Gaming Program Guide

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The highlights indicate the gaming event is located on the following floor.

- Blue: 1st Floor
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- Yellow: 3rd Floor

Please note: You can preregister for games by going to our website (https://salukicon.siu.edu/) to reserve your seats. Registration will also take place day of events for any remaining seats. All gaming events are free of charge including tournaments with your admission ticket to the convention. There will be prizes for all tournaments.
Saturday: Tabletop Gaming

10am-12pm  Magic Learn to Play
(International Lounge - 2nd floor)
Ran by Nathan & Adrienne Sanford

Ever wanted to learn how to play Magic? Then this event is for you.

10am-12pm/ 2-4pm/ 5-7pm  New & Upcoming Games
(Saturday Outside Student Engagement Office & Sunday Activity Room D – Both 3rd Floor)
Ran by Nathan Black from Nerd Dad with Running Shoes Podcast

Come by and play some of the newest games on the market. Game names and times for each will be posted at the table.

10:30-11:30am/ 11:30am-12:30pm/ 12:30-1:30pm/ 1:30 – 2:30pm/ 2:30-3:30/ 3:30-4:30pm/ 4:30-5:30pm/ 5:30-6:30pm
Modern Tanks (Renaissance Room – 1st Floor)
Ran by Aron Waldrop

A game of armored combat. Players use tanks, crew, and equipment against another player in combat. Players can re-enact historical battles or just have fun. Enthusiasm & a love of armored vehicles will be helpful but not necessary. Good sportsmanship is a must.

10:30-11:30am/ 11:30am-12:30pm/ 12:30-1:30pm/ 1:30 – 2:30pm/ 3:30-4:30pm/ 4:30-5:30pm/ 5:30-6:30pm
WWII Tanks (Renaissance Room – 1st Floor)
Ran by Aron Waldrop

A game of armored combat. Players use tanks, crew, and equipment against another player in combat. Players can re-enact historical battles or just have fun. Enthusiasm & a love of armored vehicles will be helpful but not necessary. Good sportsmanship is a must.

10-11am/ 11am-12pm/ 12-1pm/ 1-2pm/ 3-4pm/ 4-5pm/ 5-6pm/ 6-7pm  Dice Masters Demo (Activity Room A – 3rd Floor)
Ran by Virgil McClurken from Greyhawke Gamers Guild

This is a 2 player dice building game where players collect and assemble their “team” of character dice and matching cards to battle in head-to-head game play. This is a learn to play session, but experienced players are welcome to come try out their team.

10-11am/ 11am-12pm/ 12-1pm/ 3-4pm
5 Minute Marvel (2 to 5 Players/ Ages 8+/ 5 min)
(Activity Room C – 3rd Floor)
Ran by Emma Lewis from Fox Comics & Games Friday Night Game Night (Marion, IL)

5 Minute Marvel is a card flipping game that lasts five minutes. In this game, players will choose a Marvel Hero and work together to take down the villain by matching cards in their hands to symbols on the villain deck. This will be a Learn 2 Play event hosted by a Captain Marvel/Spider-Woman/Spider-Gwen cosplayer.

10am-12pm/ 2pm-4pm  Legends of Draxia (2 to 6 Players/ Ages 12+/ 2hrs)
(Activity Room A – 3rd Floor)
Ran by Jimmy Sanders from Mythica Gaming

A city building, monster hunting, spell slinging game. Build your city, cast powerful spells, and slay invading monsters. Player earning the most fame wins! Legends of Draxia is a victory point, resource management, indirect competition fantasy game.

12pm-2pm/ 4pm-6pm  Fates of Madness (1 to 5 Players/ Ages 13+/ 2hrs)
(Activity Room A – 3rd Floor)
Ran by Jimmy Sanders from Mythica Gaming

A cooperative RPG adventure card game. Four adventurers set out to destroy the evil lurking in the wilderness. Scenarios and monsters challenge the party’s skill while they scavenge for treasure and potions. Fate cards determine success or failure. Madness enters as the journey continues. Will anyone survive or will it end in TPK? A joint project between Legendary Games & Mythica Gaming.
**10-11am/ 1-2pm/ 3-4pm**  
**King of Tokyo** (2 to 6 Players/ Ages 8+/ 30 min)  
*(Activity Room D – 3rd Floor)*  
Ran by Mike Periman from Fox Comics & Games Friday Night Game Night (Marion, IL)

Play mutant monsters, gigantic robots and other monstrous creatures, rampaging the city and vying for position as the one and only King of Tokyo! Combine your dice to gather energy, heal your monster or just slap the other monsters down! Spend your energy to trigger permanent or one-shot special powers: a second head, body armor, nova death ray...Stop at nothing to become the King of Tokyo... but that’s when the real trouble begins for you!

**10am-12pm**  
**Twilight Struggle** (2 Players/ Ages 13+/ 120-180 min)  
*(Activity Room B – 3rd Floor)*  
Ran by Joseph Sramek from SIUC Department of History (Carbondale, IL)

It is a quick-playing, low-complexity game on the cold war. The game map is a world map of the period, whereon players move units and exert influence in attempts to gain allies and control for their superpower.

**10am-12pm/ 1-3pm/ 3-5pm**  
**Dice Throne** (2 to 6 Players/ Ages 8+/ 20-40 min)  
*(Activity Room D – 3rd Floor)*  
Ran by Alan Karas from Molly’s Pint Brews & Boardgames (Murphysboro, IL)

Dice Throne is an accessible and strategic dice dueling game where players choose their Hero and square off against their opponents in an intense head-to-head or team battle.

**11am – 1pm/ 1:30-4pm**  
**878 Viking** (4 Players/ Ages 12+/ 2 hrs)  
*(Renaissance Room – 1st Floor)*  
Ran by Patrick Lewis from Big Muddy Historical Gaming

This is the 4 player board game enlarged to 6x4’ 3D board. 2 players per team assist one another to conquer England as Vikings invading in 878 AD or defend the realm for Bloody Old England as English players.

**11am-12pm/ 1-2pm/ 3-4pm**  
**Star Realms** (2 to 6 Players/ Ages 12+/ 20 min)  
*(Activity Room A – 3rd Floor)*  
Ran by Matt McChristian from Fox Comics & Games Friday Night Game Night (Marion, IL)

Star Realms is a two player deck builder focused on creating a fleet of ships and bases capable of defeating your opponents fleet. This event is a learn to play event with up to three games going at one time.

**11am-12pm/ 2-3pm/ 4-5pm**  
**One Night Werewolf** (3 to 10 Players/ Ages 8+/ 10 min)  
*(Outside Student Engagement Office – 3rd Floor)*  
Ran by Brett Casteel from Fox Comics & Games Friday Night Game Night (Marion, IL)

One Night Ultimate Werewolf is a social deduction game where villagers try to find out who in their village are secretly werewolves. This is a social deduction game that is played over ten minutes. For this learn to play demo, we will have the companion app running calling out the roles and playing thematic music.

**11am-3pm**  
**Julius Caesar** (2 Players/ Ages 12+/ 120 min)  
*(Activity Room D – 3rd Floor)*  
Ran by Michael Cathro from St. Peter’s Game Night (Evansville, IN)

Julius Caesar is a two-player game, depicting the later Roman civil wars (49-45 BC). The forces of Caesar are pitted against those of Pompey. Julius Caesar is a card driven block game. You use cards to Move, levy or play an Event. Take command of Caesar’s Veteran Legions or Pompey sprouting Young Legions around the Mediterranean.

**12-1pm**  
**Slapshot** (2 to 6 Players/ Ages 8+/ 30 min)  
*(Activity Room C – 3rd Floor)*  
Ran by Jessica Bradshaw

A hockey card game from Columbia Games, for anyone with a joyful personality because they can learn the game simply by playing it once. Both games take only an hour to run, even with a full load of six!
12-2pm  **Flick’em Up**  (2 to 10 Players/ Ages 7+/ 30-45 min)  
(Activity Room A – 3rd Floor)  
Ran by Ray Gaydos from Southern Illinois Geeks, Games, & Gallimaufry

The cities in the West are not the safest place to be. In the disc-flicking game Flick ’em Up!, you can become an outlaw and rob banks, free prisoners, attack innocent bystanders... or you could become the Sheriff and try to protect the people of your city from these bandits! Relive the Old West and face your enemies in high tension street duels!

12-2pm  **Dobbers: Quest for the Key Boardgame**  (1 to 4 Players/ Ages 11+/ 45 – 120 min)  
(Activity Room B – 3rd Floor)  
Ran by Darryl Jones from Splattered Ink Games (Murphysboro, IL)

Dobbers: Quest for the Key is a deck-building, rpg inspired board game quest. Equip your hero with weapons, armor and items, sabotage your opponents with monsters and challenging locations as you race to the key!

12-3pm  **DC Deck Builder**  (2 to 5 Players/ Ages 15+/ 45 min)  
(Activity Room C – 3rd Floor)  
Ran by Terry Glassman from Greyhawke Gamers Guild

An easy deck builder that pits DC Superheroes against a cadre of Supervillains. Earn victory points per Supervillain defeated.

2-4pm  **Legendary: Buffy the Vampire Slayer**  (1 to 5 Players/ Ages 14+/ 30-90 min)  
(Activity Room C – 3rd Floor)  
Ran by Jessica Bradshaw

In Legendary, a semi-cooperative deck-building game, 1 to 5 players use fan-favorite characters including Buffy, Angel, Willow, and Giles and attempt to stop a Big Bad and their nefarious Schemes. Players win the game if the Big Bad is beaten four times, and lose if the Big Bad is able to complete their Scheme.

2pm-6pm  **Wizard Kings**  (2 to 7 Players/ Ages 12 +/ 150 min)  
(Activity Room C – 3rd Floor)  
Ran by Lawrence Gaydos from Southern Illinois Geeks, Games, & Gallimaufry

This is a miniatures based fantasy battles. Wizard Kings is an exciting fantasy battle game with armies of elves, dwarves, orcs, undead, and three human armies (feudal, barbarian, amazon). Players customize their armies and fight for control of strategic cities and terrain on geomorphic maps.

2-7pm  **Here I Stand**  (2 to 6 Players/ Ages 12 +/ 180-360 min)  
(Activity Room B – 3rd Floor)  
Ran by Joseph Sramek from SIUC Department of History (Carbondale, IL)

Here I Stand: Wars of the Reformation 1517-1555 is the first game in over 25 years to cover the political and religious conflicts of early 16th Century Europe. This game covers all the action of the period using a unique card-driven game system that models both the political and religious conflicts of the period on a single point-to-point map.

4-6pm  **The Last Spike**  (2 to 6 Players/ Ages 10+/ 45 min)  
(Activity Room D – 3rd Floor)  
Ran by Michael Cathro from St. Peter’s Game Night (Evansville, IN)

In The Last Spike, players must cooperate to build a continuous railway from St. Louis to Sacramento. Different routes are possible and some towns never get a railway link. Each player competes to accumulate the most money from land speculation before the "last spike" is laid.

4-8pm  **Munchkin Quest**  (2 to 4 Players/ Ages 12+/ 180 min)  
(Activity Room C – 3rd Floor)  
Ran by Terry Glassman from Greyhawke Gamers Guild

Munchkin as a board game. Who'd a thunk it? A nice twist to a classic card game. Explore the dungeon! Fight the monsters! Steal the treasure! Stab your buddy! ESCAPE!!!
The aim of the game is to be the last player left with a token on the board. Strategy therefore consists of trying to drive your opponents either into each other or off the board whilst extending your own route in directions that will make it difficult for your opponents to do the same. This will be a large scale game featuring over-sized components. This game will require you to bend and place things on the floor in order to play. Not recommended for those with back problems.

Munchkin is a game of friends, allies, backstabbing those same people or whatever it takes to be the first to level 10.

Sunday: Tabletop Gaming

**5-6pm/ 6-7pm/ 7-8pm**  **Giant Tsuro**  **(Outside Student Engagement Office – 3rd Floor)**
Ran by Aaron Blackketter from Kadabra’s Cards and Games (Alton, IL)

This game is like shuffleboard in the round. Players take turns flicking disks on a board, trying to score points by attaining central regions. The main stipulation being that contact with the other teams’ pieces must be made in order for the disk to remain on the board afterward. Although the game uses quite a bit of skill to flick the disks, there’s a very significant strategy element to the game.

**5-7pm**  **Munchkin: Legends**  **(Activity Room D – 3rd Floor)**
Ran by Christopher Eddings from Greyhawke Gamers Guild

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**10am-12pm/ 2pm-4pm/ 5-7pm**  **New & Upcoming Games**
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Ran by Nathan Black from Nerd Dad with Running Shoes Podcast

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A cooperative RPG adventure card game. Four adventurers set out to destroy the evil lurking in the wilderness. Scenarios and monsters challenge the party’s skill while they scavenge for treasure and potions. Fate cards determine success or failure. Madness enters as the journey continues. Will anyone survive or will it end in TPK? A joint project between Legendary Games & Mythica Gaming.

**12pm-2pm**  **Fates of Madness**  **(Activity Room A – 3rd Floor)**
Ran by Jimmy Sanders from Mythica Gaming

**10:30-11:30am/ 11:30am-12:30pm/ 1:30 – 2:30pm/ 2:30-3:30pm/ 3:30-4:30pm/ 4:30-5:30pm/ 5:30-6:30pm**
**Crokinole**  **(2 to 4 Players/ Ages 8+/ 30 min)**  **(Outside Student Engagement Office – 3rd Floor)**
Ran by Virgil McClurken from Greyhawke Gamers Guild

Although the game uses quite a bit of skill to flick the disks, there’s a very significant strategy element to the game.

**1-2pm/ 3-4pm/ 4-5pm/ 5-6pm/ 6-7pm**  **WWII Tanks**
**(Renaissance Room – 1st Floor)**
Ran by Aron Waldrop

A game of armored combat. Players use tanks, crew, and equipment against another player in combat. Players can re-enact historical battles or just have fun. Enthusiasm & a love of armored vehicles will be helpful but not necessary. Good sportsmanship is a must.

**1-2pm**  **Fates of Madness**  **(Activity Room A – 3rd Floor)**
Ran by Jimmy Sanders from Mythica Gaming

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A game of armored combat. Players use tanks, crew, and equipment against another player in combat. Players can re-enact historical battles or just have fun. Enthusiasm & a love of armored vehicles will be helpful but not necessary. Good sportsmanship is a must.

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(Outside Student Engagement Office – 3rd Floor)
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11am-12pm/1-2pm/3-4pm  5 Minute Marvel  (2 to 5 Players/ Ages 8+/ 5 min)
(Activity Room C – 3rd Floor)
Ran by Emma Lewis from Fox Comics & Games Friday Night Game Night (Marion, IL)

5 Minute Marvel is a card flipping game that lasts five minutes. In this game, players will choose a Marvel Hero and work together to take down the villain by matching cards in their hands to symbols on the villain deck. This will be a Learn 2 Play event hosted by a Captain Marvel/Spider-Woman/Spider-Gwen cosplayer.

11am-1pm/2-4pm  Bang  (4 to 7 Players/ Ages 10+/ 20 – 40 min)
(Activity Room A – 3rd Floor)
Ran by Matt Miller from SIUC Strategic Gaming Society (Carbondale, IL)

The card game BANG! recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal. This is a secret identity game.

12-2pm  Legendary: Buffy the Vampire Slayer  (1 to 5 Players/ Ages 14+/ 30-90 min)
(Activity Room C – 3rd Floor)
Ran by Jessica Bradshaw

In Legendary, a semi-cooperative deck-building game, 1 to 5 players use fan-favorite characters including Buffy, Angel, Willow, and Giles and attempt to stop a Big Bad and their nefarious Schemes. Players win the game if the Big Bad is beaten four times, and lose if the Big Bad is able to complete their Scheme.
12-2pm/ 3pm-5pm  Catan  
(3-4 Players/ Ages 10+/ 60-120 min)   
(Activity Room D – 3rd Floor)  
Ran by Jim and April Imhoff  

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

1-3pm  Mars Open: Tabletop Golf  
(1 to 8 Players/ Ages 8+/ 30 – 60 min)   
(Activity Room A – 3rd Floor)  
Ran by Ray Gaydos from Southern Illinois Geeks, Games, & Gallimaufry  

The solar system’s most ridiculously fun tabletop golfing game. Flick your golf ball over and around three-dimensional obstacles assembled into over 54 challenging holes. Winner is the player with the lowest stroke count after 9 holes. Grow your repertoire of expert shots and become the universe’s best tabletop golfer!

1-4pm  DC Deck Builder  
(2 to 5 Players/ Ages 15+/ 45 min)   
(Activity Room C – 3rd Floor)  
Ran by Terry Glassman from Greyhawke Gamers Guild  

An easy deck builder that pits DC Superheroes against a cadre of Supervillains. Earn victory points per Supervillain defeated.

1-6pm  Washington’s War  
(2 Players/ Ages 12+/ 90 min)   
(Activity Room B – 3rd Floor)  
Ran by Joseph Sramek from SIUC Department of History (Carbondale, IL)  

Washington’s War is a GMT game on the American Revolutionary War (1775-1783).

1-5pm  Wizard Kings  
(2 to 7 Players/ Ages 12 +/ 150 min)   
(Activity Room C – 3rd Floor)  
Ran by Lawrence Gaydos from Southern Illinois Geeks, Games, & Gallimaufry  

This is a miniatures based fantasy battles. Wizard Kings is an exciting fantasy battle game with armies of elves, dwarves, orcs, undead, and three human armies (feudal, barbarian, amazon). Players customize their armies and fight for control of strategic cities and terrain on geomorphic maps.

3-4pm/ 4-5pm/ 5-6pm  Giant Tsuro  
(2 to 8 Players/ Ages 8+/ 15 min)   
(Outside Student Engagement Office – 3rd Floor)  
Ran by Aaron Blackketter from Kadabra’s Cards and Games (Alton, IL)  

The aim of the game is to be the last player left with a token on the board. Strategy therefore consists of trying to drive your opponents either into each other or off the board whilst extending your own route in directions that will make it difficult for your opponents to do the same. This will is a large scale game featuring over-sized components. This game will require you to bend and place things on the floor in order to play. Not recommended for those back problems.

3-5pm  The Last Spike  
(2 to 6 Players/ Ages 10+/ 45 min)   
(Activity Room D – 3rd Floor)  
Ran by Michael Cathro from St. Peter’s Game Night (Evansville, IN)  

In The Last Spike, players must cooperate to build a continuous railway from St. Louis to Sacramento. Different routes are possible and some towns never get a railway link. Each player competes to accumulate the most money from land speculation before the “last spike” is laid.

Paint-N-Take Miniature Area  
(Sunday 11am-4pm)   
(Renaissance Room – 1st Floor)  

Castle Perilous is proud to support the community by offering a Paint-N-Take. Stop by our Paint-N-Take tables and try your hand at miniature painting. All materials are supplied and no experience is necessary. There will be instructional material provided and experienced painters will be on hand to offer suggestions. Seating is limited so we are offering one hour sessions. Each day, a waiting list will be provided at the tables and you can sign up for any available one-hour slot that day. So come over and create your masterpiece while supplies last!
Both Days: Tabletop Gaming

**Fox’s Comics & Games Board Game Library** (Saturday & Sunday 10am-12pm & 1pm-4pm)
(RSO Suite – 3rd Floor)
Ran by Derrick Lewis from Fox Comics & Games Friday Night Game Night

We will have our favorite games available for learn to play with seasoned game instructors available to teach the game. We will feature games like Formula D, King of Tokyo, Ticket to Ride, Sushi Go, Smash Up, and more. This will be a casual event where players can check out a game, play it, and bring it back.

**Play to Win** Hosted by Double Exposure (Saturday & Sunday 10am-12:30pm & 1:30pm-4:00pm)
(RSO Suite – 3rd Floor)
Ran by James Allen

Come be a part of the Board Game Raffle! We have partnered with a handful of publishers to help convention attendees learn some of their games. The Play to Win area is where attendees can try out games for a chance to win them. The more games you play; the better your chance to win! Just stroll on up, grab a game, play it, then put your name in that game’s list of players! It’s that easy! Don’t know how to play. That’s ok. We will help you find a short video to watch so you can quickly learn. Play to Win runs until Sunday afternoon when the winners are drawn around 4:00pm. (Must be present to win!)

**Saluki Con Game Library** (Saturday & Sunday 10am-11am & 12pm-4pm)
(RSO Suite – 3rd Floor)

Come by and browse the selection of games that were donated to the Saluki Con Game library. You can check out a game to go play in our open gaming area.

**Role Playing Games (Ages 13+ unless noted otherwise)**

**Star Wars - RPG**  
Session 1: Saturday 10am-2pm / Session 2: Sunday 2-6pm  
(Activity Room B – 3rd Floor)
Ran by Scott Jackson

The Dawn of Rebellion. Players are embroiled in conflict and intrigue in the time following the events of Solo: a Star Wars Story. Caught between Enfys Nest’s nascent rebellion and the Crimson Dawn led by Maul and Q’ira, the players will face tough choices and the chance to influence events of galactic importance. We will use the game system from Fantasy Flight Games, but familiarity of the rules is not required. All materials will be provided and rules will be taught to any new to the game.

**Call of Cthulhu: Clue Edition – RPG**  
Session 1: Saturday 1-6pm / Session 2: Sunday 2-7pm  
(Activity Room B – 3rd Floor)
Ran by Alan Franklin from SIUC Strategic Gaming Society (Carbondale, IL)

Players will take the roles of characters from the Clue Board game and attempt to solve the murder of Mr. Boddy. Is the culprit one of your fellow players or an entity from beyond? Characters will be pregenerated & will be handed out to the players that attend. (Sunday will be repeat of Saturday’s game)

**Mouse Guard – RPG**  
Saturday 3-6pm  
(Activity Room B – 3rd Floor)
Ran by Scott Jackson

Players take on the brave members of the Mouse Guard, warriors & protectors of the Mouse Territories, carrying out missions to protect mice from dangers such as predators, weather, & even other mice. Players work together in a team to accomplish their mission & deal with any plot twists that come their way. No experience or background is needed, but reading at least some of the Mouse Guard graphic novels before playing will help you enjoy the game even more. All materials will be provided and rules will be taught to any new players to the game.
### Dungeons & Dragons – RPG (Old Main – 2nd Floor)

**Session 1: Saturday 10am-2pm & Session 2: Sunday 4pm-8pm (3-6 Players/4hrs)**  
**Run by Clark Lindsay**

A representative of the New Sharn Lighting Rail Company has hired you, a legendary group of bounty hunters, to solve an impossible mystery that has plagued the corporation’s operations for months. Join this group of heroic adventurers on a quest set in the world of Eberron! A mix of traditional D&D elements, pulp noir, epic western, and dark fantasy, Eberron is like no other setting you’ve explored. All supplies will be provided and basic knowledge of role-playing games is preferred but not required. Players will be given fifth level pre-generated characters.

**Session 3: Saturday 10am-2pm & Session 4: Sunday 4pm-8pm (3-6 Players/4-5 hrs)**  
**Run by Shawn Duncan from Greyhawke Gamers Guild & Castle Perilous (Carbondale, IL)**

Revolution threatens the Rosarian Empire! Unknown enemies of the state have abducted Overseer Torlono in Canton Veronia. The Rosarian Special Security Force is deployed to investigate the kidnapping and rip out the treasonous weeds taking hold in Veronia. Will the players destroy the rebels and protect the Empire or will they abandon their duty and join the revolution to fight for the common man?

A 5th level D&D adventure for 4-6 players in a new original setting. Pregenerated characters will be provided for players to choose. The game session should be completed in 4-5 hours."

**Session 5: Saturday 10am-2pm & Session 6: Sunday 10am – 2pm & Session 7: 4pm-8pm (4-6 Players/4hrs)**  
**Run by William Thomas from MHS Tabletop Gaming (Murphysboro, IL)**

A home brewed 5th Edition world. Players will take on beautiful sites in this 3rd level campaign. Anyone can join when they would like, pregenerated characters are able to be acquired, but players are encouraged to bring their own non homebrew characters of third level in. It will be a laid back play style, but it still will have some difficulty.

**Session 8: Saturday 10am-2pm & Session 9: Sunday 4pm-8pm (3-6 Players/4hrs)**  
**Run by Grantland Gamster**

A high fantasy D&D game starting at 5th level centered in the coastal city of Eurissa. The players will be on a magical quest to seek out and destroy the dark wizard Defran Woodrow high in his keep guarded by elementals of every sort. Characters will be pre-made for players. There will be maps and miniatures in use.

**Session 10: Sunday 10am-2pm (Up to 6 Players/4hrs)**  
**Run by Gary Smith from Castle Perilous (Carbondale, IL)**

Your party loosely referred to as the Seekers is for hire and specializes in obtaining the hard to get, retrieve, and or capture! This is probably why the sage and book collector Xilander Bluefire has contracted your group to acquire and return to him the long-lost tomb called, “Metals that Bind Magic” written by Kaylar Stormhammer. The book long lost is again found or so says Xilander. All your group has to do is go get it from the cursed village of Blackstone. Dungeons & Dragons 5th Edition. Pregenerated Characters of 5th level provided. Some experience preferred but not necessary. Roleplaying, Problem Solving, and Moderate Combat

**Session 11: Saturday 4-8pm (Up to 6 Players/4hrs)**  
**Run by Gary Smith from Castle Perilous (Carbondale, IL)**

The Dwarves of Frigid Black Iron Mountain are reclusive and mistrust all outsiders. It has been 27 years since any dwarf from this clan has been seen or heard from. This night is different, a warning fire has been spotted on top of Ice Fang Crest, a long almost forgotten signal requesting assistance by the dwarven clan. A party of adventurers are being sent to see what could cause the use of this nearly forgotten signal. Grab you gear and prepare for a trek into the icy mountains that lie ahead. Dungeons & Dragons 1st Edition (AD&D). Pregenerated Characters of 6th – 7th level provided. Some experience preferred but not necessary. Moderate Roleplaying Heavy Combat

**Session 12: Saturday 4pm-8pm & Session 13: Sunday 10am-2pm (3-8 Players/4 hrs)**  
**Run by Dakota Hinkle**

An intro to D&D 5e for newcomers and veterans alike. A level 5 adventure for 8 players set in the under dark and feywild. Character sheets will be provided. Title: Into the Dark.
**Session 14: Saturday 4pm-8pm & Session 15: Sunday 10am-2pm  (3-7 Players/ 4 hrs)**
Ran by Adam Busenbark

Join the 6th annual Adventure Games and brave the main event as you and your team strive to survive the Deadly Dungeon Delve in this spirited session of 5th edition Dungeons and Dragons. Clear the challenges, grab the treasure, and beat the other adventuring parties to claim the prize! No experience required and all materials provided, including a selection of pregen 3rd level characters for simplicity's sake. There will be a limited number of pencils, folders, and dice available for participants to keep.

**Session 16: Saturday 10am-2pm & Session 17: Sunday 10am-2pm  (4 Players/ ~4hrs/ Ages 6-13)**
Ran by Cody Boker

A child’s introduction to role-playing games, through loose mechanics, open reigns and little to no violence. Based off of D&D 5th edition, a loose structure that let’s kid imagine what they want to be before the rules. Parents necessary for ages 6-10, and encouraged for 11-13, and will be asked to play small parts during the game. Someone has stole the pieces to the Rainbow Bridge, and Henry, the guardian, has to stay at his post. Henry needs some heroes to help him find the pieces of the Rainbow Bridge and put it back together before his boss, the King, comes back home for his nap! Find where the pieces went, and figure out the mystery before Henry gets in the biggest trouble of his life! Henry says, if you do, there’s something quite shiny in it for each hero who helps him out!

**Session 18: Saturday 4pm-8pm & Session 19: Sunday 4pm-8pm  (5 Players/ 4 hrs)**
Ran by Cody Boker

Before you is an old cabin, clearly rotting in the midst of a decaying forest. It started with a strange gnome with a strange request, "Find the Tree of DonDossa". It took you and your team months to figure out the leaves were just books, but it took you much longer to realize that these books were written by mad people. Your latest clues lead you to this cabin, and the 3rd book in the series, "The Demonic Leaves of Udatl". Already knowing there’s more to meet the eye, you and your team prepare yourselves to find the next of the "leaves" and one step closer to preventing the second coming of DonDossa, the Umbral Mage. This is a 5th Edition Dungeons and Dragons game. 5th level Pre-generated characters are available for new players, for experienced players build a level 4 character with Point Buy, average HP rolls, 400 gold pieces to buy any non-magical equipment you may need.

**Session 20: Sunday 10am-2pm  (Up to 6 Players/ 4-5hrs)**
Ran by Sarah Melton

After magical fallout alters the landscape of their world, people retreat to warded cities powered by magical crystals. When the city of Evermir’s powercore starts to fail, the PC’s must venture out into the wasteland to find a replacement. 5th-Ed Post-Apocalyptic Sci-Fi meets Sword and Sorcery. Level 8 pre-generated characters. Prefer experienced players.

**Session 21: Saturday 10-2pm  (3-6 Players/ 4hrs)**
Ran by Brandon Hale from Castle Perilous (Carbondale, IL)

A group of brave adventurers brave an underground cavern system to defeat the undying menace that has haunted the lands above for the last 100 years!!! (AD&D 2ed)

**Session 22: Saturday 4-8pm  (3-7 Players/ 4hrs)**
Ran by Keith Surman

In a land of islands floating in a plane of infinite skys connected by airships and dragon flight, party is tasked with a simple delivery between islands... what could go wrong? D&D 5th edition. 6th level pregenerated characters will be provided. Mix of combat and role play, theater of the mind.

**Session 23: Saturday & Sunday 4 -8pm  (3-5 Players/ 4hrs)**
Ran by Darryl Jones  from Greyhawke Gamers Guild (Carbondale, IL) & Splattered Ink Games (Murphysboro, IL)

Dobbers D&D: The Alwaysgreen Forest needs heroes to stop the mysterious spreading rot. Dobbers are a gnome-like creatures in a whimsical, family friendly adventure, full of twists, turns and crazy creatures. (5e) Welcome to the Alwaysgreen forest! Dobberton is glad and thankful for your heroic deeds this day. Show up 15 minutes early so you have time to meet your co-adventurers and Dungeon Master. You can read about the campaign setting at: http://splatteredink.com/2018/01/18/introduction-to-the-dobberscampaign-setting/
**Starfinder & Pathfinder –RPG (Old Main – 2nd Floor)**

Ran by Phillip Pierce-Savoie from Southern Illinois Paizo Organized Play Society (Carbondale, IL)

Pathfinder first edition, Pathfinder 2nd edition, and Starfinder demos and Organized Play scenarios. Everything will be provided for the demos. Players should bring polyhedral dice, paper, & a writing utensil to regular scenarios. Players may bring characters build according to Pathfinder & Starfinder Roleplaying Guild Guide Requirements.

10:30am Saturday

- Session 1: PFS 2e Quest 1A: The Sandstone Secret Run by Tim Heath
- Session 2: PFS 2e #1-01: The Absalom Initiation Run by Marc Waschle
- Session 3: SFS Quest: Into the Unknown Run by Phillip Pierce-Savoie
- Session 4: SFS 1-09: Live Exploration Extreme! Run by Patrick Scott
- Session 5: PFS 1e 6-98 Serpents Rise Run by Zackery Kuehn
- Session 6: PFS 2e #1-01: The Absalom Initiation Run by Matt Scarborough
- Session 7: PFS 1e 10-16: What the Helms Hide Run by Hannah Ratliff

10:30am Sunday

- Session 8: PFS 2e Quest 1A: The Sandstone Secret Run by Dustin White
- Session 9: PFS 2e #1-01: The Absalom Initiation Run by Marc Waschle
- Session 10: SFS 1-16: Dreaming of the Future Run by Patrick Scott
- Session 11: SFS 1-28: It Rests Beneath Run by Tim Laggart
- Session 12: PFS 1e 7-98 Serpents' Ire Run by Zackery Kuehn
- Session 13: PFS 2e #1-02 The Mosquito Witch Run by Kyndra White
- Session 14: PFS 1e Quest: Silverhex Chronicles Run by Phillip Pierce-Savoie
- Session 15: PFS 2e Quest 1A: The Sandstone Secret Run by Matt Scarborough

4:00pm Saturday & Sunday

- Session 16: SFS 2-00 Fate of the Scoured God 1-2 Run by Patrick Scott
- Session 17: SFS 2-00 Fate of the Scoured God 1-2 Run by Kyle Ashcroft
- Session 18: SFS 2-00 Fate of the Scoured God 3-4 Run by Marc Waschle
- Session 19: SFS 2-00 Fate of the Scoured God 5-6

OR If there is no special:

- Session 20: PFS 2e Quest 1A: The Sandstone Secret
- Session 21: PFS 2e #1-01: The Absalom Initiation
- Session 22: SFS 1-12: Ashes of Discovery Run by Kyle Ashcroft
- Session 23: SFS 1-00: Claim to Salvation Run by Phillip Pierce-Savoie
- Session 24: SFS 1-00: Origin of the Open Road Run by Marc Waschle
- Session 25: SFS 10-18: The Daughter's Due Run by Zackery Kuehn
- Session 26: PFS 2e 1-00: Origin of the Open Road Run by Marc Waschle

**Descriptions:**

**PFS (2) #1-01: The Absalom Initiation (Levels 1-4)**

A new era is beginning for the Pathfinder Society, with new recruits and new factions all excited to build connections and embark on grand adventures. The PCs are among these recruits invited to attend a welcoming party where they can meet both the old guard as well as the up-and-coming leaders. But the party’s not all talk; the PCs learn of four exciting escapades in Absalom, through which they can kick off their adventuring careers! This adventure’s individual missions include numerous variations that make each play-through exciting and different. Written by Lzy Liddell. Scenario Tags: Repeatable

**PFS (2) 2e #1-02: The Mosquito Witch (Levels 1-4)**

Decades ago, witnesses reported a fearsome cryptid outside of the quiet River Kingdoms town of Shimmerford. Dubbed the Mosquito Witch, it was rarely seen since and quickly became a beloved local legend that the town celebrates and promotes to attract visitors. But when recent attacks began savaging livestock and townsfolk alike, many have started believing the Mosquito Witch was real all along. The PCs travel to Shimmerford to unravel the cryptid mystery, but might they just become the witch’s next victim? Written by Eleanor Ferron. Scenario Tags: None

**SFS #2-00: Fate of the Scoured God (Levels 1-2)**

(Pregenerated Characters Available) Led by their divine herald, Dhurus, the jinsuls spent the last year converting their ancestral homeland into a war factory. No longer able to ignore the jinsul threat, the Starfinder Society and its allies undertake a final mission to end the menace. While failure could lead to the death of many, the true threat lies with Dhurus’ scheme to wake the hidden god of the Scoured Stars and dominate the known galaxy. Content in Fate of the Scoured Gods follows-up on the events of SFS #1-99: The Scoured Stars Invasion and SFS #1-39: The Herald’s War. Content in this scenario contributes to the ongoing goals of both Second Seekers factions and concludes the Year of the Scoured Stars. Written by Christopher Wasko.
Starfinder Society Roleplaying Guild Quest: Into the Unknown
A series of five Starfinder Quests designed for 1st-level characters. When a mysterious visitor comes to Absalom Station selling items belonging to a lost Starfinder, the Starfinder Society takes note. The PCs are dispatched to discover out how the recent arrival found these items, leading them on a series of quests beyond the Pact Worlds and into the stars. Into the Unknown includes five, 1-hour adventures that take the PCs from exploring Absalom Station, to partaking in starship combat, to exploring an alien world. The fifth adventure in the series provides a stunning conclusion that takes the PC’s previous accomplishments into account for a climactic final showdown against an enemy starship.

Starfinder Society Roleplaying Guild Scenario #1-09: Live Exploration Extreme!
A Starfinder Society Scenario designed for levels 1–4. Although the Society was unaware of what existed within the false moon Salvation’s End when it obtained exploration rights, Starfinders have since identified a vast, uncharted megacomplex within. The Society’s ready to launch its first major expedition into the interior, yet there is one slight complication: in order to fund its initial survey missions, the Society accepted a grant that requires this first mission be televised by an Eoxian reality show. What is already a momentous mission for the Society is only exacerbated by the mandatory presence of an unliving camera crew—not to mention the interference of the live studio audience in orbit! Can the PCs uncover the secrets of Salvation’s End while upholding the Society’s publicity deal (perhaps becoming celebrities in the process)? Content in Live Exploration Extreme! is a continuation of the Starfinder Society special, Starfinder Society #1–00: Claim to Salvation.

Pathfinder Society Scenario #6-98: Serpents Rise
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. All that remains are several key preparations that only an elite team of Aspis agents can arrange, and once the fireworks begin, these same agents must strike quickly and mercilessly to secure objectives—some shared and some connected to deeper plots—and escape without the Society being any the wiser. In this adventure the players portray agents of the Aspis Consortium using 7th-level pregenerated characters. The events in this story also connect to and expand upon those in Pathfinder Society Scenario #6-97: Siege of Serpents. Note: Serpents Rise is a limited release scenario. It may be run anywhere, but only by 4- or 5-star GMs.

Pathfinder Society Scenario #10-16: What the Helms Hide
A series of four quests designed for levels 1-5. Disagreements among the Pathfinders erupted into violence 300 years ago, spurring the Society’s leaders to don helms that hid their identities and protected them from assassins. These ten members of the Decemvirate have remained anonymous to this day, but a recent discovery may uncover new information about this dangerous part of the Society’s history. With a unique window into the past, it falls to the PCs to identify these original leaders and the secrets they buried before donning the helms—in the process helping to unveil a hidden threat to the Society. What the Helms Hide includes four 1-hour adventures that send the PCs across the Inner Sea region to uncover the secretive Decemvirate’s past. The series includes a finale adventure, but players can experience the other parts in any order.

Starfinder Society Roleplaying Guild Scenario #1-16: Dreaming of the Future
A series of four Starfinder Quests designed for levels 1–4. The Starfinder Society pursues the dream visions of a Liavaran dreamer, seeking information lost in a time before the Gap. Three broken fragments form the key to a forgotten repository of knowledge hidden within the Pact Worlds. It’s up to the PCs to find these missing fragments and brave the dangerous relicary to secure a new source of prescient knowledge for the Society. Dreaming of the Future includes four, 1-hour adventures that take the PCs into the asteroid field of the Diaspora and across the Pact Worlds of Aballon, Liavara and Verces. Scenario Tags: Quest, Repeatable, Starship

Starfinder Society Roleplaying Guild Scenario #1-28: It Rests Beneath
A Starfinder Society Scenario designed for levels 1-4. Dispatched by the Wayfinders’ faction leader to a Near Space world, the PCs have orders to assist a local Starfinder research outpost. The outpost’s head researcher sends the PCs on a mission to explore a strange calcified region, which soon reveals that there’s more happening on this world than first appears. Scenario Tags: Faction (Wayfinders), Vehicle

Pathfinder Society Scenario #7-98: Serpents’ Ire
A Pathfinder Society Scenario designed for 8th-level pregenerated characters. 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. This shall not stand. He has assembled a team of top agents—including both new faces and veterans of the attack on the Grand Lodge a year ago—to infiltrate the operation and shut it down by any means necessary. In this adventure the players portray agents of the Aspis Consortium using 8th-level pregenerated characters. Content in Serpents’ Ire also ties into a special metaplot element from Pathfinder Society Special #6-98: Serpents Rise. Players who have completed that special event are encouraged to bring its Chronicle sheet when playing this adventure. Note: Serpents’ Ire is a limited release scenario. It may be run anywhere, but only by 4- or 5-star GMs.

Pathfinder Society Quest: The Silverhex Chronicles
A series of six Quests designed for 1st-level characters. When the daring half-orc scholar Ulisha enrages a noble family in the River Kingdoms, she contacts the PCs with a special deal: she will sell them a unique and ancient druidic relic at a steep discount to secure the gold she needs to pay off her bounty. By the time the PCs arrive to meet her, she has gone into hiding. However, she has left behind a journal full of profitable leads as a sign of good faith. Can the PCs recover this hidden wealth and claim the powerful Silverhex before an assassin finds their friend? The Silverhex Chronicles includes six, 1-hour adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed
village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world.

**PFS 1e Quest: Silverhex Chronicles**
A series of six Quests designed for 1st-level characters. When the daring half-orc scholar Ulisha enrages a noble family in the River Kingdoms, she contacts the PCs with a special deal: she will sell them a unique and ancient druidic relic at a steep discount to secure the gold she needs to pay off her bounty. By the time the PCs arrive to meet her, she has gone into hiding. However, she has left behind a journal full of profitable leads as a sign of good faith. Can the PCs recover this hidden wealth and claim the powerful Silverhex before an assassin finds their friend? The Silverhex Chronicles includes six, 1-hour adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story. These Quests are designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world.

**Tournaments** *(Located in International Lounge- 2nd Floor & Renaissance Room – 1st Floor)*

*All tournaments have prizes and no admission fees!!!***

**Player Responsibilities**
- Know and follow the most current and applicable rules for the game you are playing, and tournament policies.
- Follow instructions of any judge or tournament official.
- Act in a sporting and respectful manner at all times.
- Act responsibly and professionally while at, or near, the tournament site.
- Clearly communicate each move made during game play.
- Keep hands and cards above the table during matches.
- Notify an opponent if he or she fails to follow any game rules or incorrectly tracks game score or life totals during a match, regardless of whom the error benefits.
- Avoid talking to any spectators during a match.
- Avoid swearing or using inappropriate language or gestures.
- Avoid making offensive comments to any player or official.
- Avoid insulting opponents or opponents' strategies and play skills.

*Please keep in mind that not following the above guidelines could result in being removed from the tournament.*

**Red Dragon Inn** *Hosted by Slugfest Games/ Run by Jeff Punske* *(International Lounge – 2nd Floor)*

You and your adventuring companions will spend the night drinking, gambling, and roughhousing. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game. Tournament will start at 4pm Saturday & Sunday.

**Catan National Qualifier** *Hosted by Catan Studios/ Run by Paul Ruez* *(International Lounge – 2nd Floor)*

This is an official Catan National Qualifier Tournament. The winner of this tournament wins a seat at the 2020 Catan United States Championship held at the Origins Game Fair in Columbus, Ohio. The tournament consists of a preliminary round with all participants playing three games. The top 16 players advance to the semi-final round consisting of one game. The top four players advance to the final round consisting of one game to determine the final winner. All participants must be US Citizens/Permanent Residents and be 18 years of age or older. Prizes will be awarded for top 16 players, top 4 players, and the 1 final winner. Prizes will be announced closer to the event. There are no time limits. This is just a tentative schedule.

**Saturday, September 28th – Preliminary Round**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>10:00am-12:30pm</td>
<td>Game 1</td>
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<tr>
<td>12:30pm-1:30pm</td>
<td>Lunch</td>
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<tr>
<td>1:30pm-4:00pm</td>
<td>Game 2</td>
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<tr>
<td>4:00pm-4:30pm</td>
<td>Break</td>
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<tr>
<td>4:30pm-7pm</td>
<td>Game 3</td>
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</table>
16 Winners proceed to Semi-Final Round if more than 24 players and awarded prizes Or 16 Winners proceed to the Final Round if not more than 24 players and awarded prizes

**Sunday, September 29th – Semi-Final Round (Only if have more than 24 players)**

10:00am-12:30pm 1 Game

4 Winners proceed to Final Round and awarded prizes

**Sunday, September 29th – Final Round**

2:00pm-4:30pm 1 Game

1 Winner Proceeds to 2020 Catan National Championship & awarded prize

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**Key Forge Hosted by Game Nite & Moonbase Market (St. Louis, MO)**

*Ran by David Duncan (In International Lounge)*

Newly released mega sensation card game. Keyforge is created by Magic the Gathering creator Richard Garfield. Each deck in play is unique & preconstructed. Players simply need a deck of cards & any tracking tokens. Play level is for ages 8 to 100.

Learn to Play / Open Play - Open to all during all operating hours. Demo decks and supplies will be available – Nothing required in this area. Staff member will be onsite to teach and assist with questions.

**Tournament** – 3 round tournaments. Some scheduled and some “On Demand”. Decks and supplies should be provided by the players. Decks must be registered on the Master Vault. Players must have Keyforge app for sign in. Judges will be on hand to address questions, rulings and disputes.

**Main Event** - Grand prize, 2 day tournament. Registration required. Must supply 3 owned and registered decks and needed game supplies. Judges will be on hand to address questions, rulings and disputes.

**Formal Organized Tournament Play** – Players should have good understanding of rules and gameplay. Players are responsible for maintaining proper game state at all times. Players are expected to follow the game’s rules, remembering to perform actions and use card effects when indicated. It is all players’ responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, he or she cannot retroactively use it without the consent of his or her opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent or forcing a missed opportunity.

**Saturday** –

**Session 1: 10am** –

A - 8 player Sealed Tournament (3 rounds of play) Preregistration
B - 8 player Sealed Tournament (3 rounds of play) Preregistration
C - 8 player Sealed Tournament (3 rounds of play) Preregistration

Walkups available if preregistration is not filled.

**Session 2: 12pm** –

A - 8 player Sealed Tournament (3 rounds of play) Preregistration
B - 8 player Sealed Tournament (3 rounds of play) Preregistration
C - 8 player Sealed Tournament (3 rounds of play) Preregistration

Walkups available if preregistration is not filled.

**Session 3: 2pm** –

A - 8 player Sealed Tournament (3 rounds of play) Preregistration
B - 8 player Sealed Tournament (3 rounds of play) Preregistration
C - 8 player Sealed Tournament (3 rounds of play) Preregistration

Walkups available if preregistration is not filled.

**Relaxed Organized Play** -

Saturday –
10:00 am – 2:00pm  On Demand Pods – Minimum of 4 players / up to 8. These Tournaments can be sealed (new unopened box) or Archon (Bring your own open deck) based on interest level of those in attendance at that moment.

This play is more relaxed tournament and players can adjust play at their leisure.

A staff member will be available for questions and rulings.

**Main Event**

**BURN THE STOCKPILE**

**A SURVIVAL TOURNAMENT**

**REGISTRATION REQUIRED**
Saturday Check in begins at 3pm and closes at 5pm. Tournament will begin no later than 5:30pm.
This is a Two Day Survival Tournament. On day 1, you remain in play until all 3 decks have been removed from play. If you survive day 1, you qualify for day 2. Day 2 is a single elimination tournament using your current legal deck until the finals. The finalist will play an Adaptive best of 3 series for the Championship.

Players should have firm understanding of rules and gameplay. Players are responsible for maintaining proper game state at all times. Players are expected to follow the game’s rules, remembering to perform actions and use card effects when indicated. It is all players’ responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, he or she cannot retroactively use it without the consent of his or her opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent or forcing a missed opportunity.

Day 1
Players must have Keyforge app for sign in.
Players must bring 3 decks registered on the Master Vault.
Players will number the decks 1, 2, and 3.
Players will use their First deck until they lose with it, then it is removed from play. Then they must use deck number 2. When they lose with deck 2 they must use deck 3. If you lose with all 3 decks in the first day of play, you are eliminated from this tournament. There is a target of 6 rounds maximum for day one but may be adjusted based on registration.

Day 2
Players who had 2 or fewer loses, qualify for day 2 play. Players will use the last legal deck from day 1 for all games on day 2. This is a single elimination day. Once a player loses they are removed from this tournament. Players will advance until 2 players remain. They will advance to the Championship round using the Adaptive format. This is a best of 3 format. Players play game 1 with their own deck. Game 2 will be played with the opponents deck. If the score is tied, players will bid chains to use the deck that won both rounds. Chain bidding begins with the owner of the winning deck at zero chains and the opponent can counter bid. Bidding continues until a player passes and the winning player plays that deck with the agreed number of chains.

Pokemon
Hosted by The Game Table (Carbondale, IL)/ Ran by Blake Turpin (International Lounge – 2nd Floor)

Saturday: Beginners

Need to purchase 6 packs of Pokemon from vendor hall and to remain unopened

10am-12pm Tutorial session where participants get to: open the packs, be shown how to build a deck, taught the basic fundamentals of the game, and simple strategy

1:00pm Beginner tournament starts
1:00pm-1:40pm Round 1(40 min)
1:40-1:50 Break (10 min)
1:50-2:20 Round 2 (40 min)
2:20-2:30 Break (10 min)
2:30-3:10 Round 3 (40 min)

Sunday: Advance Play Standard Tournament

Pack per round win with 1 pack for entry

Players need a standard legal deck, dice, a gx counter, & a way to represent poison/ burn.

4:40-4:45pm Round 1(40 min)
4:40-4:50pm Break (10 min)
4:50-5:20 Round 2 (40 min)
5:20-5:30 Break (10 min)
5:30-6:10 Round 3 (40 min)

Warhammer 40K
Hosted by Castle Perilous (Carbondale, IL & Southern Illinois Wargaming)/ Ran by Kurt Schilling (Renaissance Room – 1st Floor)

Saturday
10 - 10:20 = Tournament registration
10:30am - 1:15 = round 1
1:15 - 2:00 = lunch break
2:00 - 4:45 = round 2
This is an 2000pt, ITC format Rogue Trader Tournament. All models must be ”WYSIWYG.” Painted armies are preferred but not required. This event is listed on the Best Coast Pairings app/site. More details will be posted there and on the Southern Illinois Wargaming Facebook page.

**Sunday**
Open Play from 11am-6pm

**Star Wars Destiny** Hosted by Fox Comics & Games (Marion, IL) / Ran by Carl Harris (International Lounge – 2nd Floor)

**Saturday: Standard**
- 12:30pm-1:05pm  Round 1 (35 min)
- 1:05pm-1:40pm  Round 2 (35 min)
- 1:40pm-2:15pm  Round 3 (35 min)

**Prizes:** Alternate Art Cards

**Sunday: Trilogies**
- 12:30pm-1:05pm  Round 1 (35 min)
- 1:05pm-1:40pm  Round 2 (35 min)
- 1:40pm-2:15pm  Round 3 (35 min)

**Prizes:** Alternate Art Cards

**Star Wars X-Wing** Hosted by Dragon’s Hoard Gaming (Paducah, KY)/ Ran by Bob Mitchell (International Lounge – 2nd Floor)

In X-Wing Second Edition, you assemble a squadron of iconic starfighters from across the Star Wars saga & engage in fast-paced, high-stakes space combat with iconic pilots such as Luke Skywalker & Darth Vader.

200 Points Hyperspace Format  Rounds will depend on participation.

**Saturday**
- 12pm-1:15pm  Round 1 (1hr 15 min)
- 1:15pm-1:30pm  Break (15 min)
- 1:30pm-2:45pm  Round 2(1hr 15 min)
- 2:45pm – 3:00pm  Break (15 min)
- 3:00pm-4:15pm  Round 3(1hr 15 min)

**Sunday: Open Play**

**Magic the Gathering** (International Lounge – 2nd Floor)

**Saturday: Beginner Magic Day**

9am-1pm  Registration for Magic Events

Beginner tournament participants need to purchase 2 -3 booster packs in vendor hall. Do not open booster packs. You will submit these to the judge. If you plan on participating in the beginner tournament, you will also need to attend the Learn How to Play session. The beginner tournament is for those who are just learning how to play.

10am-12pm  "Welcome to Magic: Learn How to Play” ran by Nathan & Adrienne Sanford

Participants will receive a Magic deck to learn how to play the game. Then this deck will be kept for the beginners’ tournament starting at 1pm if you so choose to participate in the tournament. It will be returned to you for tournament use by tournament officials.

1pm Beginner Tournament ran by James Elliott

- 1pm-2pm  Tournament Deck Construction (Non-sanctioned)

Participants will build their decks. We have experienced players who have volunteered to assist you in building your deck. Decks will consist of starter deck received from the Learn How to Play session and cards from the booster packs you purchased.

2pm  Game play begins.
Participants will receive a promo card for playing & a booster pack for each round won. Winner will receive choice of Magic play mat or Magic coasters. Second place will receive the remaining prize. Limited seating. Preregistration available in Event Brite. If any seats left, walk ups will be taken.

**Sunday: Magic Constructed Modern Tournament (Non-sanctioned)**

Please be aware that you can’t use the new prerelease cards in this tournament.

9am-10:30am  Registration & Create Deck Lists

10:30am  Magic Constructed Modern Tournament Begins  Run by James Elliott

Players will receive a promo card and one booster pack for each round won. These will NOT be booster packs of the new prerelease. Winner of tournament will receive a Wyrmwood deck box. Other prizes may be announced later. Limited seating. Preregistration available in Event Brite. If any seats left, walk ups will be taken.

**Legendary: A Marvel Deck Building Tournament**  Run by Jim and April Imhoff  
(International Lounge – 2nd Floor)

Saturday  10am -3pm  with a hour break for lunch determined by judge

Three rounds will be played and victory points will be tracked. At end of third round, player with most victory points will be declared first place winner and take home a play mat. The second place winner will win an acrylic card. And everyone who played will receive a special foil promo card.

10 Seats Available – Preregistration will be in Event Brite. If any seats remain after preregistration, walk in players are welcome.

**Infinity**  Hosted by Corvus Belli/  Run by Andrew Haar  
(International Lounge – 3rd Floor)

Infinity recreates Direct Action operations, high-stakes missions on the battlefront or behind enemy lines, where victory or death are a trigger pull away. Players command a small group of elite soldiers, chosen for their suitability for the mission parameters at hand. Each battle calls for a different composition, and building an effective team from hand-picked members of different regiments is key to a successful operation.

**Sunday’s Narrative Event:**

“Reclaiming Avalon Station”

The missions will take place on a rediscover Knight Templar space station. Located away from the prying eyes of A.L.E.P.H., this massive space station was the site of a former Knight Templar R&D program.

All contact with the initial O-12 survey team has ceased. Their initial reports indicated that Avalon Station housed magnificent technologies, that could push the Combined Army out of the Human Sphere for good.

Every major human power has sent elite teams to claim any technology they can lay their hands on. Speculo agents have leaked the initial reports to the forces of the E.I. and the Spiral Corps have passed the info on to the remaining Tohaa forces in the Human Sphere.

The race for the future of the Human Sphere is on! Will you do your part?

You will need to bring one 300 point list with a 12xp Spec Ops, who must be a hacker.

**Family Area**

Run by Edie Ruez from Little Egypt Senet House

**All children must be accompanied by an adult.**

**Card & Board Games for All Ages**  Saturday & Sunday  
(Saline Room - 2nd Floor)

10:00 - 5:00  Open gaming (card/board games for all ages)  Teaching of games will be available.
Life – Sized Games  Saturday & Sunday  (Mackinaw Room – 2nd Floor)

Game 1:  10:00 - 10:30  Life-Size Candyland  8 players ages 12 and under
Game 2:  10:30 - 11:00  Life-Size Candyland  8 players ages 12 and under

Game 3:  12:00 - 12:30  Life-Size SIUC Memory  8 players
Game 4:  12:30 - 1:00  Life-Size SIUC Memory  8 players

Game 5:  2:00 - 2:30  Life-Size Angry Birds  8 players
Game 6:  2:30 - 3:00  Life-Size Angry Birds  8 players

Game 7:  4:00 - 4:30  Life-Size Space Invaders  8 players
Game 8:  4:30 - 5:00  Life-Size Space Invaders  8 players

Lego & Art Tables for Children  Saturday & Sunday 10am -5pm  (Iroquois Room)

Star Wars: X-Wing Children’s Maze  Ran by Bill Porter  Saturday  1pm-4pm & Sunday  10am- 1pm  (Missouri Room)

This is a Star Wars X-Wing Crawl through maze designed just for children.