-Leavitt

**Plunderers of the Labyrinth**
Disclaimer: this is a polished but unpublished game.

Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: SAT 2400  
Location: Conference Room C 07  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

www.conofthenorth.org
SUNDAY

Sunday 08-10 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SUN 800 Location: Registration Desk Players: 6 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Seminar Game System: Volunteering GM: Connie McNorth

Domaine
Players form domaines by placing walls on the board to enclose territory. Completed domaines can then be expanded, even into your opponents'. Protect domaines by placing knights, which resist expansion. The winner is the first player to cross a specific point threshold or the player with the most points when the card deck runs out.

Game Start: SUN 800 Location: Board Room 1-01 Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Domaine GM: Bill Nara

It is a Glorious Day For Science
Join us as we play Girl Genius: The Works -- yes, all of them. The original 110-card deck and the new 60-card decks each featuring a story arc: Castle Wulfenbach, Master Payne's Circus of Adventure, Castle Heterodyne, and The Siege of Mechanicsburg. First arrival, ticket holders get first choice of which set they want to play.

Game Start: SUN 800 Location: Conference Room C 01Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Card Game System: Girl Genius: The Works GM: Bobbie Christen
Co-GM: Shane Christen

Last Train from Stalingrad
In November of 1942 the Red Army launched a counterattack that would surround the German army on the banks of the Volga. Take command of a platoon at Kalach-na-Donu and fight for the only railroad line out of the Stalingrad pocket.

Game Start: SUN 800 Location: Conference Room F 09 Players: 4 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Miniatures Game System: Chain of Command GM: Brooks Flugaur-Leavitt

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: SUN 800 Location: Conference Room B 04 Players: 6 Materials: None
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Zombicide Invader GM: Leah Pasillas
Co-GM: Christopher Nelson

Sponsored by: Chess & Strategy Game Association
Viticulture Essential Edition with Tuscany
In Viticulture, players find themselves with a plot of land, an old crush pad, a tiny cellar, and three workers. Using these workers, you will expand your vineyard by building structures, planting vines, and filling wine orders. Players work towards running the most successful winery in Tuscany.

Game Start: SUN 800  Location: Regency 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Viticulture  GM: Renee Thorson

Wacky Races
Penelope Pitstop, The Ant Hill Gang, Dick Dastardly & Muttly. If those names ring a bell, come and play Wacky Races - the Board Game.

Game Start: SUN 800  Location: Conference Room B 06  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Various  GM: Ernest Besaw

Wake Up With Cosmic Encounter
The tradition continues! Use your alien power to establish five bases in your opponents' systems and rule the galaxy. (Yes, there will be donuts, but you're on your own for coffee.)

Game Start: SUN 800  Location: Regency 05  Players: 7  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Cosmic Encounter  GM: Peter Jansen

Wingspan
Wingspan is a competitive, medium-weight, card-driven, engine-building board game. You are bird enthusiasts seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). The winner is the player with the most points after 4 rounds.

Game Start: SUN 800  Location: Conference Room B 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Wingspan  GM: Carmen Patton-Minder

You and Me RPG!
Looking to get your feet wet in the Role-Playing world! Join me for a sit down with a chance to develop your own characters, settings, and encounters, for role-playing games. Whether or not you have played before, lets help each other get set off in the right direction for your first, or you hundred-and-first RPG!

Game Start: SUN 800  Location: Studio 10-01  Players: 10  Materials: General
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Seminar  Game System: Seminar  GM: Jacob Borgmann

Sunday 08-12 – runs for 4 hours
Avengers vs. X-Men
It all starts with a meteor shower over a K-Mart in Ohio...can Cap, Thor, Captain Marvel, She-Hulk, The Black Knight and Doctor Druid unravel a meteoric mystery and bring an international criminal to justice?

Game Start: SUN 800  Location: Studio 04-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Marvel Super Heroes  GM: Gary Fortuin
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

www.conofthenorth.org
The Deep Forest
The monsters of the forest have finally driven off the humans and now have about a year of peace to reclaim their land, before the heroes return. How will they rebuild in that year, and how did the time of invasion affect them? In this variant of the map-drawing/story game The Quiet Year, players will create a map of the forest that reflects the decisions their community makes.

Game Start: SUN 800  Location: Conference Room B 02  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: The Quiet Year  GM: Jim Hart

Sunday 08-13 – runs for 5 hours

CCC-COTN-01-01: By The Seashore: A Red War Tale (Tier 1) - Table 16
Chaotic magics torment the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the scoundrel, a coveted trinket will soon bring with it the wrath of Thay! Who will help the village weather this storm? A Two-Hour Adventure for Tier One Characters.

Game Start: SUN 800  Location: Conference Room E 16  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

CCC-TRI-03: CCC-TRI-03 Fences and Swords (Part One of the RocSlide Ser
The Northern Moonsea region has recently been plagued by a mysterious pirate ship, which is seemingly able to appear without warning and then simply vanish. Instilling fear, and beginning to impact trade, those with vested interests in the area need this thorn removed from their sides. First, however, they must first discover where the mysterious ship calls home.

Game Start: SUN 800  Location: Conference Room E 20  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11a (HC): Avernus: Reunited and it Feels So Good (Tier 1) - Table 16
A group of devils struggle with promotion, Infernal politics, and sudden free thrust upon them by the lovable imp Pipyap. *** This module uses pre-generated Tier 1 characters ***

Game Start: SUN 800  Location: Conference Room D 01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-01: Escape from Elturel (Tier 1) - Table 17
Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

Game Start: SUN 800  Location: Conference Room E 17  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-04: Day of the Devil (Tier 1) - Table 4
The streets of Baldur’s Gate run red with blood. Old blood. The blood of Hellriders. Someone or something is punishing the children for the sins of the father and it's time to put it to an end. Who and where is Gharizol? Part Three of the Betrayal is in the Blood series of adventures.
Game Start: SUN 800 Location: Conference Room D 04 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-05: Faces of Fortune (Tier 2) - Table 14
Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium. Part One of the Behind Infernal Lines series.
Game Start: SUN 800 Location: Conference Room E 14 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-06: Infernal Insurgency (Tier 2) - Table 6
Fai Chen reveals that a draft of the Hellriders’ original attack plan might still exist, but it won't be easy to get it. If you can recover these, it would be extremely helpful in your quest to locate their remains and free their spirits. It might very well be a suicide mission, but when you're in Avernus, what isn't? Fortunately, the wily merchant has just the plan for a group of heroes unconcerned with the odds. Part Two of the Behind Infernal Lines series.
Game Start: SUN 800 Location: Conference Room D 06 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-08: In the Garden of Evil (Tier 2) - Table 7
Long before it was a war-ravaged battlefield, Avernus was a den of temptation; a place to which ambitious, greedy, and covetous mortals were lured by the promise of power, wealth, and love. While the plane no longer serves this purpose, small pockets of TERRIBLE BEAUTY remain. You have been sent in search of one such oasis to locate a fallen celestial. Will you be able to find it? More importantly, will the creature still be capable of service as an agent of good?
Game Start: SUN 800 Location: Conference Room D 07 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-09: Ruined Prospects (Tier 2) - Table 11
Elturel isn't the only city to have been claimed by Avernus; scores of towns and villages, long forgotten), litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?
Game Start: SUN 800 Location: Conference Room E 11 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-10: Tipping the Scales (Tier 2) - Table 9
Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!
Game Start: SUN 800 Location: Conference Room D 09 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-13: The Swarmed Heart (Tier 3) - Table 5
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures.
Game Start: SUN 800 Location: Conference Room D 05 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-13: The Swarmed Heart (Tier 3) - Table 8
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures.
Game Start: SUN 800 Location: Conference Room D 08 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDHC-TYP(g): Tomb of Horrors (Part 1 of 2) (Tier 3) - Table 2
In the far reaches of the world, under a lost and lonely hill, lies the sinister Tomb of Horrors. This labyrinthine crypt is filled with terrible traps, strang and ferocious monsters, rich and magical treasures, and somewhere within rests the evil Demi-Lich.
Game Start: SUN 800 Location: Conference Room D 02 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

Sunday 08-22 – runs for 14 hours

Wall Of Macs
Come play the games of the 80's & 90’s on original 68K Mac Hardware! Blaze the Oregon/Amazon Trail! Delve into the Dungeon of Doom! Survive the Dark Castle! Become the Prince of Persia! Come play these or dozens of other classics in glorious 9 inch monochrome!
Game Start: SUN 800 Location: Conference Room H 03 Players: 4 Materials: None
Game Length: 14 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Computer Game System: (Open Computer Gaming) GM: Wall Of Macs
Sunday 09-14 – runs for 5 hours

PFS 10-07: Mysteries Under Moonlight, Part 2: The Howling Dance (3-7)
With the unique blessing of a celestial ambassador, the PCs depart Magnimar and rush into the swamp, chasing after the mastermind behind the corruption of several of Magnimar's iconic monuments. pt 1 sat08 & sat19
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 7-99: Through Maelstrom Rift (lvl 6 pregens)
Even the limitless Plane of Air is at risk of eldritch instability, and a cult dedicated to the planes’ integrity has sensed an imminent calamity brewing deep within a primal storm. In this special adventure, the players portray a diverse coalition of elemental guardians that must embark on perilous journey into the maelstrom’s heart and avert a disaster that threatens the Inner Sphere.
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-18: Champion's Chalice, Part 1: Blazing Dangerous Trails (1-5)
Every year, the Sargavan government hosts the Sargava Chalice, a contest of speed and survival that draws eager competitors from far and wide, each hoping to win fame, fortune, and glory.
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-19: Treacherous Waves (3-7)
The Society believes that a powerful relic lies in the depths of the Plane of Water, yet the most recent expedition to retrieve it failed for mysteriously tragic reasons. It's up to the PCs to travel to the aquatic metropolis of Vialesk to investigate that ill-fated mission and overcome the forces determined to keep the truth from coming to light.
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 9-19: Clash in Kaimuko Wood (5-9)
On a recent foray into Kwanlai, the Pathfinder Society learned that a conniving being from the Abyss has been targeting righteous communities on the border between the tengu nation and Tianjing to the south.
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder Society GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-10: The Tarnbreakers Trail (1-4)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: Pathfinder Society

www.conofthenorth.org
PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder 2 GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 1-36: Enter the Ashen Asteroid (1-4)
When the dwarven miners of Ulrikka Clanholdings unearth a complex belonging to their erstwhile duergar kin on an asteroid in the Diaspora, they call on the Starfinder Society to investigate. As the duergar have very few remaining outposts or ruins left within the Pact Worlds system, investigating the asteroid complex is a rare opportunity to learn about ancient dwarven history.

Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-13: Storm of the End Times (1-4)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-14: Data Purge (9-12)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-15: The Infernal Gallery (1-4)
TBD
Game Start: SUN 900 Location: OSL-01 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Starfinder GM: PFS Judge TBA
Sponsored by: Pathfinder Society

www.conofthenorth.org
SFS 2-16: A Scoured Home (5-8)
TBD
Game Start: SUN 900   Location: OSL-01   Players: 6   Materials: None
Game Length: 5 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No
Game Type: RPG   Game System: Starfinder   GM: PFS Judge TBA
Sponsored by: Pathfinder Society

Sunday 10-12 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.
Game Start: SUN 1000   Location: Registration Desk   Players: 4   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No
Game Type: Seminar   Game System: Volunteering   GM: Connie McNorth

Alpha Strike Academy
Learn to play the newer, quick-play version of Battletech.
Game Start: SUN 1000   Location: Conference Room F 07   Players: 4   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No
Game Type: Miniatures   Game System: Alpha Strike   GM: Benjamin Reed

Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.
Game Start: SUN 1000   Location: CONG-01   Players: 12   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No

Bubblegum CRISIS: AD POLICE - Paulom City 2025
Regular police, fall back! Rage against the machines with your team of elite BOOMER-eradicating AD Police Officers. Get into your palpable megagauss-generating electric police car or bike, don your battle armor, 'cause it's election season and 90% of all Paulom’s City’s ballot machines were all produced by a single Industrial Megacorp, and they no longer even bother with PR cover-ups.
Game Start: SUN 1000   Location: Studio 03-03   Players: 4   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: No
Game Type: RPG   Game System: Core Fuzion   GM: Jeff Conrad
Sponsored by: Saturday Night Space Opera

Bunny Kingdom
Peace has come at last to the great Bunny Kingdom! Lead your clan of rabbits to glory by gathering resources and building new cities across the land.
Game Start: SUN 1000   Location: Copenhagen 05   Players: 4   Materials: None
Game Length: 2 hrs   Rating: Everyone   Rules Knowledge: None   Special Track: Intro
Game Type: Board   Game System: Bunny Kingdom   GM: Craig Bristow
Championship Formula Racing
Championship Formula Racing is a redesign and reimagining of Speed Circuit by 3M. Players first design their cars by adjusting various attributes; start speed, acceleration, deceleration, top speed, and tires. Skill is paramount in running the race. Hitting the right lines and speeds through the turns is key to victory. This is a race game all about how well you can drive your car.

Game Start: SUN 1000
Location: Board Room 1-03
Players: 6
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: Intro
Game System: Championship Formula Racing
GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society

Commissioned
Commissioned is a 2-6 player cooperative-style board game with a simple deck-building mechanism that plays in 1 hour. Players are the early Christian Apostles and must work together to mature their faith decks, grow the church, collect the books of the New Testament, and overcome persecution. You do not need to know anything about Christianity to play.

Game Start: SUN 1000
Location: Conference Room C 01
Players: 4
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game System: Commissioned
GM: Timothy Roseth

Crossfire
Crossfire is an open source, cooperative multiplayer graphical RPG and adventure game. Since its initial release, Crossfire has grown to encompass over 150 monsters, about 3000 maps to explore, an elaborate magic system, 13 races, 15 character classes, a system of skills, and many artifacts and treasures. Crossfire is based in a medieval fantasy world and is similar to other games of this genre.

Game Start: SUN 1000
Location: Conference Room H 02
Players: 4
Materials: None
Rating: Teen
Rules Knowledge: Some
Special Track: No
Game System: Crossfire
GM: Munir Nassar

Disc-World Ankh-Morpork
Based on Sir Terry Pratchett's Discworld, Ankh-Morpork lets you jump into the political scheming of the Disc's most infamous city. Take on a secret role with individual win conditions. Use cards to place minions and buildings and influence the power dynamics of the city to achieve your goal, all while trying to determine and undermine the goals of your opponents.

Game Start: SUN 1000
Location: Copenhagen 13
Players: 4
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: No
Game System: Discworld Ankh-Morpork
GM: Hannah McBride

Dragon Age Character Creation
This is a time to stop by and learn character creation for the Dragon Age RPG by Green Ronin. If you are joining one of my later gaming sessions it is highly encouraged to stop by at this time to create a character. This session however is open to anyone interested in learning about the game.

Game Start: SUN 1000
Location: Studio 09-02
Players: 12
Materials: General
Rating: Teen
Rules Knowledge: None
Special Track: Intro
Game System: Dragon Age
GM: BRYAN MAUS

End of the Line - The Inevitable Machine Revolt
Cyborgs, Robots and Death… Oh My! Come play the expansion to End of the Line before anyone else. In the Inevitable Machine Revolt, you’ll receive upgrades and robots to add to your post-apocalyptic family. Prepare yourself to experience the worst end times our machine overlords can offer. Mutually assured destruction has never been so much fun.

Game Start: SUN 1000
Location: Copenhagen 12
Players: 6
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: No
Game System: End of the Line
GM: Seppy Yoon
Everdell
Will the sun shine brightest on your city before the winter moon rises. Build the best city using working placement and resource management in a picturesque forest setting. A Shieldmaiden shenanigans event.

Game Start: SUN 1000  
Location: Studio 02-04  
Players: 3  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Everdell  
GM: Jenna Touchette

Sponsored by: The Shieldmaidens

Flatline
Quick thinking and communicating dice rolling game. Dice are rolled once and then you take a minute to allocate the dice with your friends in this cooperative game.

Game Start: SUN 1000  
Location: Studio 02-04  
Players: 3  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Flatline  
GM: Paul Wilson

Sponsored by: Chess & Strategy Game Association

Game of Thrones: Oathbreaker
A secret role game set in Westeros. One player assumes the role of King, while the others represent the Houses of Westeros. Some are loyalists who want order in the realm, others are conspirators who seek to undermine the throne, and all of them have a secret agenda of their own. Who is truly loyal, and who is simply hungry for power, honor, and coin?

Game Start: SUN 1000  
Location: Conference Room C 08  
Players: 7  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Game of Thrones: Oathbreaker  
GM: Kayla Eibner

Sponsored by: First Minnesota Historical Wargame Society

Gizmos
Engine-Builder game. Gather energy to build and power inventions to generate victory points.

Game Start: SUN 1000  
Location: Board Room 1-01  
Players: 12  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Gizmos  
GM: Brian Rood

Sponsored by: First Minnesota Historical Wargame Society

Kingsburg
Roll dice to influence the king's advisors in order to build structures and train troops so that you can make it through each year safely. The kicker is that only one person may influence an advisor each season so your plan may have to change midstream.

Game Start: SUN 1000  
Location: Copenhagen 02  
Players: 5  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Kingsburg  
GM: Eric Jennings

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: SUN 1000  
Location: Copenhagen 08  
Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: Intro

Game Type: Board  
Game System: Zombicide Invader  
GM: Leah Pasillas

Co-GM: Christopher Nelson

Magical Kitties Save the Spaceship
The first human colony ship is headed to Mars, and—of course—their kitties are coming with them. Halfway through the mission, something has gone wrong. The ship's computer has malfunctioned, taking the ship is going off course, and the new heading will bring them straight into the sun. Can the Magical Kitties fix the problem and save the day?

Game Start: SUN 1000  
Location: Studio 14-01  
Players: 6  
Materials: None

Game Length: 2 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: Kids

Game Type: RPG  
Game System: Magical Kitties!  
GM: Matthew Hanson
Mario PitchKart: A PitchCar Total Conversion!
Mario PitchKart is back with upgrades! Race Mario Kart style tossing bananas and chucking shells. Use power stars and mushrooms to avoid Thwomps, Chain Chomps, Goombas, and more in your race to the finish! If you fall too far behind, you might just get Bullet Bill to put you back in the race!
Anyone can play, but all tickets held by under 16 will be honored before any others will be allowed.

Game Start: SUN 1000
Location: Studio 16-04
Players: 8
Materials: None
Game Length: 2 hrs
Rating: Kid Only
Rules Knowledge: None
Special Track: Kids
GM: Brian Schlichting
Sponsored by: TCAT

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SUN 1000
Location: Conference Room F 01
Players: 4
Materials: All
Game Length: 2 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No
Game Type: Miniatures
Game System: (Open Miniatures Gaming)
GM: Dan Helmen
Sponsored by: Terrain Specialties

Misteries in Misdeeds’ Children of the Sun: Wave of Fury
Victorious on land, the Children of the Sun will not be stopped by a mere ocean. The plan was all dandy until the Sea God separated you from the grand fleet. Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past on an immersive game table. This is a Children of the Sun chapter. Advance your character by playing in multiple chapters. Rules taught.

Game Start: SUN 1000
Location: Studio 02-09
Players: 6
Materials: None
Game Length: 2 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: RPG
Game System: Savage Worlds: Misteries in Misdeeds
GM: Angus MacDonald

Pathfinder Adventure Card Game
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. Play a character composed of a deck of cards & a set of stats; improve them by acquiring new items, allies, spells, & weapons as you explore & overcome challenges. Choose a different scenario each time you play! Optionally participate in Society play, allowing your rewards to travel with you.

Game Start: SUN 1000
Location: OSL-01
Players: 8
Materials: None
Game Length: 2 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: Card
Game System: Pathfinder Adventure Card Game
GM: Jolene Danner
Sponsored by: Pathfinder Society

Plague Inc.
Based on the digital game of the same name, players represent different germs. Germs spread throughout the world, mutating as they go.

Game Start: SUN 1000
Location: Board Room 1-06
Players: 5
Materials: None
Game Length: 2 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game Type: Board
Game System: Plague Inc.: The Board Game
GM: Spencer Wilson
Sponsored by: Chess & Strategy Game Association

Plight of the North Sky
Plight of the North Sky is an RPG set in a rich, fantasy world that focuses on character development. The system uses a combination of a point pool and thematic cards, which are tied to the world's lore. Shorter sessions (2 hours) will use pre-generated characters and include a short adventure. Longer sessions (6 hours) will include character generation, as well as a lengthier adventure.

Game Start: SUN 1000
Location: Studio 05-04
Players: 4
Materials: General
Game Length: 2 hrs
Rating: Teen
Rules Knowledge: None
Special Track: Intro
Game Type: RPG
Game System: Plight of the North Sky
GM: Boone Dryden

www.conofthenorth.org
Sagrada
Play the instant classic dice drafting game Sagrada. Select colored dice to fill your 4x5 grid, adhering to color and number placement constraints. This is the base game, without expansions

Game Start: SUN 1000  Location: Copenhagen 01  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sagrada  GM: Lynn Leitte

Sheriff of Nottingham
A casual game of buffing, lying, and medieval food. Can you smuggle the most illegal food into your market?

Game Start: SUN 1000  Location: Regency 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sheriff of Nottingham  GM: Victoria Shafer

SpacePunk
SpacePunk is a brand new game about galactic exploration in a post-Star Trek cyberpunk society. Playtest the first adventure module, "Rescue From Scobis!", with the creators of the system as you take on the role of lovable space scoundrels as they rescue a star-struck debutante. Characters and dice will be supplied, and feedback requested at the end of the session.

Game Start: SUN 1000  Location: Studio 02-08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: (homebrew)  GM: Elliot Wilson
Co-GM: Mark Johnson

Starving Artists
Compete in the ruthless, paint-by-cube art market to complete great works of art while seeking fame, paint, and food!

Game Start: SUN 1000  Location: Regency 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Starving Artists  GM: Mary Schultz

The Better Housetrap
Ever dream of owning the most futuristic house ever? Live your dreams In cartoon form. What can go wrong when a bunch of cartoon characters buy a super modern home? This is a beginner style RPG that my kids and I play often. Think Roadrunner cartoons. Join my kids and myself as we venture into the house yet again. They keep rebuilding it! Reading not necessary but helpful. 7+ in age please. Parents are welcome to stay and join in.

Game Start: SUN 1000  Location: Copenhagen 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: Toon  GM: Mary Schultz

ÜberChrononauts
Come and play the combined card games of time travel! Use Paradoxes, Patches, Gadgets, and Artifacts to fulfill your Mission, get home to your own alternate time stream, and more.

Game Start: SUN 1000  Location: Regency 05  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: Some  Special Track: No
Game Type: Board  Game System: Chrononauts  GM: Peter Jansen

Wacky Races
Penelope Pitstop, The Ant Hill Gang, Dick Dastardly & Muttly. If those names ring a bell, come and play Wacky Races - the Board Game.

Game Start: SUN 1000  Location: Conference Room B 06  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Various  GM: Ernest Besaw

www.conofthenorth.org
Zombicide: Invader
Zombicide: Invader is a cooperative game in which 1-6 players face Xenos, an unfathomable swarm of infected Xenos controlled by the game itself. Each player takes on the role of one of six survivors in a sci-fi setting being overwhelmed by these creatures. The goal is simple: Choose a mission, complete its objectives, kill as many Xenos as possible, and (most importantly) survive!

Game Start: SUN 1000
Location: Conference Room C 04
Players: 6
Materials: None
Rating: Everyone
Rules Knowledge: Some
Special Track: Intro
Game System: Zombicide
GM: Damarra Atkins

Sunday 10-14 – runs for 4 hours

A Plague of Orcs
As the party celebrates their return to Orcish lands, the Highlands, King Fench and company are bemoaning their failure to use the Scourge to destroy the hated elves. While they were away, some who stayed behind are becoming ill. Now, the party must find a cure for the Orcish Plague! Roleplaying encouraged, combat inevitable.

Game Start: SUN 1000
Location: Studio 09-01
Players: 8
Materials: None
Rating: Teen
Rules Knowledge: Some
Special Track: No
Game System: Dungeons & Dragons 5th Ed.
GM: Kent King

Aetherial Adventures: Lead and Gold
A cryptic message leads the PCs into the pursuit of a valuable treasure--but how much will they sacrifice to obtain it?

Game Start: SUN 1000
Location: Studio 02-03
Players: 6
Materials: None
Rating: Teen
Rules Knowledge: None
Special Track: No
Game System: Pathfinder
GM: Nate Christen

Castle Dracos - Serpent Crypts
Delve into the legendary Castle Dracos! Adventurers from across the realm have descended upon the town of Rook in hopes of joining the Band of Glory in plundering the depths of the megadungeon. A new level has been uncovered, the Serpent Crypts, and brave heroes are needed more than ever. Use a Castle Dracos PC from previous games or roll a random character!

Game Start: SUN 1000
Location: Studio 02-02
Players: 6
Materials: None
Rating: Everyone
Rules Knowledge: None
Special Track: No
Game System: Dungeon Crawl Classics RPG
GM: Dave Coulson

Cthulhu Wars + Expansions
This is the core Cthulhu Wars game being played on 1 of the expan. bds. (Primeval, Yuggoth, OR Dreamlands) and including some of the 1st expansion factions! Still the 28mm AHH!!!MAZING!!!! figures!

Game Start: SUN 1000
Location: Conference Room B 07
Players: 5
Materials: None
Rating: Teen
Rules Knowledge: Advanced
Special Track: No
Game System: Cthulhu Wars
GM: Richard Lemaneczykafka
Sponsored by: First Minnesota Historical Wargame Society

Dungeon Circuit: Season 11
Is it the future yet? When are we getting our own magically-powered tree-based Zephyrcraft to tool around the celestial spheres in? When will potions be in pill form? When will we explore a glass-domed dungeon while having to advertise cutting edge technomancy? Right now, cadet-contestant. Just be wary what might power the Godspeed Drive.

Game Start: SUN 1000
Location: Studio 02-08
Players: 8
Materials: None
Rating: Mature
Rules Knowledge: None
Special Track: No
Game System: Paranesia
GM: Justin Williams

www.conofthenorth.org
Empires of the Void II
BGG 7.6 rating. From BGG: In Empires of the Void II, you have been given a mission to establish a foothold at the fringe of the galaxy for your galactic empire. The game begins when your massive Worldships reach the fringe, where you must explore, wage war, use diplomacy, and construct buildings to gain victory.

Game Start: SUN 1000  Location: Conference Room B 04  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Empires of the Void II  GM: Chad Patton-Minder

Epic Memoir '44: D-Day Landings (12 players)
Memoir '44: D-Day Landings is a special variant of the original Memoir '44 game, featuring six giant battle maps that link together to form an absolutely massive board that recreates the entire Normandy coast. Sword Beach, Juno Beach, Gold Beach, Omaha Beach, Utah Beach, and American Airborne are all present.

Game Start: SUN 1000  Location: Studio 16-02  Players: 11  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Memoir 44  GM: Josh Worley
Sponsored by: TCAT

Hole in the Sky
The Lady in Blue, a mysterious figure of cosmic power, enlists a band of simple peasants for a strange task. They are to follow an invisible bridge until they arrive at a hole in the sky – and then jump through. Death awaits all but the bravest, strongest, and luckiest, but the Lady offers a reward beyond all the riches of the world.

Game Start: SUN 1000  Location: Studio 04-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: Julian Bernick
Sponsored by: Minneapolis DCC RPG Society

Magical Kitties Save the Day!
Every magical kitty has a human. Every human has a problem. It’s time to use your powers and save the day in this amazing new RPG for all ages from Atlas Games!

Game Start: SUN 1000  Location: Studio 12-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Magical Kitties!  GM: Justin Alexander
Sponsored by: Atlas Games

MCC: In Through the Out Door
This third-level scenario for MCC finds the Seekers desperately searching for an airlock--any airlock!--back inside the enormous spaceship they thought was their home planet. Their mutant powers and steely determination will certainly overcome any challenges outside in airless space, or back inside the miles-long starship ... right?

Game Start: SUN 1000  Location: Studio 03-02  Players: 7  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Mutant Crawl Classics  GM: Matt Towle
Sponsored by: Saturday Night Space Opera

Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant
A singularly unique trading and negotiation game for 4-9 players. Over the course of the game, each race must trade and negotiate with the rest to acquire the resource cubes necessary to fund their economy and allow it to produce goods for the next turn. Scheming, dealing, and mutually beneficial agreements are key to success.

Game Start: SUN 1000  Location: Conference Room C 07  Players: 9  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Sidereal Confluence: Trading and Negotiation  GM: Ian Nelsen
Space Alert
Space Alert is a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of the galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. This session will include a training course for new crew members.

Game Start: SUN 1000  Location: Studio 03-04  Players: 4  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Space Corps  GM: Patrick A. Schifano
Sponsored by: Saturday Night Space Opera

Star Trek Ascendancy
Boldly go where no one has gone before, as interstellar civilizations compete for galactic ascendancy. Play as the Federation, Klingons, Romulans, Ferengi, or Cardassians to rule the final frontier.

Game Start: SUN 1000  Location: Studio 03-01  Players: 4  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Star Trek Ascendancy  GM: Erik Mornes
Sponsored by: Saturday Night Space Opera

Teenage Mutant Ninja Turtles City Fall
The Teenage Mutant Ninja Turtles are back in the updated follow-up to Shadows of the Past. This unique dice based combat system lets you borrow dice rolls from each of your neighbors. We will play as many battles as we have time for.

Game Start: SUN 1000  Location: Conference Room C 03  Players: 4  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Teenage Mutant Ninja Turtle  GM: Jacob Shafer

Tékumel : The Time of No Emperor
The last Emperor was borne away by demons. Several candidates now vie for the throne, amidst civil strife, and the rise of the so-called Assassins’ clans. How will your clan fare in these troubling times?

Game Start: SUN 1000  Location: Studio 06-01  Players: 6  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Fate of Tekumel  GM: John Till
Sponsored by: Tekumel

Terrain Specialties Dungeon Crawl
The raids from your enemies to the south have been escalating. This time they made off with several artifacts and dragged your aged shaman away in chains. A party of your best warriors has assembled to infiltrate the enemy’s town and get back what was stolen. Oh, and by the way, you’re Orcs. This highly detailed miniatures game is based on 2nd Ed AD&D, no previous rules knowledge required.

Game Start: SUN 1000  Location: Conference Room F 02  Players: 6  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: AD&D Battlesystem Skirmishes  GM: Dan Helmen
Sponsored by: Terrain Specialties

The Devil’s Playground
Could the playground actually be possessed? Time to put away your squirt guns, because there could be problems in the park and it will be up to your team to chase it down. Inspectres is player-driven storytelling, rules light, with roleplaying and fun emphasized. "Inspectres: We fight the forces of darkness so you don't have to." (TM)

Game Start: SUN 1000  Location: Studio 07-01  Players: 6  Materials: None
Game Length: 4 hrs   Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Inspectres  GM: Heather Beecher
The Karminrott Meadows Treaty
The Wild Men of the North and the creatures of the Fell Moors meet every few years to reestablish their peace treaty and trade supplies. To the victor goes the spoils! Take control of one of the provided factions in this miniatures fantasy battle game.

Game Start: SUN 1000  Location: Conference Room F 03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Dragon Rampant  GM: Matt Helmen
Co-GM: Zane Riske  Sponsored by: Terrain Specialties

Trophy Gold
Trophy Gold is an old school fantasy game about desperate treasure-hunters pushing their luck in the dangerous ruins and hidden places of the world. You will fight monsters, recover treasure, and maybe live to tell your tale in this lethal, fast-paced, and quick-to-learn game. Learn more about Trophy Gold at trophyrpg.com.

Game Start: SUN 1000  Location: Studio 02-05  Players: 3  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Trophy  GM: Jesse Ross

Zombies! Addiction Double Feature
Escaping the carnival of the undead was bad enough, now it looks like the whole town has turned into a slavering hunger pit for flesh. Several expansions and custom minis will be used.

Game Start: SUN 1000  Location: Conference Room B 05  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Zombies!!!  GM: Dean Anderson

---

Sunday 10-16 – runs for 6 hours

Blood Royale
Power is Wealth, Wealth is Power. Control one of the blood lines of the Middle Ages and guide your dynasty through the ages as you attempt to gain the most wealth through diplomatic, economic and military means. Utilize your family members well to create a stable seat of power in your country and in the rest of Europe. A game for those who appreciate arranged marriages and royal blood lines.

Game Start: SUN 1000  Location: Conference Room B 01  Players: 4  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Blood Royale  GM: Tim Moore

Sovranti - Board Games To Go!
Come play some games on Sovranti's new mobile board game service! Experience virtual gaming tables that allow you to play games with friends even if you aren't able to get together. With features like full rules implementation, voice chat, in-game help and a customizable environment! New titles being added to the library each month, there is always something new to play!

Game Start: SUN 1000  Location: Copenhagen 04  Players: 6  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: Sovranti Digital Board Games  GM: Jason Wright
Co-GM: Tom Muggli
Vox Machina to the Rescue!!
You will be the famous adventurers of Vox Machina from the hit online show Critical Role, on a mission to save an ally. Set in the land of Tal'Dorei created by Matthew Mercer, you will step into their shoes and try to rescue their ally before it's too late! Character & spell sheets will be assigned and generated for you. Be prepared to step into any of the roles, we roll for roles.

Game Start: SUN 1000     Location: Conference Room C 06     Players: 8     Materials: General
Game Length: 6 hrs     Rating: Teen     Rules Knowledge: Some     Special Track: No
Game Type: RPG     Game System: Dungeons & Dragons 5th Ed.     GM: Jessica Meier

Xia
Xia: Legends of a Drift System is a sandbox style competitive space adventure. Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Navigating hazardous environments, players choose to mine, salvage, or trade valuable cargo. Captains vie with each other for Titles, riches, and most importantly Fame.

Game Start: SUN 1000     Location: Studio 16-01     Players: 4     Materials: None
Game Length: 6 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Board     Game System: Xia: Legends of a Drift System     GM: Shawn Irons
Co-GM: David Smith

Sunday 12-14 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SUN 1200     Location: Registration Desk     Players: 4     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Seminar     Game System: Volunteering     GM: Connie McNorth

Alien Frontiers
In Alien Frontiers, players compete to colonize an abandoned planet. This is a game of worker placement and area control where your workers are dice! Roll your ships and place them on the board to gather resources, discover helpful artifacts, and place your colonies on the various regions of the planet. Beware as your competitors can beat you to the spaces you want or steal your resources!

Game Start: SUN 1200     Location: Conference Room B 03     Players: 4     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Board     Game System: Alien Frontiers     GM: Scott Arcand

AP_2_AP
The word is: Fun. Your Choices are: Attend COTN, A Root Canal, Presidential assassination, Nose Hairs, and Eyebrows Tweezers...You are the Judge this round, how will you decide? (I know my pick!) This is of course Apples to Apples, the crazy word matching game. Tournament rules will be used and explained.

Game Start: SUN 1200     Location: Copenhagen 15     Players: 10     Materials: None
Game Length: 2 hrs     Rating: Everyone     Rules Knowledge: None     Special Track: No
Game Type: Card     Game System: Apples to Apples     GM: Joelle Odeen
Sponsored by: Lady Dragon's Treasures
Artemis - Man the Bridge!
Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

Game Start: SUN 1200 Location: CONG-01 Players: 12 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Computer Game System: Artemis SBS GM: Michael Mesich

Bosk
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: SUN 1200 Location: Copenhagen 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Bosk GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: SUN 1200 Location: Copenhagen 10 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Cosmic Colonies GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

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. Session run time does not include character generation.

Game Start: SUN 1200 Location: Studio 05-04 Players: 4 Materials: General
Game Length: 2 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: RPG Game System: Dead Planet GM: Boone Dryden

Escape - The Curse of the Temple
Come play the edge of your seat real time dice rolling game. Find the jewels, and escape the dungeon before time runs out.

Game Start: SUN 1200 Location: Regency 08 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Escape - The Curse of the Temple GM: Victoria Shafer

Joking Hazard
From the creators of the popular Cyanide & Happiness Webcomic comes a game of hilarious proportions. Compete in making the most hilarious comic strip possible. With all 4 expansions, there are 660 cards to work with!* This game is for mature (or, depending on how you look at it, immature) audiences only (17+).

*Note: Number of cards is subject to change if more expansions are released.

Game Start: SUN 1200 Location: Studio 10-01 Players: 8 Materials: None
Game Length: 2 hrs Rating: Mature Rules Knowledge: None Special Track: No
Game Type: Card Game System: Joking Hazard GM: Thomas Tapling

www.conofthenorth.org
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 1-03  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

Learn to Play Zombicide Invader!
Come try Zombicide's latest incarnation, blasting your way through hungry hordes of xenos in space.

Game Start: SUN 1200  Location: Copenhagen 07  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Zombicide Invader  GM: Leah Pasillas
Co-GM: Christopher Nelson

Lords of Xidit
Come and play this game of simultaneous programming and area control with an elimination-based scoring system. You are the Idrakys, the last remaining hope for restoring peace to Xidit! Prepare to ride out and forge your legend!

Game Start: SUN 1200  Location: Regency 05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Lords of Xidit  GM: Peter Jansen

Magical Kitties Save Mars
Humans are setting up their first martian colony, with the help of their kitties. Everybody thought construction was going according to plan, but then a strange explosion destroys a crucial part of the habitat. Was it sabotage? Only the Magical Kitties can find out what went wrong and make sure there are no more problems.

Game Start: SUN 1200  Location: Studio 14-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: Magical Kitties!  GM: Matthew Hanson

Mario PitchKart : Balloon Battle
Mario PitchKart is back with a new game mode! The red team and the blue team will use power stars, toss bananas, and chuck shells to pop all the opponents balloons. But watch out! You can compete for treats in a the coin collecting side challenge, even after you are knocked out!
Anyone can play, but all tickets held by under 16 will be honored before any others will be allowed.

Game Start: SUN 1200  Location: Studio 16-04  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: Board  Game System: PitchCar  GM: Brian Schlichting
Sponsored by: TCAT

Marrying Mr. Darcy--With Zombies
Do what it takes to survive, like a proper Regency-era English lady. Secure a favorable marriage for financial and social stability and fight the occasional undead crashing the ball. Sponsored by the Shieldmaidens.

Game Start: SUN 1200  Location: Studio 04-07  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Marrying Mr. Darcy  GM: Gillian Chan
Sponsored by: The Shieldmaidens
Mercenary Mill
Enter the cutthroat business of quest management. Recruit heroes and send them off on adventures. They’ll bring back a profit or die trying. Do you have what it takes to be an Adventure Agent or are you dragon fodder?

Game Start: SUN 1200  Location: Conference Room B 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Mercenary Mill  GM: Cory Katzenmeyer

Minisries Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SUN 1200  Location: Conference Room F 01  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: (Open Miniatures Gaming)  GM: Dan Helmen
Co-GM: Matt Helmen  Sponsored by: Terrain Specialties

Misteries in Misdeeds’ Children of the Sun: Horizon of Hope
Victorious on land, the Children of the Sun will not be stopped by a mere ocean. Now on this strange island nothing is as it seems. Who are allies, and who enemies? Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past on an immersive game table. This is a Children of the Sun chapter. Advance your character by playing in multiple chapters. Rules taught.

Game Start: SUN 1200  Location: Studio 02-09  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds: Misteries in Misdeeds  GM: Angus MacDonald

NetHack
NetHack is a single player dungeon exploration game that runs on a wide variety of computer systems. Assemble your hero from a choice of thirteen classes and five races as you enter the ASCII & text based adventure game. Your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. Multiple game client interfaces available.

Game Start: SUN 1200  Location: Conference Room H 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Computer  Game System: NetHack  GM: Munir Nassar

Pathfinder Adventure Card Game - DEMO
Enter a world of adventure with the Pathfinder Adventure Card Game, a cooperative game for 1 to 4 players. In this hour-long learning demo, each player takes the role of a unique character composed of a deck of cards and a set of stats. You'll improve your character by acquiring new items, allies, spells, and weapons as you explore, overcome challenges, and triumph over evil.

Game Start: SUN 1200  Location: OSL-01  Players: 8  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Pathfinder Adventure Card Game  GM: Jolene Danner
Co-GM: Erica Loppnow  Sponsored by: Pathfinder Society

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them. Plunderers of the Labyrinth works best as an individual or team game depending on player count.

Game Start: SUN 1200  Location: Copenhagen 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

www.conofthenorth.org
Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece. GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!
Game Start: SUN 1200 Location: Copenhagen 14 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Sagrada GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Space Base
Play the intergalactic dice game of fleet management for 7 players with the Pluto expansion. Roll the dice and collect your rewards as you increase your fleet.
Game Start: SUN 1200 Location: Studio 05-01 Players: 7 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Space Base GM: Paul Woida

Suburbia
Live in the town of tomorrow today! Suburbia is a tile-laying game in which each player tries to build up an economic engine and infrastructure that will be initially self-sufficient, and eventually become both profitable and encourage population growth. We should have the Kickstarter deluxe edition if not we will play the standard edition.
Game Start: SUN 1200 Location: Regency 11 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Suburbia GM: Abby Mims

Sushi Go Party!
You are dining à la carte at a deluxe sushi feast! Before you eat, you must first create your own menu from a wide variety of delectable options. Then try to score the most points over three rounds by grabbing the best combination of cards before they whiz by! Knowledge not required, just recommended! Big Banquet & Cutthroat Combo sets.
Game Start: SUN 1200 Location: Conference Room C 05 Players: 8 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: Board Game System: Sushi Roll GM: Rebecca Lonski

The Quacks of Quedlinburg
Players are charlatans - or quck doctors - each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much of this or that will spoil the whole mixture!
Game Start: SUN 1200 Location: Copenhagen 02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: The Quacks of Quedlinburg GM: Craig Bristow

Yes! Broccoli!
Who’s hungry? You are! Which foods will you choose? The blueberry ninja and strawberry pirate, if you want to win! Don’t be tricked into picking the candy T-Rex and other junk foods. In this family-friendly card game, players bid to collect the healthiest foods and avoid the unhealthy ones. The more nutritious the food, the more points it is worth. See www.gangwaygames.com for more info.
Game Start: SUN 1200 Location: Copenhagen 08 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Kids
Game Type: Card Game System: Yes! Broccoli! GM: Mark O’Connor
Sunday 12-16 – runs for 4 hours

**Ars Magica: Glamorous Night (LARP)**
In a medieval world where myth is reality, powerful beings use mind control magic to pursue their ambitions at all cost. This LARP is abstract, mostly non-verbal, highly physical, and played to music. Cast spells by making back to back and arm to arm contact with others. You are on your feet and moving for the whole slot.

- **Game Start:** SUN 1200
- **Location:** Plymouth 01
- **Players:** 24
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** LARP
- **Game System:** (Open LARP Gaming)
- **GM:** Justin Alexander
- **Co-GM:** Jon Cole

Sponsored by: *Atlas Games*

**Attack on Mers-el-Kébir**
After the fall of France in 1940, Britain was determined to prevent the risk of the powerful French fleet falling into German hands. The Royal Navy was ordered to attack their former allies in order to guarantee Britania's continued rule of the waves. We will refight this tragic battle in miniature on the tabletop.

- **Game Start:** SUN 1200
- **Location:** Conference Room F 09
- **Players:** 6
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game Type:** Miniatures
- **Game System:** General Quarters III
- **GM:** Brooks Flugaur

Sponsored by: *Chess & Strategy Game Association*

**Catan - The Big Board!**
Everyone knows Catan. Now play with everyone at the same time! There will be prizes.

- **Game Start:** SUN 1200
- **Location:** Board Room 2-01
- **Players:** 42
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** No
- **Game Type:** Board
- **Game System:** Settlers of Catan
- **GM:** Bill Nara

Sponsored by: *Atlas Games*

**D&D Tutorial: Non-compliant Negotiations**
Its almost a joke that any D&D hero will murder the first NPC they see. But it doesn't have to be that way... If you want to have the heroes engage in more dialogue, then let me show you a mission where that is critical. New and returning players welcome!

- **Game Start:** SUN 1200
- **Location:** Studio 05-02
- **Players:** 5
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game Type:** RPG
- **Game System:** Dungeons & Dragons 5th Ed.
- **GM:** Jacob Borgmann

**Dragon Age RPG Session 3**
This is the third in a series of adventures set in the Dragon Age world. Participation in previous sessions is not required but is highly encouraged.

- **Game Start:** SUN 1200
- **Location:** Studio 09-03
- **Players:** 6
- **Materials:** General
- **Game Length:** 4 hrs
- **Rating:** Teen
- **Rules Knowledge:** None
- **Special Track:** Intro
- **Game Type:** RPG
- **Game System:** Dragon Age
- **GM:** BRYAN MAUS

**Magic: the Variants**
Know how to play Magic: the Gathering? Then you already know how to play these fun variant games using real Magic cards and a slight tweak to the rules. Leave your decks at home and come learn my fun and casual Magic variants. Or bring your own MTG variants to teach. I have spots for up to 8 players split into groups of 2 or 3 per variant. Must have at least basic knowledge on the Magic rules.

- **Game Start:** SUN 1200
- **Location:** Copenhagen 12
- **Players:** 8
- **Materials:** None
- **Game Length:** 4 hrs
- **Rating:** Everyone
- **Rules Knowledge:** Some
- **Special Track:** No
- **Game Type:** Card
- **Game System:** Magic: the Gathering CCG
- **GM:** Nickolas Floyd

www.conofthenorth.org
Microscope
Create an epic history together and explore it, playing out key scenes from various points throughout.
Game Start: SUN 1200  Location: Studio 05-03  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Microscope  GM: Colin Morley

One Last Score
You're a great team. No, a fantastic team. The best in the business. There are no other thieves like you. You've robbed banks, burgled museums, swindled oil tycoons and much, much more. It's time to go out with a bang - one last score to put a cap on your careers. You're going to steal the Crown Jewels.
Game Start: SUN 1200  Location: Studio 13-01  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Fate Core  GM: Kevin Matheny
Co-GM: Joseph Donaghue

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. Each person will control one Character. Work as a team or die alone. 1 person each for 8+ marines.
Game Start: SUN 1200  Location: Conference Room F 08  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

Star Frontiers: In Search of Sarmine
War! A furtive attempt at fleeing the carnage on Outer Reach thrusts the heroes into a desperate mission to retrieve the cure for the “blue death.” Play as a dralasite, yazirian, human, or vrusk and wander the strange remote highlands of Inner Reach’s northern expanse. What surprises await? There’s only one way to find out!
Game Start: SUN 1200  Location: Studio 03-03  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Kids
Game Type: RPG  Game System: Star Frontiers  GM: Leo Winstead
Sponsored by: Saturday Night Space Opera

Star Wars: Edge of the Empire - RPG: Legends of the Galaxy
Star Wars: Legends of the Galaxy is a community driven organized play that runs games for Star Wars: Edge of the Empire, Age of Rebellion, & Force and Destiny by Fantasy Flight Games Games Games Games Games.
Game Start: SUN 1200  Location: Studio 11-02  Players: 5  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: Star Wars: Edge of the Empires  GM: Jay Gellerman
Co-GM: Nicholas J Montgomery

Tainted Grail
cooperative adventure experience. Blending Arthurian legends and Celtic mythology with a unique vision, it allows you to impact the game world in deep and meaningful ways. A deep, branching storyline allows you to tackle problems in different ways. The beginning of the campaign will be played until time runs expires.
Game Start: SUN 1200  Location: Studio 02-06  Players: 4  Materials: None
Game Length: 4 hrs  Rating: Mature  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Tainted Grail  GM: Jay Behrens
**Terraforming Mars**

Terraforming of Mars is a hypothetical process of planetary engineering by which the surface and climate of Mars would be deliberately changed to make large areas of the environment hospitable to humans, thus making the colonization of Mars safer and sustainable.

Game Start: SUN 1200  
Location: Copenhagen 09  
Players: 8  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Terraforming Mars  
GM: Rick Felder

**Tomb of Horrors**

The eight week program at The Scared Righteous Boot Camp For Troubled Youth is coming to an end. After several weeks of brutal drills & punishing survival training, your final task should be easy enough - survive in the woods for 48 hours. But... there's this strange cave entrance near by …

Game Start: SUN 1200  
Location: Studio 11-01  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Mature  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Call of Cthulhu  
GM: Jon Cazares

Co-GM: Dan Wolf, Bob Cook

**Tower of the Black Pearl**

Every 13 years, the cold waves of Lake Superior reveal an ancient barnacle encrusted Tower. Your band of thieves, killers, magicians and servants of divine beings have deciphered the location of the Tower. Can you find the legendary black pearl before being swallowed by the very Lake itself? Pregens and rules instruction will be provided.

Game Start: SUN 1200  
Location: Studio 04-03  
Players: 6  
Materials: General

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Dungeon Crawl Classics RPG  
GM: Jonathan Carnes

Co-GM: Julian Bernick  
Sponsored by: Minneapolis DCC RPG Society

---

**Sunday 12-22 – runs for 10 hours**

**Sword of Air**

Sword of Air is a 3.5 D&D adventure set in the Lost Lands. It runs for the duration of the convention. Friday noon - 2 am, Saturday 2 -2 am, Sunday Noon - 10 pm. All are welcome. Heroic build (25 Pts) Party is currently heading towards Bards Gate in search of a stolen chalice of Freya, and have entered the Stoneheart Forest where there are rumors of missing folk and large spiders! Drop in, drop out as you wish during the con. Levels 1-4 start. You will start at one lvl lwr than lowest.

Game Start: SUN 1200  
Location: Studio 05-05  
Players: 99  
Materials: None

Game Length: 10 hrs  
Rating: Teen  
Rules Knowledge: Some  
Special Track: No

Game Type: RPG  
Game System: Dungeons & Dragons 3.5  
GM: Burl Zorn

---

**Sunday 13-18 – runs for 5 hours**

**CCC-COTN-01-01: By The Seashore: A Red War Tale (Tier 1) - Table 14**

Chaotic magics torment the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the scoundrel, a coveted trinket will soon bring with it the wrath of Thay! Who will help the village weather this storm? A Two-Hour Adventure for Tier One Characters.

Game Start: SUN 1300  
Location: Conference Room E 14  
Players: 6  
Materials: None

Game Length: 5 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: D&D Adventurers League  
GM: DDAL SYSTEM

Sponsored by: Dungeons and Dragons Adventurers League

www.conofthenorth.org
CCC-SFBAY-04-02: Under Earth & Stone (Tier 2) - Table 17
A Mulmaster refugee named Ani Kuleimatt discovered references to a forgotten mine near the Moonsea, a mine rumored to produce an unexpected export. The adventurers are hired to locate the complex and secure its resources for the Mulmaster Diaspora.

Game Start: SUN 1300  Location: Conference Room E 17  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

CCC-TRI-04: Birds of a Feather (Part Two of the RocSlide Series) (Tier
The ship plaguing the Northern Moonsea region, Merchant Lords' Folly, is unable to hide anymore. Through coercion of their best fence, its current port and owners have been located. Now is the chance to strike out, and possibly acquire both the boat and its captains: The Teshwave Siblings.

Game Start: SUN 1300  Location: Conference Room E 20  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL00-11b (HC): Dis: When the Debt Comes Due (Tier 2) - Table 1
Adventurers are employed by the lovable imp Pipyap to travel to Dis in order to pay off a debt. Time is running sort and someone wants the imp to default.

Game Start: SUN 1300  Location: Conference Room D 01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-01: Escape from Elturel (Tier 1) - Table 16
Damnation! The Companion that once stood as a beacon of hope and goodness above the city of Elturel has been extinguished and the entire city-along with its denizens-have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city’s walls during its departure have been spared that fate, but they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

Game Start: SUN 1300  Location: Conference Room E 16  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-02: Stopped at the Gate (Tier 1) - Table 4
It's been a long, arduous trip, but you're finally here-Baldur's Gate. You're not out of peril yet, however, even if you're leaving the lawless wilds behind you, the streets of the Gate still run red with blood. But you quickly find that arriving at the city wasn't the biggest challenge at all, now you must convince the city's rulers to grant asylum to you and those in your charge. Part One of the Betrayal is in the Blood series of adventures.

Game Start: SUN 1300  Location: Conference Room D 04  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: D&D Adventurers League  GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-07: Diabolical Dive (Tier 2) - Table 6
You have located the plans and drawn the infernal forces away from them. All that remains now is to dive below the river Styx and infiltrate Plagueshield Point without getting wet, setting off any alarms, or being followed. Piece of devil's food cake. Part Three of the Behind Infernal Lines series.
Game Start: SUN 1300 Location: Conference Room D 06 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-09: Ruined Prospects (Tier 2) - Table 5
Elturel isn't the only city to have been claimed by Avernus; scores of towns and villages, long forgotten), litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?
Game Start: SUN 1300 Location: Conference Room D 05 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-10: Tipping the Scales (Tier 2) - Table 7
Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!
Game Start: SUN 1300 Location: Conference Room D 07 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-11: Losing Fai (Tier 2) - Table 11
Fai Chen has gone missing from Mahadi's Traveling Emporium, and Fai Chen asks you rescue him. You'll have to do it without angering the master of the Emporium whose protection is crucial to your sacred mission. But in the Nine Hells, how much can you really trust someone you call friend?
Game Start: SUN 1300 Location: Conference Room E 11 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League

DDAL09-13: The Swarmed Heart (Tier 3) - Table 9
The final resting place of the Hellrider company known as the Bloody Hooves has been found. Unfortunately, the Canyon of Screams is well beyond the reach of safe haven, so you must protect Dara behind enemy lines with no one to count on but yourselves. Her holy mission, and your very souls, are at stake. Part One of the Doors and Corners series of adventures.
Game Start: SUN 1300 Location: Conference Room D 09 Players: 6 Materials: None
Game Length: 5 hrs Rating: Everyone Rules Knowledge: Some Special Track: No
Game Type: RPG Game System: D&D Adventurers League GM: DDAL SYSTEM
Sponsored by: Dungeons and Dragons Adventurers League
DDAL09-14: The Vast Emptiness of Grace (Tier 3) - Table 8

Accompanying the Chosen of Ilmater and baring the newly discovered Ward of Faithfulness, you proceed further into the tomb of the Bloody Hooves. Time is running short. Zariel's forces hunt for you even now. Part Two of the Doors and Corners series of adventures.

Table 8

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1300</th>
<th>Location: Conference Room D 08</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: Some</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: Dungeons and Dragons Adventurers League

DDHC-TYP(g): Tomb of Horrors (Part 2 of 2) (Tier 3) - Table 2

In the far reaches of the world, under a lost and lonely hill, lies the sinister Tomb of Horrors. This labyrinthine crypt is filled with terrible traps, strange and ferocious monsters, rich and magical treasures, and somewhere within rests the evil Demi-Lich.

Table 2

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1300</th>
<th>Location: Conference Room D 02</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>5 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: Some</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>RPG</td>
<td>Game System: D&amp;D Adventurers League</td>
<td>GM: DDAL SYSTEM</td>
<td></td>
</tr>
</tbody>
</table>

Sponsored by: Dungeons and Dragons Adventurers League

---

**Sunday 14-16 – runs for 2 hours**

#Volunteer

CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1400</th>
<th>Location: Registration Desk</th>
<th>Players: 2</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>Seminar</td>
<td>Game System: Volunteering</td>
<td>GM: Connie McNorth</td>
<td></td>
</tr>
</tbody>
</table>

Apples to Apples

Match cards to make combinations that you think will inspire the other players acting as judges to choose your card over your competitors.

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1400</th>
<th>Location: Regency 11</th>
<th>Players: 6</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>Card</td>
<td>Game System: Apples to Apples</td>
<td>GM: Morgan Tyykila</td>
<td></td>
</tr>
</tbody>
</table>

Artemis - Man the Bridge!

Twelve player Man the Bridge! is a spaceship fending off an alien attack in the computer simulations! Bridge positions are Helm/Navigation, Weapons, Communications, Science, Engineering and Captain. Touch screen stations, a large main viewer and a dramatic lighting system really puts you in the action as a Starship under attack! Please see www.manthebridge.com for more information.

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1400</th>
<th>Location: CONG-01</th>
<th>Players: 12</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>2 hrs</td>
<td>Rating: Everyone</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>Computer</td>
<td>Game System: Artemis SBS</td>
<td>GM: Michael Mesich</td>
<td></td>
</tr>
</tbody>
</table>

Battle for Wesnoth

The Battle for Wesnoth is a turn-based tactical strategy video game with a high fantasy theme. Build up a great army, gradually turning raw recruits into hardened veterans. In later games, recall your toughest warriors and form a deadly host whom none can stand against! There are at least two hundred unit types, sixteen races, six major factions, and hundreds of game years of history.

<table>
<thead>
<tr>
<th>Game Start:</th>
<th>SUN 1400</th>
<th>Location: Conference Room H 02</th>
<th>Players: 4</th>
<th>Materials: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Length:</td>
<td>2 hrs</td>
<td>Rating: Teen</td>
<td>Rules Knowledge: None</td>
<td>Special Track: No</td>
</tr>
<tr>
<td>Game Type:</td>
<td>Computer</td>
<td>Game System: Battle for Wesnoth</td>
<td>GM: Munir Nassar</td>
<td></td>
</tr>
</tbody>
</table>
BOSK
Bosk - A game of Planting Trees, Falling Leaves and Gaining Ground. Play through each season by strategically planting trees in spring to then gain control of the grove once the leaves fall in autumn.

Game Start: SUN 1400  Location: Copenhagen 11  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Bosk  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

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 1-01  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
Sponsored by: First Minnesota Historical Wargame Society

Colt Express
Play the classic train-heist programming game. Shot your foes, rob from your enemies, and avoid the sheriff. This easy to learn game is a fun mix of social deduction and strategy.

Game Start: SUN 1400  Location: Regency 08  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Colt Express  GM: Victoria Shafer

Cosmic Colonies
Players must leverage their workers’ unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities—and new talent. Your old workers will blast off to other players, while their workers orbit around to join your team!

Game Start: SUN 1400  Location: Copenhagen 10  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Cosmic Colonies  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Council of Blackthorn - Beginner
As the King's influence wanes, whispers of treason echo through the kingdom. As a member of the Council of Blackthorn, you must build influence with the kingdom's factions to expand your political influence, but you must do so secretly. Rise to power in the King's council. Weave your political web. Spread rumors. Get your arch-rival beheaded! After all, chaos isn't a pit - it's a ladder.

Game Start: SUN 1400  Location: Copenhagen 07  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Council of Blackthorn  GM: Carolyn Sanders

Fool's Gold
Go on a quest to find gold. There are various locations with unique perils and quantities of gold. As gold cards are removed from the location decks, silt becomes more prominent. At the end of the game the player with the most gold wins, with one twist. Each player must throw out all gold cards from the area they found the most (turns out it was so easy to find because it's fool's gold!)

Game Start: SUN 1400  Location: Conference Room B 04  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Fool's Gold  GM: Marika Mataitis
Grunt Grill
Adventurers have more treasure than they need and you don’t have enough. Start a business and remedy this situation. Sell to adventurers what they need and want. Just get that treasure before they die or retire. Don’t worry, if you bankrupt them you can sell the debt. Diversify and compete to build your fantasy business empire.

Game Start: SUN 1400  Location: Conference Room B 08  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Mercenary Mill  GM: Cory Katzenmeyer

Hotshots
Wildland firefighting is dangerous work. Work together to contain the blaze amid shifting winds.

Game Start: SUN 1400  Location: Board Room 1-05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Hotshots  GM: Paul Wilson
Sponsored by: Chess & Strategy Game Association

King of Tokyo
Would you like to play with mutant monsters, gigantic robots, and strange aliens? Would you like to help destroy Tokyo with your happy little Kaiju and become the King? Then come check out King of Tokyo! This game runs short, so several games will be played.

Game Start: SUN 1400  Location: Copenhagen 02  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: King of Tokyo  GM: Nyree Spurrier

Kingdom Death: Vignette of Death
Kingdom Death: White Gigalion tells the story of four unique survivors facing off with an aberrant form of a familiar foe. It's a fully cooperative tabletop game. Set in a nightmarish world devoid of most natural resources, you control a settlement at the dawn of its existence. Fight monsters, craft weapons and gear, and develop your settlement. CAUTION WITH FRAGILE FIGURES.

Game Start: SUN 1400  Location: Conference Room F 07  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Miniatures  Game System: Kingdom Death  GM: Damarra Atkins

Kremlin
A game set in the Soviet Politburo where you influence key politicians to become the Party Chief and win by waging on 3 separate years at the annual October parade. No specific turn order, no victory points, no end game scoring. Your climb to the top is filled with many decisions, all of which come at a price, and deception, you never know if your politician is really on your side.

Game Start: SUN 1400  Location: Board Room 1-03  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Kremlin  GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society

Learn to play Black Seas, by Warlord Games
Learn to play Black Seas, the exciting new Age of Sail era miniatures game by Warlord Games. Hoist the sails and prepare to broadside! Everything is provided for this introductory demo game.

Game Start: SUN 1400  Location: Conference Room F 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Miniatures  Game System: Black Seas  GM: Josh Dunn
Sponsored by: Terrain Specialties
Lockup: A Roll Player Tale
BGG 7.6 rating. From BGG: Lockup: A Roll Player Tale is a competitive worker-allocation game for one to five players. In the game, players manage groups of minions -- gnolls, kobolds, bugbears, goblins, or insectoids -- locked up in Kulbak Prison.
Game Start: SUN 1400  Location: Conference Room B 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Lockup: A Roll Player Tale  GM: Chad Patton-Minder

Making Friends on Dinosaur Planet
The crew of spaceship Icarus are stranded on a planet filled with dinosaurs, and it seems they are not alone. They've encountered other humans who look much like prehistoric cave people, but clues hint that they might hold a deeper secret.
Game Start: SUN 1400  Location: Studio 14-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Abstract Dungeon  GM: Matthew Hanson

Master of Orion
The board game version of the classic computer game! I picked this up a while back, and haven't had a chance to play it yet, so help me figure it out.
Game Start: SUN 1400  Location: Regency 05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Master of Orion  GM: Peter Jansen

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.
Game Start: SUN 1400  Location: Conference Room F 01  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: (Open Miniatures Gaming)  GM: Dan Helmen
Co-GM: Matt Helmen  Sponsored by: Terrain Specialties

Misteries in Misdeeds’ Children of the Sun: Island of Fire
Victorious on land, the Children of the Sun will not be stopped by a mere ocean. So when conquest by sea gets complicated, let ingenuity be your guide! Misteries in Misdeeds is the game of swashbuckling and strategy against the worst foes of the past on an immersive game table. This is a Children of the Sun chapter. Advance your character by playing in multiple chapters. Rules taught.
Game Start: SUN 1400  Location: Studio 02-09  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Savage Worlds: Misteries in Misdeeds  GM: Angus MacDonald

Noisy Person Cards
Find your voice in this fun card-matching game similar to Apples to Apples. Determine the best voice to read a phrase from among your hand to match the likes of a Shadow Sage, Insectoid, or Two Children in a Trench Coat Pretending to be One Adult. A fun party game to develop your NPC voices or just mess around with accents.
Game Start: SUN 1400  Location: Studio 10-01  Players: 10  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Noisy Person Cards  GM: Jessica Heasley
Our Kids, Our Games (Action & Dexterity)
Essentially open gaming at 2 tables for your kids (and parents) to join my 7 and 9 year old kids and play some action/dexterity games like Ice Cool, Rampage, Happy Salmon - whatever you like. Bring your own too!
Game Start: SUN 1400  Location: Studio 16-04  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Kid Only  Rules Knowledge: None  Special Track: Kids
Game Type: Board  Game System: (Open Board Gaming)  GM: Brian Schlichting
Sponsored by: TCAT

Plunderers of the Labyrinth
Disclaimer: this is a polished but unpublished game.
Plunderers of the Labyrinth is a semi-abstract spatial strategy game for 2-8 players. Explore and shape a shifting ancient labyrinth in an attempt to plunder its treasures before anyone else can get their hands on them.
Plunderers of the Labyrinth works best as an individual or team game depending on player count.
Game Start: SUN 1400  Location: Copenhagen 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
Co-GM: Evan Pederson, Ben Harkins

Sagrada - GIGANTESCO
A Game of Dice Drafting and Window Crafting. Players draft dice and use tools-of-the-trade to carefully construct a stained glass window masterpiece.
GIGANTESCO - Play the big version of Sagrada, where the winner wins a prize!
Game Start: SUN 1400  Location: Copenhagen 14  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Sagrada  GM: Peter Yang
Co-GM: Evan Pederson, Ben Harkins

Sailor Moon CCG
(Yes, this is a thing.) Battle your opponent's monsters while revisiting your childhood as Sailor Moon and her friends. There will be playable decks available to use, or bring your own if you happen to have one.
Game Start: SUN 1400  Location: Copenhagen 01  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Card  Game System: Sailor Moon CCG  GM: Heather Bufkin

SpacePunk
SpacePunk is a brand new game about galactic exploration in a post-Star Trek cyberpunk society. Playtest the first adventure module, "Rescue From Scobis!", with the creators of the system as you take on the role of lovable space scoundrels as they rescue a star-struck debutante. Characters and dice will be supplied, and feedback requested at the end of the session.
Game Start: SUN 1400  Location: Studio 02-05  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: RPG  Game System: (homebrew)  GM: Elliot Wilson
Co-GM: Mark Johnson

Takenoko
Grow the bamboo garden for the giant pandas. See who is most successful in shaping the garden to their design by achieving the tasks acquired. A Shieldmaiden shenanigans event.
Game Start: SUN 1400  Location: Studio 02-04  Players: 3  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Takenoko  GM: Jenna Touchette
Sponsored by: The Shieldmaidens
The Tekumel Board Game
Come play a homebrew adventure board game set on Tekumel. Run missions for your clan or the Empire to earn lán and be the most honored of all.

Game Start: SUN 1400 Location: Studio 06-02 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Homebrew GM: Krista Donnelly
Co-GM: Brett Slocum

Sponsored by: Tekumel

Time Stories: A Prophecy of Dragons
The T.I.M.E Agency protects humanity by preventing temporal faults and paradoxes from threatening the fabric of our universe. As temporal agents, you and your team will be sent into the bodies of beings from different worlds or realities to successfully complete the missions given to you. Failure is impossible, as you will be able to go back in time as many times as required.

Game Start: SUN 1400 Location: Conference Room B 06 Players: 4 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Time Stories GM: Craig Bristow

Valeria
Roll the dice to gain gold, magic and fighting ability. Spend items to buy dominions, assistants and allies. The game ends when too many card stacks are depleted.

Game Start: SUN 1400 Location: Conference Room B 02 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Various GM: Paul Woida

Yes! Broccoli!
Who’s hungry? You are! Which foods will you choose? The blueberry ninja and strawberry pirate, if you want to win! Don’t be tricked into picking the candy T-Rex and other junk foods. In this family-friendly card game, players bid to collect the healthiest foods and avoid the unhealthy ones. The more nutritious the food, the more points it is worth. See www.gangwaygames.com for more info.

Game Start: SUN 1400 Location: Copenhagen 05 Players: 5 Materials: None
Game Length: 2 hrs Rating: Everyone Rules Knowledge: None Special Track: Kids
Game Type: Card Game System: Yes! Broccoli! GM: Mark O’Connor

### Sunday 14-18 – runs for 4 hours

Aetherial Adventures: Lead and Gold
A cryptic message leads the PCs into the pursuit of a valuable treasure--but how much will they sacrifice to obtain it?

Game Start: SUN 1400 Location: Studio 02-03 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Pathfinder GM: Nate Christen

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 are, and why you are here?

Game Start: SUN 1400 Location: Studio 12-02 Players: 5 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Into the Odd GM: Matthew Rose

www.conofthenorth.org
Arkham Horror (2nd Edition)
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: Studio 05-01
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

Avengers V. X-Men Munchkin
Take MARVEL Munchkin and all its expansion+X-Men Munchkin with its Deadpool expansion and prepare for the dungeons. With traditional and GM rules playtested at home.

Game Start: SUN 1400
Location: Conference Room C 01
Players: 4
Materials: None

Game Length: 4 hrs
Rating: Mature
Rules Knowledge: None
Special Track: No

Game Type: Card
Game System: MARVEL/X-Men Munchkin
GM: Dylan Godejohn

Awkward Guests
This deduction game is Clue done right. No dice rolls and limited down time. The murder narrative unfolds as cards are dealt out, and you have a real opportunity to bury clues that may help your opponents. Find the murder, motive, and weapon in Tom Vasel's favorite deduction game ever.

Game Start: SUN 1400
Location: Studio 15-01
Players: 8
Materials: None

Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No

Game Type: Board
Game System: Awkward Guests
GM: Jacob Shafer

Axis & Allies Naval Miniatures
Axis & Allies Naval Miniatures by Wizards of the Coast. Collect your ships and planes, build your ultimate fleet, and battle your way to victory! 100 point fleets, 15 units max. Advanced and historical rules apply. Year, good/bad guys, and map decided by die roll.

Game Start: SUN 1400
Location: Studio 02-07
Players: 4
Materials: All

Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: Some
Special Track: No

Game Type: Miniatures
Game System: Axis & Allies Naval Miniatures
GM: Robin Bielefeldt
Co-GM: Greg Swenson

Castle in the Sky
Bold adventurers cross paths with an ancient castle, adrift in the winds above. What will the characters find as they walk the history of the Castle in the Sky? Puzzle solving and roleplaying in a D&D 5e game. 5th level characters provided.

Game Start: SUN 1400
Location: Studio 02-01
Players: 6
Materials: None

Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No

Game Type: RPG
Game System: Dungeons & Dragons 5th Ed.
GM: Lynn Leitte

Catan: Starfarers
Catan: Starfarers is a new version of Starfarers of Catan, originally released in 1999, that contains completely revised graphics and game materials, revised rules, and (most importantly) a variable game board that brings even more variety to the exploration of space. Rules taught.

Game Start: SUN 1400
Location: Studio 08-01
Players: 3
Materials: None

Game Length: 4 hrs
Rating: Everyone
Rules Knowledge: None
Special Track: No

Game Type: Board
Game System: Catan: Starfarers
GM: Matthew Boehland
Duck Dealer
Duck Dealer is a game of involved, complex planning, set against a background of intergalactic trade. It is a
game about recognizing routes, and developing profitable infrastructures; but above all, it's a game of racing
your opponent to that one great opportunity.
Game Start: SUN 1400 Location: Studio 03-03 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Duck Dealer GM: Patrick A. Schifano
Sponsored by: Saturday Night Space Opera

Feng Shui: Hong Kong Task Force 88
DietRiot, a new diet drug, is sweeping through the streets of Hong Kong. Join the elite Task Force 88, unleash
your inner Michelle Yeoh, and leap into a pulse-pounding thriller.
Game Start: SUN 1400 Location: Studio 14-02 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Feng Shui 2 GM: Justin Alexander
Sponsored by: Atlas Games

Last Call at the Floating Vagabond
The last scenario for Tales From the Floating Vagabond you will ever need. Violates the Pan-Galactic
Absurdity Limitation Treaty. Contains more bad jokes than a Marx Brothers convention. A tribute to Lee
Garvin. Using resources from the original Avalon Hill version as well as the newer Reality Cheque version.
Game Start: SUN 1400 Location: Studio 03-02 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Tales from the Floating Vagabond GM: Matt Towle
Sponsored by: Saturday Night Space Opera

Learn to Play Arkham Horror 3rd Edition
Come play the latest (and in our opinion BEST) version of Arkham Horror yet with it's first expansion! A
faster, more streamlined, more narrative-focused defense of the titular city from unspeakable horrors!
Game Start: SUN 1400 Location: Conference Room C 08 Players: 6 Materials: None
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: Board Game System: Arkham Horror 3rd edition GM: Leah Pasillas
Co-GM: Christopher Nelson
Sponsored by: Saturday Night Space Opera

Operation Mothball
After the Program assumed control of Delta Green, it became responsible for sorting and cataloging 30 years of
weird, dangerous junk, squirreled away in caches across the country. You’ve been assigned to inventory the
green box at Pine Forest Storage. The inventory records are a contradictory mess; there’s no telling what could
be in there. Hopefully you’ll still be home in time for dinner.
Game Start: SUN 1400 Location: Studio 13-02 Players: 6 Materials: General
Game Length: 4 hrs Rating: Teen Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Delta Green: The Role-Playing GameGM: David Maiden Mueller
Co-GM: Dan Helmen
Sponsored by: Terrain Specialties

Plunder in Port Venture
The troop garrison in the town of Port Venture has come down with nasty case of tropical fever, leaving it
severely undermanned. Naturally, every pirate crew worth their salt is eyeing this fortunate turn of events as a
perfect opportunity to loot, settle old scores, and make a name for themselves. Take control of a crew and
descend upon the town as you swashbuckle your way to riches and infamy.
Game Start: SUN 1400 Location: Conference Room F 04 Players: 6 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Miniatures Game System: Legends of the High Seas GM: Matt Helmen
Co-GM: Dan Helmen
Sponsored by: Terrain Specialties
Rain, Rain, Go Away?
The city of Felinity has experienced flooding rains. The lands of the Surial have had almost none. The Spirits warn that sacred lands are being disturbed. You must resolve the problems before the weather destroys your homes. Role playing encouraged, combat inevitable.

Silent Death: Astro Smash
You're navigating though deep space. Cold. Silent. Alone. You thought. Ahead, another ship! And it's shooting laser canons at you! Evasive maneuver, return fire! Fire Torpedoes! GOT HIM! Well, that was a Silent Death.

Star Trek: A Banderole Conquest
The Klingon Starship Squadron D'ktahg is looking for its latest world to bring into the Empire. Oddly, a message has been received from Glade, a planet found near the Gorn Empire, asking for consultation--maybe even annexation into the Klingon Empire. Klingons may not be the only ones interested in this opportunity. Play your own ship as captain (no experience necessary). Who's glory will it be?

Struggle of Empires
Lead an 18th century European power as you gain influence in colonies around the world and in Europe itself. Diplomacy, economics, and military might are all used to help you become the greatest power of the Western world.

Temple of the Doomed Prince of the Blue Room
A scholar-priest of the Temple of Ksarul has found information concerning an abandoned temple of Ksarul located in the Do Chaka. The records state that the temple was abandoned 100 years ago and that the priests' exodus was apparently so hurried that most of the temple relics and treasures had to be left behind. The Temple of Ksarul sends a team to explore the ruin.

Wizard's Quest
A Heroic Fantasy wargame wherein Peacemaker the Wizard, tired of eons of conflict over rulership of the island kingdom of Marnon, sets up a quest competition to choose the rightful ruler and end all bloodshed forever. Beware, Orcs around the board repopulate and then frenzy, attacking nearby areas. (5 players plus GM)
Xcrawl Classic playtest: Dungeonbattle Brooklyn
Xcrawl is a world of sell-out superstar adventures, corporate sponsored action and live on pay-per-view mayhem. The players are are young, untested Xcrawl players hoping to go professional. Participating in the first Full Lethal Division IV event, these rank newcomers eager for their first taste at the games might be getting more than they can handle!

Game Start: SUN 1400  Location: Studio 04-02  Players: 6  Materials: None
Game Length: 4 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Dungeon Crawl Classics RPG  GM: William Walters
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

---

Sunday 14-19 – runs for 5 hours

PFS 10-06: Treason's Chains (1-5)
Venture-Captain Roderus has long been one of the most reliable and steadfast allies of the Pathfinder Society in the nation of Katapesh, but the aging human has decided that it is time to retire from his long-held position.

Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 6-99: True Dragons of Absalom (lvl 4 pregens)
For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol discovers a wounded member of the Society with a desperate message, the Sewer Dragons must move quickly intercept an extraordinary threat from seizing their territory.

Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-21: Champion's Chalice, Part 2: Agents of the Eye (1-5)
Ages before the rise of modern civilization, the cyclops empire of Ghol-Gan ruled what is now the Mwangi Expanse. Part 1 Offered Fri 13:00 & Sun 14:00

Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS 8-22: Wrath of the Fleshwarped Queen (1-5)
When members of the Shoanti Axe Clan saw fire shooting up into the sky over Varisia's Caliphak Mountains, they rushed to investigate. They found a pair of doors inscribed with runes from ancient Thassilion, along with clear signs that the doors had recently been opened.

Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

www.conofthenorth.org
PFS 9-22: Grotto of the Deluged God (1-5)
When a ship that Venture-Captain Calisro Benarry hired to ferry Pathfinders to the Gloomspires vanished, she called upon diviners to speak to the sailors, only to learn that they had met a watery grave. Benarry has narrowed down the ship’s location to the shoals off the coast of the pirate island of Tempest Cay.

Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder Society  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-10: The Tarnbreakers Trail (1-4)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-11: Flames of Rebellion (1-4)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-12: The Burden of Envy (1-4)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

PFS2 1-13: Devil at the Crossroads (3-6)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Pathfinder 2  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 02-12: Colossus Heist (7-10)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-11: Descent Into Verdant Shadow (3-6)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-13: Storm of the End Times (1-4)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society
SFS 2-15: The Infernal Gallery (1-4)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

SFS 2-16: A Scoured Home (5-8)
TBD
Game Start: SUN 1400  Location: OSL-01  Players: 6  Materials: None
Game Length: 5 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Starfinder  GM: PFS Judge TBA
Sponsored by: Pathfinder Society

Sunday 14-20 – runs for 6 hours

Taken from Dunwich
After the Keltic village of Dunwich is victimized by the degenerate vhuurmis, local druids offer land and title to those brave souls who would repair the situation. The vhuurmis are considered witless savages, incapable of organized incursions, but these attacks are with purpose and precision, taking men from Dunwich, and slaying all who opposed their will.

Game Start: SUN 1400  Location: Studio 04-01  Players: 6  Materials: General
Game Length: 6 hrs  Rating: Teen  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Astonishing Swordsmen & Sorcerers of Hyperborea  GM: John Dahlstrom
Co-GM: Julian Bernick  Sponsored by: Minneapolis DCC RPG Society

Sunday 16-18 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SUN 1600  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Do The Evolution

Customize your species to out-feed and out-breed the competition. Or become a carnivore and simply eat them. Now with the Flight expansion.

Game Start: SUN 1600  Location: Conference Room B 05  Players: 5  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Evolution  GM: Adam Boutz

Escape from Dinosaur Planet

The crew of the Icarus has learned much about the strange planet they've found filled with dinosaurs, but they don't want to live there forever. It's time for them to escape, but to do so they must venture into a land thought cursed by the locals.

Game Start: SUN 1600  Location: Studio 14-01  Players: 6  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: RPG  Game System: Abstract Dungeon  GM: Matthew Hanson
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: Conference Room C 07  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

Flashpoint: Fire Rescue
Everyone wants to be a firefighter. Come rescue people from a burning house, apartment, office, plane, boat, or sub.

Game Start: SUN 1600  Location: Board Room 2-01  Players: 18  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Flash Point: Fire Rescue  GM: Paul Wilson

Miniatures Open Gaming
Terrain Specialties will provide themed terrain tables and you provide your own painted force for Warhammer 40K/Fantasy, Frostgrave, Bolt Action WWII, etc. Join in any time throughout the time slot, find an opponent and play one-on-one or multiplayer battles.

Game Start: SUN 1600  Location: Conference Room F 01  Players: 4  Materials: All
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: Some  Special Track: No
Game Type: Miniatures  Game System: (Open Miniatures Gaming)  GM: Dan Helmen
Co-GM: Matt Helmen  Sponsored by: Terrain Specialties

Orleans - Beginner Friendly
During medieval Orleans, you must assemble a following. Knights to expand and secure your mercantile expeditions. Craftsmen to build tools. Scholars for science. Don't forget the monks. You will always want to take more actions than possible, and there are many paths to victory. The challenge is to combine all elements as best as possible with regard to your strategy in this engine-building game.

Game Start: SUN 1600  Location: Conference Room C 03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Teen  Rules Knowledge: None  Special Track: Intro
Game Type: Board  Game System: Orleans  GM: Carolyn Sanders

Space Base
As the commodore of a Space Base, your job is to draft new ships into your fleet to work and patrol the 12 sectors under your watch. Use cargo vessels, mining ships, and deploy carriers to earn profits and expand your influence. Only one Space Base commodore will be promoted to U.E.S. Admiral of the Fleet!

Game Start: SUN 1600  Location: Conference Room C 02  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Space Base  GM: Marika Mataitis

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 1-01  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
Sponsored by: First Minnesota Historical Wargame Society
Trial By Trolley
Ah, the moral dilemma, there are 2 tracks, one track has 2 people you know very well, while the other track has 20 people you don't know at all, you can't stop the trolley and you must make a choice of which track to go down. What do you do? From Sky Bound Games and the creators of Cyanide & Happiness comes Trial by Trolley, the card game of moral dilemmas and murder by trolley

Game Start: SUN 1600  
Location: Conference Room C 05  
Players: 8  
Materials: None

Game Length: 2 hrs  
Rating: Mature  
Rules Knowledge: None  
Special Track: No

Game Type: Card  
Game System: Trial By Trolley  
GM: Thomas Tapling

**Sunday 16-20 – runs for 4 hours**

Big Trouble on the Iron Star
A train ride in the old west was always an adventure. The passengers on the Iron Star get drawn into something called the Chi War. It's nothing a bunch of tough hombres can't handle though...are those...are those gorillas?

Game Start: SUN 1600  
Location: Studio 04-03  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: Feng Shui 2  
GM: Gary Fortuin

Co-GM: Julian Bernick  
Sponsored by: *Minneapolis DCC RPG Society*

Eldritch Horror
Across the globe, evil is stirring. You and your trusted circle of colleagues must travel the world to hold back the approaching horror in this cooperative board game. I have several expansions and will bring them, but their use will depend on the experience level of the players.

Game Start: SUN 1600  
Location: Conference Room B 03  
Players: 4  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Eldritch Horror  
GM: Wendy Seidl

End of the World RPG
Play as yourself in a custom made RPG scenario. Players will be walked through the creation of a "character" which is based on themselves. The game master will then guide them through a story where the very convention they are attending is the focal point for the start of the world ending. This humorous and engaging RPG system will have you acting out how you would survive the End of the World!

Game Start: SUN 1600  
Location: Studio 16-02  
Players: 5  
Materials: None

Game Length: 4 hrs  
Rating: Teen  
Rules Knowledge: None  
Special Track: No

Game Type: RPG  
Game System: End of the World (RPG)  
GM: Ben Locke

Sponsored by: *TCAT*

Francis Drake (6 players)
Return to a bustling Plymouth Harbor in 1572 as an aspiring Elizabethan captain making preparations for three exciting trips to the Spanish Main in search of fame and fortune! As captains, you must plan your mission and provision your ships. Francis Drake is a race to see who can set sail and reach the Spanish Main first; the riches of the Aztec and Inca Empires await these swashbuckling captains!

Game Start: SUN 1600  
Location: Studio 16-01  
Players: 6  
Materials: None

Game Length: 4 hrs  
Rating: Everyone  
Rules Knowledge: None  
Special Track: No

Game Type: Board  
Game System: Francis Drake  
GM: Josh Worley

Sponsored by: *TCAT*
Root

Root is an asymmetrical board game in which players control a faction of forest animals and fight for control of the forest. With 8 factions that all play differently, there's a play style for everyone. New players are welcome, as well as experienced players.

Game Start: SUN 1600 Location: Board Room 2-04 Players: 8 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Root GM: Alex Siechen
Co-GM: Samuel Miller
Sponsored by: Chess & Strategy Game Association

Star Wars Armada: Rebels vs Imperial Forces

Star Wars: Armada is an epic game of tactical fleet battles in the Star Wars universe. I am a new player, looking for a few people to have a good time blowing up each other's ships. This game is meant to be a good time, not a serious cutthroat match. New players welcomed.

Game Start: SUN 1600 Location: Conference Room B 07 Players: 4 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Star Wars: Armada GM: Matthew Seidl

The Great Zombie War: Year II

Life can get pretty boring when you’re the only six teenagers living on the military base where your parents work. It's legit their job to kill zombies and save the world. But you guys? Well, it’s legit your job to stay in the safe zone, hang out, play games, drink a bit, listen to music, vape and chill. To be honest, like, nothing bad ever happens here. Nothing bad at all.

Game Start: SUN 1600 Location: Studio 11-01 Players: 6 Materials: None
Game Length: 4 hrs Rating: Mature Rules Knowledge: None Special Track: No
Game Type: RPG Game System: Call of Cthulhu GM: Jon Cazares

Wingspan

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions). These habitats focus on several key aspects of growth:

Game Start: SUN 1600 Location: Copenhagen 09 Players: 8 Materials: None
Game Length: 4 hrs Rating: Everyone Rules Knowledge: None Special Track: No
Game Type: Board Game System: Wingspan GM: Rick Felder

Sunday 16-22 – runs for 6 hours

Plight of the North Sky

Plight of the North Sky is an RPG set in a rich, fantasy world that focuses on character development. The system uses a combination of a point pool and thematic cards, which are tied to the world's lore. Shorter sessions (2 hours) will use pre-generated characters and include a short adventure. Longer sessions (6 hours) will include character generation, as well as a lengthier adventure.

Game Start: SUN 1600 Location: Studio 15-02 Players: 4 Materials: General
Game Length: 6 hrs Rating: Teen Rules Knowledge: None Special Track: Intro
Game Type: RPG Game System: Plight of the North Sky GM: Boone Dryden
TCAT Open Gaming
It's the end of the con, but we don't want to go home yet! Let's play something trashy with dice 'n stuff. Or something else. Whatever. At least bid farewell to all your TCAT friends! See you next year!

Game Start: SUN 1600  Location: Studio 16-04  Players: 12  Materials: None
Game Length: 6 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: (Open Board Gaming)  GM: Jay Wahlfors

Sponsored by: TCAT

Wizard's Critters: The Musical
Shadey Slim the Salamander has heard you have some powerful singers and has challenged all of you to a Musical Tourny. Think like an animal and all will work out. So come with a song in your heart (and lyrics for others...) Roleplaying Tournament sponsored by Lady Dragon's Treasures.

Game Start: SUN 1600  Location: Studio 01-01  Players: 12  Materials: General
Game Length: 6 hrs  Rating: Mature  Rules Knowledge: Some  Special Track: No
Game Type: RPG  Game System: Rolemaster  GM: Roger Mlynczak
Co-GM: Jean Mlynczak

Sunday 18-20 – runs for 2 hours

#Volunteer
CotN needs help to make this convention happen. If you have an open time slot and want to help please sign up. It’s easy to do and earns you tokens to get fabulous prizes from the bucket of fun.

Game Start: SUN 1800  Location: Registration Desk  Players: 2  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Seminar  Game System: Volunteering  GM: Connie McNorth

Cooperative Game Library Challenge
Open co-op gaming! Fight pandemic diseases, act as a bio-terrorist, or close Lovecraftian portals to save humanity. These cooperative themes keep entertaining. On the Brink, Iberia & Cthulhu variations will be available. Also many other similar styles of games like Forbidden Island & More.

Game Start: SUN 1800  Location: Board Room 1-04  Players: 30  Materials: None
Game Length: 2 hrs  Rating: Everyone  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: Pandemic  GM: Bill Nara
Sponsored by: Chess & Strategy Game Association

La Cosa Nostra
As a mafia boss you control businesses and a crew of gangsters who do your dirty work. Bribe politicians and cops, buy up new businesses, attack other gangsters... You often need to negotiate deals with the other players: bargain, spy, threaten, and deceive each other during the game as well. But remember at the end of the day money is the only thing that counts.

Game Start: SUN 1800  Location: Board Room 1-03  Players: 4  Materials: None
Game Length: 2 hrs  Rating: Mature  Rules Knowledge: None  Special Track: No
Game Type: Board  Game System: La Cosa Nostra  GM: Mark Jefferson
Sponsored by: First Minnesota Historical Wargame Society
**Sunday 18-22 – runs for 4 hours**

Arkham Horror 3rd edition
Come and finish the convention with a co-op. Arkham Horror has been updated with more story elements and variable set ups. And of course expansions from Fantasy Flight Games Games Games Games.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Rating</th>
<th>Rules Knowledge</th>
<th>Special Track</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN 1800</td>
<td>Conference Room C 07</td>
<td>5</td>
<td>None</td>
<td>Teen</td>
<td>None</td>
<td>No</td>
<td>Arkham Horror 3rd edition</td>
<td>Mike Rhodes</td>
</tr>
<tr>
<td>Game Length: 4 hrs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Game Type: Board</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Root**

Root is an asymmetrical board game in which players control a faction of forest animals and fight for control of the forest. With 8 factions that all play differently, there's a play style for everyone. New players are welcome, as well as experienced players.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Rating</th>
<th>Rules Knowledge</th>
<th>Special Track</th>
<th>Game System</th>
<th>Co-GM: Samuel Miller</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN 1800</td>
<td>Board Room 2-06</td>
<td>8</td>
<td>None</td>
<td>Everyone</td>
<td>None</td>
<td>No</td>
<td>Root</td>
<td>Alex Siechen</td>
</tr>
</tbody>
</table>

**Star Wars Outer Rim**

Take to the stars and become a living legend in Star Wars: Outer Rim, a game of bounty hunters, mercenaries, and smugglers. Rules taught.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Rating</th>
<th>Rules Knowledge</th>
<th>Special Track</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN 1800</td>
<td>Studio 08-01</td>
<td>3</td>
<td>None</td>
<td>Everyone</td>
<td>None</td>
<td>No</td>
<td>Star Wars Outer Rim</td>
<td>Matthew Boehland</td>
</tr>
<tr>
<td>Game Length: 4 hrs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Game Type: Board</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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. The HMS Bellerophon was operating in the Caribbean theater during the War of Jenkins' Ear. Capt. Hardy had just received orders from Admiral Vernon to begin the third assault on Cartegna de Indias before the storm descended.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Rating</th>
<th>Rules Knowledge</th>
<th>Special Track</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN 1800</td>
<td>Studio 07-01</td>
<td>5</td>
<td>None</td>
<td>Everyone</td>
<td>None</td>
<td>No</td>
<td>GURPS</td>
<td>Matthew Rose</td>
</tr>
<tr>
<td>Game Length: 4 hrs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Game Type: RPG</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Sunday 20-22 – runs for 2 hours**

**The Wizard Always Wins**

It's late. Let's have some wizarding fun! The Wizard Always Wins is an easy role-selection, set-collection and press-your-luck game. Players select roles allowing them to add their color tokens to a bag. When they think they're ready, they can select The Wizard role to try and draw their color token from the bag. It's a pretty short game, so we could play multiple games or call it a night.

<table>
<thead>
<tr>
<th>Game Start</th>
<th>Location</th>
<th>Players</th>
<th>Materials</th>
<th>Rating</th>
<th>Rules Knowledge</th>
<th>Special Track</th>
<th>Game System</th>
<th>GM</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUN 2000</td>
<td>Conference Room C 05</td>
<td>5</td>
<td>None</td>
<td>Everyone</td>
<td>None</td>
<td>Intro</td>
<td>The Wizard Always Wins</td>
<td>Byron Olson</td>
</tr>
</tbody>
</table>
Tokaido: Collector's Edition (5 players)
What better way to end Con of the North than by competing against other players to achieve the most zen by discovering the most interesting and varied things on your journey along the Tokaido road? The game is light on rules and complexity, but features absolutely stunning artwork and a wonderfully relaxing play style – perfect for a brain that is fried from a weekend of nonstop gaming.

Game Start: SUN 2000    Location: Studio 16-01    Players: 5
Game Length: 2 hrs     Rating: Everyone    Rules Knowledge: None
Game Type: Board     Game System: Tokaido
Materials: None
Special Track: No    GM: Josh Worley
Sponsored by: TCAT