

PrairieCon XXXI

Games Convention



A Festival of Gaming

June 4- 6, 2010

Brandon University Gymnasium
Brandon, Manitoba

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Welcome to PrairieCon,

Manitoba's largest and longest-running game convention.

This year marks the 31st edition of PrairieCon. This year we are featuring a record number of games and a number of small improvements that we hope will make this year's convention even better than its predecessors!

PrairieCon Inc. is a not-for-profit organization dedicated to supporting the Brandon area gaming community and promoting gaming in a friendly and non-competitive environment. Every year we host a weekend-long convention: a veritable festival of games, tournaments, workshops, contests, and prizes. We have events to satisfy every gaming appetite, and we accept all gamers aged 10 and up.

This program details all of the information that you will need in order to make the most of your PrairieCon weekend. This year, our convention is once again divided into eight slots, with each slot containing a wide selection of games from which players can choose. If you have never attended PrairieCon before and simply wish to observe, you are welcome to do so free of charge. For those that have pre-registered, we request that you confirm your registration at the PrairieCon Office when you arrive. If you have any questions that this program booklet does not answer, you can find more information at www.prairiecon.com, or email us at chair@prairiecon.com.

PrairieCon XXXI will be held on June 4, 5, and 6, 2010 at the Brandon University Gymnasium, on the southwest corner of 20th Street & Louise Avenue in Brandon, Manitoba.

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Convention Info

Registration

You can register for PrairieCon XXXI in one of two ways. You can register at the door at any time during the convention weekend, or you can pre-register by purchasing an advance pass online, starting in late April, at our website: www.prairiecon.com.

Important Note: Starting this year, advance passes are not longer being sold at retailers. We have switched to the online pass sales to facilitate access for our out-of-town guests and to eliminate what was often a complicated process.

The advance pass grants you full access to all PrairieCon games and events. Within 24 hours of purchasing an advance pass on our website, you will be emailed a unique registration number. By entering the number from your advance pass into our on-line registration system (also found at www.prairiecon.com) you will be able to pre-register your game choices. This way, you can be sure to reserve a spot for yourself in the games you want to play. Make sure you keep your registration number and bring it to the convention, as you will need it to confirm your registration. If you purchase an advance pass but do not pre-register your games, the pass is still valid—just bring it with you and you can register your games at the door.

Please keep in mind that you must show up for your events within 10 minutes of the scheduled start time, or your spot in those events may be forfeited. If you know that you will be unable to attend one of your registered events, please let us know as soon as possible so that we can make your spot available for someone else.

If you have any questions regarding the purchase or use of advance passes, please email us at chair@prairiecon.com or visit our website at www.prairiecon.com.

Fees

Please note that, as in previous years, some games that incur extra expenses may require an additional fee (please see the individual game descriptions).

	<u>Under 15</u>	<u>15 and over</u>
Weekend Pass	\$5.00	\$20.00
Day Pass (at the door only)	\$5.00	\$10.00

Accommodations

This year we are pleased to provide our out-of-town convention guests with access to reasonably-priced accommodations at the Brandon University Residence. Current rates are \$25.95+tax/person per night for single occupancy or \$22.95+tax/person per night for double occupancy. Rooms are fully furnished residence rooms with semi-private bathrooms, air conditioning, linen, towels, and soap provided. For more information, or to book a room, please contact the residence office at (204) 727-7394 or (204) 727-9761, and mention you are attending PrairieCon. Be advised you will need to pre-pay at least one night via credit card and this charge will NOT be refundable. Reservations can be made up until June 1.

Convention Info

Map



PrairieCon Office

The office is located in the lounge at the northeast corner of the Brandon University Gym, just inside the front door. Please report to the office when you first arrive at PrairieCon.

At the office you will be able to:

- Pay fees
- Confirm your pre-registration
- Register at the door
- Purchase PrairieCon XXXI T-shirts
- Drop off items for the auction
- Change your game selections
- Submit your entry for the Cover Story contest
- Find PrairieCon volunteers to answer any questions that you might have
- Borrow board games
- (for GMs) pick up lists of players who have registered for your event

If you have any questions or require information about the convention or any of the weekend's events, please contact the PrairieCon office. We can be reached any time throughout the weekend by calling (204) 720-9119.

Convention Info

Convention Schedule

Friday, June 4	5:00-6:00pm	Registration
	6:00-9:30pm	Slot 1
	9:30-1:00am	Slot 2
Saturday, June 5	8:00-8:30am	Registration
	8:30-Noon	Slot 3
	Noon-1:00	Lunch
	1:00-4:30pm	Slot 4
	4:30-6:00pm	Supper Break & Auction
	6:00-9:30pm	Slot 5
Sunday, June 6	9:30-1:00am	Slot 6
	9:30-1:00pm	Slot 7
	1:00-2:00pm	Lunch & Awards
	2:00-5:30pm	Slot 8

PrairieCon Barbeque

What are your plans for lunch? PrairieCon will again be hosting a barbeque during the lunch hour on Saturday. Held on-site, the barbeque will offer reasonably priced hamburgers and hotdogs, as well as drinks, chips, chocolate bars, and other canteen fare. Time is usually a precious commodity during PrairieCon weekend, and this is a great option for hungry players who want to get back to their gaming as soon as possible.

Games Auction

The PrairieCon auctions are a great opportunity to pick up used games and accessories at a fraction of their original cost. The auctions are held during the supper break on Saturday, so any entries must be received at the office no later than 10am Saturday morning. Magazines, comics, cards, and other small items will not be accepted unless they are to be auctioned in bulk. PrairieCon collects a 15% commission from each item sold and donates a portion to charity.

Awards

On Sunday during lunch, we will announce event and tournament winners, present some prizes, make raffle draws, etc. If you are unavailable to pick up your prizes or awards on Sunday, please notify the PrairieCon office to make suitable arrangements.

Open Gaming

Is your favourite game not in the program? Well, we're sorry BUT we can fix it! We will have tables set aside for open gaming. If you want to line up players, a big sheet of paper will be posted where you can simply scribble down what game you will be running and when. Those interested will write their names underneath. So bring your favourite games and play them with new people.

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Convention Info

T- Shirts

We will have a limited quantity of PrairieCon XXXI T-shirts for sale at the convention, featuring the artwork of artist Ian Sokoliwski. Volunteer gamemasters who run at least four separate games during the weekend will receive a free T-shirt in appreciation for your assistance. We have a variety of sizes available.

This year we are introducing colour-coded t-shirts to help you identify gamemasters and convention organizers. You will be able to identify Gamemasters by their blue shirts and organizing committee members will be wearing red shirts.

For Beginners & Age Recommendations

Perhaps you have never played a role-playing game before, never painted a miniature, never assembled a deck for a collectible card game or even played a strategic board game. No problem! All of our events are open to players who have never tried them before, but some are less intimidating than others. If you aren't used to miniature games and the Warhammer 40,000 Tournament might be a bit much to absorb all at once, check out Heroclix, Horrorclix, or Zombies!!! instead. With that in mind, we have identified some events as "Beginner Friendly." These are games that can be learned quickly and easily by almost anyone, and all of our games have "Game Masters" who are there to help you out. If you still aren't convinced, feel free to come out and watch, free of charge!



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The code is:

PrairieCon2010

Enter it in the Coupon area when ordering to automatically receive the discount. The code is good from June 6 through September 6, 2010.

Tournaments

D&D

This is why PrairieCon was started 30 years ago! The D&D tournament has seen many revisions to the rules, but the basic concept hasn't change: Play D&D, Win Prizes. Is there a better way to spend a Saturday? The 4th Edition will be used. As always, the first two rounds will determine who will be eligible to play in the final round. Anyone can register for one or both of the first two rounds, but you must play in both if you wish to have a shot at the final.

D&D Tournament Round 1: Night Falls

(Role-Playing Game, Beginner Friendly, 12+)

Slot 3

In exchange for help with your private curse, you have been serving as an apprentice to a powerful mage operating a covert sleeper cell inside the Empire-occupied nation of Mayith. Now, just as you have been ordered to act on intelligence to strike at the very heart of the Empire, a dreadful *`accident`* has crippled your benefactor, leaving your group of second level warlock apprentices to complete a mission suited to a group of high level rogues. What could possibly go wrong?

D&D Tournament Round 2: Dim Fates

(Role-Playing Game, Beginner Friendly, 12+)

Slot 4

With your protections gone and the tapestry of your future hanging by threads, you must sack the Temple of Chaos and discover the secret to breaking your dark doom. Will you unravel the mystery before you succumb to your own inner demons?

D&D Tournament Final Round: Manifest Destinies

(Role-Playing Game, Beginner Friendly, 12+)

Slots 5 & 6

With the curses now broken or manifest, you are finally able to throw yourselves at the evil that coils within the heart of the Iron Empire. Compete with the best of the best for the right to a place at the table.

Warhammer

Maxx Collectibles will again be running two official Hall of Heroes tournaments, plus Warhammer Apocalypse on Sunday.

Warhammer Fantasy Battle Tournament

(Miniatures Game, 10+)

Slots 1 & 2

Every realm and kingdom of the Warhammer world is riven by war and destruction, a battleground for mighty armies that advance to the beat of sonorous war-drums and the braying call of trumpets. Wage war in head-to-head miniature combat across tabletop battlefields in the ultimate contest of strategy and skill. This is a tournament-style

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event.

All players must supply their own armies (2250 point fantasy army build) and are required to have a detailed list and an official printed Army Book. 30% of your army must be core troops. Special characters may be used as long as their own restrictions are met. Games will be two hours long, or six turns, whichever comes first.

Warhammer 40K Tournament

(Miniatures Game, 12+)

Slots 3 & 4

The 41st Millennium is a savage future age where Mankind must battle for survival in a galaxy riven by war and destruction. Humanity teeters on the brink of extinction, assailed on all sides by aliens, traitors and Daemons. Only the superhuman strength of the Space Marines and the uncountable numbers of the Imperial Guard stand between the slaving alien hordes and total annihilation. Participate in head to head combat for seven hours in this fun tournament that has been a staple at PrairieCon for more than fifteen years.

All players are required to bring their own army (1750 points), plus a detailed army list and official, printed codes. Special characters may be used as long as their own restrictions are met. Games are two hours or six turns, whichever comes first.

Warhammer Apocalypse

(Miniatures Game, 12+)

Slots 7 & 8

...broadcast on a clear and unsecured channel from colony on outer rim...

Massive Tyranid Swarm has infested systems in the outer rim. All attempts to stop the invasion have failed. Unprecedented civilian and military casualties. All transports and warships still capable of flight are evacuating remaining population but little time remains before the system falls to the swarm...

The Emperor's Council has issued this Declaration of Emergency on his behalf...

All sentient life is threatened by the Tyranid Invasion. We call upon all races to join The Line at Macragge. Send forces to bolster the defense of this defeated world. Stand against the tide, slow its advance. All races stand to lose from the invasion of the Tyranids, and all races will benefit from slowing the advance for one additional minute at Macragge. Survival is unlikely, your victory will be measured in Sacrifice. It will be sacrifice that will allow for the evacuation of the general population of the outer rim, sparing them from the devouring horror of the Tyranids.

One gigantic battle map, two teams, mass carnage. Teams: 'Nids vs Everyone Else. Players are expected to supply their own forces (2000 point armies). Apocalypse rules. If you register, please email Jordan at nykster@mts.net to let him know if you will be playing for or against the Tyranids.



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Magic: The Gathering

This year, Fusion Gaming is joining PrairieCon in offering, for the first time, a full weekend of DCI-sanctioned Magic: The Gathering events.

Magic: The Gathering—Infinite Booster Draft

(Collectible Card Game, 10+, Beginner Friendly)

Slots 1-6

You can also call this a Drop-In Magic Tournament. Maybe you have been knocked out of a Magic event early. Maybe you arrived late. Perhaps you just have a free slot.

This casual event will run from 6pm Friday through to the end of the day on Saturday. The Booster Draft style event will begin as soon as a critical mass of players (8) is reached so that you can participate in a quick Magic tournament with little-to-no advance preparation. Prizes will be awarded at the end of the weekend for the winners.

Stop by the Fusion Gaming Magic area at PrairieCon to sign up if you have a free slot. Because of the casual, drop-in nature of this event, we will not be accepting pre-registration for it.

This event has been sponsored by Fusion Gaming. Boosters purchased for use in tournament play must be purchased from Fusion Gaming during the event.

Magic: The Gathering—Friday Night Magic

(Collectible Card Game, 10+, Beginner Friendly)

Slots 1 & 2

Wizards of the Coast has promoted Friday Night Magic Tournaments for the past several years, and this year PrairieCon will host one of these popular events! A variety of prize cards are available, and the emphasis is on teaching the correct rules and having fun! Beginners and veteran players alike are welcome to participate.

This is a two slot event.

Friday Night Magic Rules:

4 Round Swiss-Style Booster Draft tournament format. Usual deck construction rules and restricted cards in effect (see www.wizards.com/Magic/TCG for regulations). FFM events are 8k tournaments and have a Regular Rules Enforcement Level (REL)

This event has been sponsored by Fusion Gaming. Boosters purchased for use in tournament play need to be purchased from Fusion Gaming during the event.

Magic: The Gathering—Sealed Deck

(Collectible Card Game, 10+, Beginner Friendly)

Slots 3 & 4

These popular types of Magic events level the playing field because decks are purchased and opened on the spot! **Participants are required to purchase decks for play from the event sponsor (Fusion Gaming).** The tournament will be in a Swiss format (4 rounds) with 6 Booster packs of Rise of the Eldrazi used for a card pool. Prizes will be awarded based on points after 4 Swiss rounds.

This is a two slot event.

Magic: The Gathering—EDH

(Collectible Card Game, 12+, Beginner Friendly)

Slots 5 & 6

EDH stands for Elder Dragon Highlander, and is an increasingly popular tournament format for Magic: The Gathering. This is a knockout event with winners of their multi-player pods advancing to the final multi-player pod. Don't worry, our tournament organizers will ensure that everyone gets a chance to play in side-games or trade cards while the final pod battles for victory.

We will have some **Dual Land** cards up for prizes at this event!

This is a two-slot event.

Tournament specifics can be found at <http://www.dragonhighlander.net/rules.php>

Magic: The Gathering—Two Headed Giant

(Collectible Card Game, 10+, Beginner Friendly)

Slots 7 & 8

The PrairieCon classic is back! Two-Headed Giant is a two-player team event in which both participants work together to defeat their opponents. The tournament format will be the standard Swiss style (4 rounds). All decks must follow the Legacy banned list (see the Wizards of the Coast website for the full list).

Two-Headed Giant tournament rules can be found here: <http://www.wizards.com/magic/tcg>

This is a two slot event.



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Settlers of Catan Tournament

(Board Game, 12+, beginner friendly)

Slots 3 & 4

Players are recent immigrants to the newly populated island of Catan. Expand your colony through the building of settlements, roads and villages by harvesting commodities from the land around you. Trade sheep, lumber, bricks and grain for a settlement, or other combinations for a road, advanced building, services and specials. Trade with other players, or at a local seaport to get the resources that you might lack. The first player to achieve ten points from a combination of roads, settlements and special cards wins the game.

In this tournament style event, we will have as many as six games of Catan going at the same time! Players will compete in three rounds, with winners determined by combined victory point totals.

If you are new to Catan, you are welcome to join! Beginners wishing to participate in a tutorial before the event are asked to arrive fifteen minutes prior to the start.

Workshops

Game Demos

(Various Games, 12+, Beginner Friendly)

Slot 4

Every year various game manufacturers send us copies of new games to demonstrate at this event. We will do brief descriptions and tutorials of a variety of games and play a few of them as well. Board games, miniatures, card games, role-playing games—you never know what you will find at the Game Demo! All games will be given out as prizes at the conclusion of the workshop.

Miniature Painting for Beginners

(Workshop, 10+, Beginner Friendly)

Slot 5

Join veteran miniature painter Rick Pemkowski as he walks you through the basics of painting miniatures. He will demonstrate the basic techniques that you can use, as well as the various materials and products that are available. You will even get to paint a couple of figures during the event!

Terrain Building for Beginners

(Workshop, 10+, Beginner Friendly)

Slot 3

Join veteran miniature terrain builder Rick Pemkowski as he walks you through the basics of terrain construction. He will demonstrate the basic techniques that you can use, as well as the various materials and products that are available. This is a hands-on workshop, so you will get plenty of opportunity to construct your own terrain during this event.

Painting Competition

Miniatures Painting Competition

(10+, Beginner Friendly)

Slot 5


We supply the miniatures, paints, brushes—you supply the talent! Pit your skills against other artists in our annual live miniature painting competition. You will have the opportunity to paint two minis for the competition, and yes, you get to keep what you paint. Beginners who participate in the workshop running in this slot will have their minis judged in the Beginners category, which is open to anyone who has painted for one year or less.

Slots 1- 6 Special Event

Magic: The Gathering Infinite Booster Draft

Slots 1- 6

Fusion Gaming is offering a unique Magic: The Gathering Infinite Booster Draft competition, running Friday evening and all day Saturday. Details can be found in the tournaments section on page 13.



The logo for Face-Off SportsCards is set against a black background. At the top, the words "Face-Off" are written in a large, stylized, 3D-effect font. Below this, the word "SPORTSCARDS" is written in a bold, white, sans-serif font inside a white rectangular box. The central illustration depicts a dragon with large, dark wings and a striped body, standing on a white surface. To the left of the dragon is a hockey player wearing a jersey with the name "GORD" on it, holding a hockey stick. At the bottom of the logo, the address "3043 Ness Ave" and the phone number "Phone: 832-3921" are written in a white, sans-serif font.

Slot 1 Games

Apples to Apples

(Card Game, 10+, Beginner Friendly)

Slot 1

Apples to Apples is a wild party game that involves surprising and outrageous comparisons from a wide range of people, places, things and events. Fast moving and refreshing, Apples to Apples is non-stop hilarity!

Arkham Horror for Beginners

(Board Game, 12+, Beginner Friendly)

Slots 1 & 2

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It is a celebration to end all celebrations in the aftermath of the war to end all wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds.

These gates have begun to open and must be closed before the Ancient Ones make our world their ruined domination. Only a handful of investigators stand against the Arkham Horror. Will they prevail?

Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it is up to the Investigators to prevent it from breaking into our world. During the game, players will upgrade their characters by acquiring skills, allies, items, weapons and spells.

This session is designed for players who are new to the Arkham Horror board game. Veterans are welcome to play as well, but are advised to have the patience to let new players fully explore the game.

This is a two slot event.

Beginner Dungeons and Dragons (4th Edition)

(Role-Playing Game, 10+, Beginner Friendly)

Slot 1

This session is designed for players who have had no or limited experience with 4th edition Dungeons and Dragons. If you are looking to play in the D&D tournament on Saturday, but have never played before, this is your perfect introductory session.

Note: this is the same scenario that will run in Slot 7. Do not register for both.

Call of Cthulhu

(Role-Playing Game, 16+, Beginner Friendly)

Slot 1

2085. Humanity faces extinction. Alien insects from the edge of our solar system, long hidden behind the facade of reality, descend to enslave us. Hordes of unspeakable horrors roll out from Central Asia, laying waste to anything in their path. As a human in this new world can you save humanity from awakened dead gods as they turn their loathsome gaze toward the Earth?

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Cheapass Games

(Board Games, 12+, Beginner Friendly)

Slot 1

Unexploded Cow - Kill Dr. Lucky - Deadwood - Before I Kill You Mr. Bond - Devil Bunny Hates The Earth

These are just some of the games that comprise the Cheapass Games library. They are all fun, simple and a little bit silly. This slot will feature a random sampling of Cheapass Games (exact games will depend on the number of players and the whim of the game master).

Crusoe's Planet

(Board Game, 12+, Beginner Friendly)

Slot 1

You are part of a group of survivors who have been stranded on a deserted planet and forced to adhere to an arbitrary set of rules by a delusional and psychotic robot named Crusoe. You will collect food and water, compete for the best gathering areas, trade goods at the market and form a system of government. The goal: to survive with the best quality of life before rescue.

Desperado

(Miniatures Game, 12+, Beginner Friendly)

Slot 1

The game of cowboy miniatures is back! This is a fast, fun and lethal miniatures game that is easy to learn and fun to play.

Diplomacy

(Board Game, 12+, Beginner Friendly)

Slots 1 & 2

A strategy game of pure negotiation set in pre-WWI Europe. No dice are used to resolve conflicts! Players negotiate one-on-one or small group deals in order to strategically advance their nation's position. Every round features a negotiation phase, followed by a tactical phase. Alliances are made and broken. Nations become empires or fade away into nothing. This is a cut-throat game that is easy to learn but difficult to master - not for the thin-skinned!

This is a two slot event.

Dungeons & Dragons: Redbox Classic

(Role-Playing Game, 10+, Beginner Friendly)

Slot 1

The classic role-playing game that started it all!

Also known as Basic Dungeons and Dragons (as opposed to the Advanced Dungeons and Dragons which appeared a few years later), this is the simple, fun game of dungeon delving. No race vs. class distinctions, no attempt to adhere to the laws of physics - no crazy rules to get in the way of pure, role-playing fun!

Beginners welcome!

Note: this is the same scenario that will run in Slot 5. Do not register for both!

Magic: The Gathering—Friday Night Magic
(Collectible Card Game, 10+, Beginner Friendly)

Slots 1 & 2

See description under Tournaments section on page 13. This is a two slot event.

Monsters and Other Childish Things
(Board Game, 12+, Beginner Friendly)

Slot 1

Elementary school would be rough without your very best friend. So what if he is a hulking monstrous beast from beyond time and space with a few too many eyes and teeth? You both like pie, and that's cool.

You know that kid from Calvin and Hobbes? Its pretty much like that. Except that your friend is real, and if you drew a picture of him in Art Class, they would send you to the principals office, then to the school counselor, and then probably to a place with a name like Morning Meadows Home for Disturbed and Psychotic Youth.

Okay, sometimes your monster terrorizes your friends, family and pets. And yes, the stains are hard to get out of the carpet. And, sure, he does like to fight with other monsters a bit too much. But when you consider what it was like before he showed up... yeah, you are gonna keep him.

Note: this is the same scenario that will run in Slot 5. Do not register for both!

Pandemic
(Board Game, 10+, Beginner Friendly)

Slot 1

You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. the team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand. This is one of the best cooperative board games on the market. Games will include the On The Brink expansion.

Race For The Galaxy
(Card Game, 12+, Beginner Friendly)

Slot 1

In Race for the Galaxy, players build galactic civilizations by game cards that represent worlds or technical and social developments. Each turn each player chooses one action, but the others will share in the actions chosen, which each player secretly and simultaneously choosing one of seven different action cards and revealing them. Only the selected phases occur. A fun, tense, strategic, card-based game.

Risk 2210: Frontlines Expansion
(Board Game, 12+, Beginner Friendly)

Slot 1

Risk 2210 is another entry in the long series of Risk variants. Set in the not-so-distant future, battles are now fought by machines of destruction, known as MODS, for short. Human commanders still lead these mechanized troops, but these commanders each have special powers and abilities. These come into play via the use of Command cards, which add a new dimension to the game. Now, the battle is not just for continents, but the sea and moon are also battlegrounds. The Frontlines Expansions allow for play on Mars, as well as the ever-popular Invasion of the Giant Amoebas variant.

Although much has been added, the basic flavour of the game is still Risk. One welcome change is the institution of a five-turn game limit, which allows the game to play to completion in about three hours. Further, players must also factor in economics in the form of energy. This energy is used to purchase Command cards, bid for Turn Order, and hire new commanders. There is much more strategy and planning involved in this new version, but it should still appeal to the classic Risk fans.

Stargate

(Role-Playing Game, 12+, Beginner Friendly)

Slot 1

Players are members of an SG team that travels through the Stargate to different planets, searching for allies and technology to help defend against the evil Goa'uld.

Note: this is the same scenario that will be run in Slot 2. Do not register for both!

Star Wars Miniatures

(Miniatures Game, 12+, Beginner Friendly)

Slot 1

A standard battle format event using the Wizards of the Coast Star Wars Miniatures combat rules. Bring out your bounty hunters, Jedi Knights, battle droids and whatever else you can muster! 200 point force construction, standard build rules. Forces will be available for new players - beginners are welcome!

TOON

(Role-Playing Game, 10+, Beginner Friendly)

Slot 1

Everyone's favorite cartoon role-playing game returns to PrairieCon once again! This fast-paced, rules-light game puts you into the universe of looney-tunes style cartoons. Drop an anvil on your friends! Pull a ray gun out of your back pocket! Beginners are always welcome.

Warhammer Fantasy

(Miniatures Game, 10+, Beginner Friendly)

Slots 1 & 2

See description under Tournaments section on page 9. This is a two slot event.

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Slot 2 Games

Agricola

(Board Game, 12+, Beginner Friendly)

Slot 2

In Agricola (Latin for *farmer*), you are a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you will find on a farm: collecting clay, wood or stone; building fences!; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? One of the top rated games on Board Game Geek, Agricola is one of the best board games out there!

Die Macher

(Board Game, 16+, Beginner Friendly)

Slot 2

Die Macher is a game about 7 sequential regional elections in Germany. As a player, you are the leader of a major political party with certain policies that make up your political platform but you will have to decide which regions to focus on as you can't win them all. Changing your platform may help to gain votes in or region but likely cause you to lose votes in another. As each election date approaches,

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more information is revealed from the polls which show how your party is doing in each region and you must react accordingly. The most important tool for all this is money, but cash is very limited and an election campaign is very expensive. Be careful not to spend all your money on one election as you will not have enough to outbid your opponents on the results of a public opinion poll that could be devastating to your campaign!

Dungeons & Dragons (3rd Edition)

(Role-Playing Game, 12+, Beginner Friendly)

Slot 2

The tiny hamlet of Elmsdale has been raided by a band of goblinoid thugs. A brave shepherd followed them to a cave in the nearby hills. *Keep whatever you find*, the villagers said, *just make sure they never threaten us again!*

A classic dungeon crawl using the 3rd Edition Dungeons & Dragons rules set.

HorrorClix

(Miniatures Game, 10+, Beginner Friendly)

Slot 2

Similar to HeroClix, HorrorClix offers players the ability to construct teams of monsters that cross horror genres, allowing them to create a dream team of favorite characters. Vampire, werewolves and zombies are available, as well as a number of favorite characters from popular horror films.

They're Baaaack... (formerly known as Keep What You Kill) has players making a force of 200 points and four plot cards, with no figure being worth more than 50 points, facing off alongside others to fend off the inter-dimensional invaders from the gate while eating or saving some of the poor wretches caught in the middle. Warning: the invaders have learned from their last failure and are better prepared this time.

Kult

(Role-Playing Game, 16+, Beginner Friendly)

Slot 2

Kult is a post-modern game of psychological horror that features mature themes and content - restricted to players aged 16+. Not for the squeamish or faint of heart!

Mutants & Masterminds

(Role-Playing Game, 12+, Beginner Friendly)

Slot 2

The game of diabolical masterminds plotting to take over the world, and the fearless superheroes striving to save it from their maniacal plans and/or laughter. This popular superhero themed game uses the D20 system, so it is easy for anyone to learn!

Roman Seas

(Miniatures Game, 12+, Beginner Friendly)

Slot 2

Roman civil war has broken out! Will you be victorious, or forced to serve the Roman Empire as a captured slave?

Roman Seas is a fast-paced, dynamic, multi-player miniatures game that uses 1/300th scale ships and a hex grid game board.

Stargate RPG

(Role-Playing Game, 12+, Beginner Friendly)

Slot 2

Players are members of an SG team that travels through the Stargate to different planets, searching for allies and technology to help defend against the evil Goa`uld.

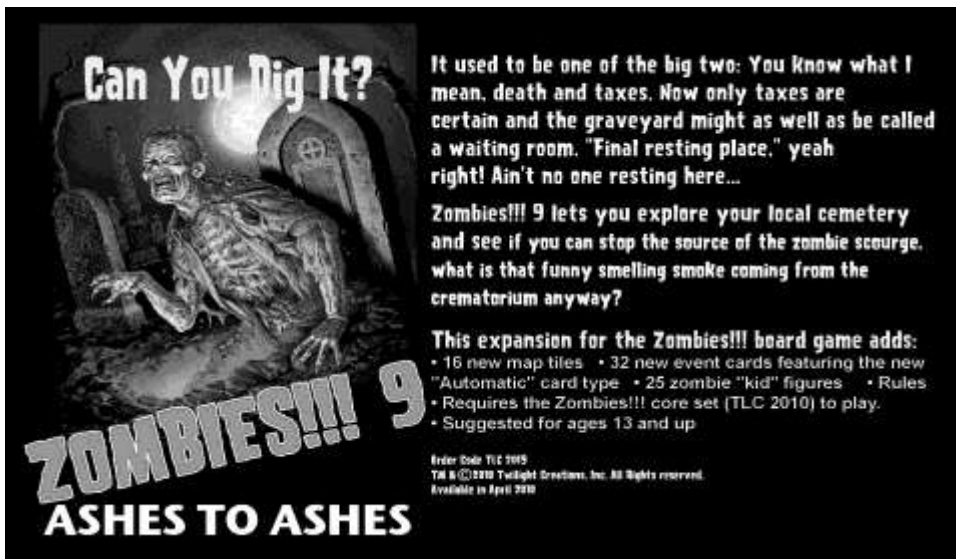
Note: this is the same scenario that will be run in Slot 1. Do not register for both!

Tide of Iron

(Board Game, 12+)

Slot 2

Tide of Iron is a game of World War II hex-based tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic scenarios that took place between American and German forces in Northern Europe during the years 1944 and 1945. Using elements found in games like Advanced Squad Leader and Memoir `44, the game is a balance between two worlds: heavier in tactics than your average territory board game, but scaled-down from a true miniatures perspective. Use your available armoured units and custom-built squads to the best of your advantages, to secure the mission objectives at any cost.



Can You Dig It?

It used to be one of the big two: You know what I mean. death and taxes. Now only taxes are certain and the graveyard might as well as be called a waiting room. "Final resting place." yeah right! Ain't no one resting here...

Zombies!!! 9 lets you explore your local cemetery and see if you can stop the source of the zombie scourge. what is that funny smelling smoke coming from the crematorium anyway?

This expansion for the Zombies!!! board game adds:

- 16 new map tiles
- 32 new event cards featuring the new "Automatic" card type
- 25 zombie "kid" figures
- Rules
- Requires the Zombies!!! core set (TLC 2010) to play.
- Suggested for ages 13 and up

ZOMBIES!!! 9

ASHES TO ASHES

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Available in April 2006

Vampire: The Eternal Struggle

(Collectible Card Game, 12+, Beginner Friendly)

Slot 2

Vampire: The Eternal Struggle is a trading card game in which two or more players take on the roles of ancient vampires known as Methuselahs. Throughout the world, Methuselahs manipulate their minions (mortals as well as younger vampires) to frustrate the designs of the other Methuselahs, just as they have for as long as they can remember. Your goal is to destroy the influence held by rival Methuselahs. You accomplish this goal by using your influence to gain control of younger vampires and using those vampires to take actions to reduce the influence of rival Methuselahs. Players are encouraged to bring their own decks. Pre-constructed decks will be on hand for new players.

Wabbit Wampage

(Board Game, 12+, Beginner Friendly)

Slot 2

Cute little bunny rabbits with chainsaws and shotguns. What a concept! Wabbit Wampage features four wild and harey seasons of destruction, each calling for a different strategy. To win, just survive, and earn the most points during the year. One player is Farmer Brown, others play Wabbits gone berserk. All players battle for points during the four different seasons of the year.

Wraith: The Oblivion

(Role-Playing Game, 16+, Beginner Friendly)

Slot 2

Death was not the end. Death was not the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that will not let you rest? Oblivion is the easy way out. Life after death is hard.

Wraith is a ghost story that deals with mature subject matter. Second edition rules set will be used.

Wrasslin'

(Card Game, 12+, Beginner Friendly)

Slot 2

Never has hitting someone in the head with a folding chair been so fun! This fun, easy to learn, wrestling-themed card game has become a PrairieCon tradition.

Zombies!!!

(Board Game, 12+, Beginner Friendly)

Slot 2

Zombies!!! puts you in the middle of the action as you try to escape the ever advancing zombie horde. Players must use a combination of wits and brawn to be the first to the heliport and certain escape. The only problem is, the zombies are everywhere, they appear to be very hungry and your opponents would really prefer it if you did not escape.

Slot 3 Games

Advanced Dungeons & Dragons (2nd Edition) (Role-Playing Game, 12+, Beginner Friendly)

Slot 3

Do you remember the days of character classes and races from *Dragon* or *White Dwarf* magazines? These include the Elven Cavalier, the Archer-Ranger and the War Smith. Are you interested in trying them out for the first time? This adventure will feature a large party of characters from these semi-official classes and races involved in an unusual situation that will emphasize role-playing skills rather than *hack and slash*, using the old-school 2nd Edition Advanced Dungeons and Dragons rules set.

Battletech—Introduction

(Miniatures Game, 12+, Beginner Friendly)

Slot 3

It is the 31st century and mankind is once again at war. The battlefields of the future are dominated by huge robotic war machines known as Battlemechs. Piloting these awesome weapons of war are men and women, the elite of the elite, knowing that each battle could be their last. They are... Mechwarriors!

This introductory scenario for the Battletech table top game puts you in command of one of these engines of destruction as you complete your final tactical exam from a prestigious military academy. Beginners welcome, all materials provided.



Call of Cthulhu: 1910's

(Role-Playing Game, 16+, Beginner Friendly)

Slots 3 & 4

The day is October 2, 1918. In France, soldiers huddle in hastily-dug trenches, faith their only protection against the never-ending artillery barrage. It is the time of World War I - the Great War - a time when mankind proves itself capable of atrocities never before conceived of.

This is a two slot event, to maximize the sanity-draining experience.

Circus Imperium

(Board Game, 12+, Beginner Friendly)

Slot 3

Circus Imperium is a tongue in cheek chariot racing game. Players attempt to complete three circuits while keeping their chariots and drivers intact. The main challenge is maneuvering around the bends while attempting to disable or block your opponents. The game has some brief miniature rules and provisions for all sorts of carnage. Maneuvering cards also add a bit of randomness to the race. Try to increase your speed by whipping your beast until the crowd shouts FRENZY!!!

Duck! Duck! Go!

(Board Game, 10+, Beginner Friendly)

Slot 3

Bathtub rubber duckie racing has long been a popular sport. Every year rubber duckies from all walks of life train in bathtubs, spas and small ponds around the world to prepare for the annual Kentucky Derby, the premier bathtub duckie race. Check out the only collectible bath tub duckie game on the market!

Dungeons & Dragons Tournament: Round 1

(Role-Playing Game, 12+, Beginner Friendly)

Slot 3

For a description, please see the Tournaments section on page 9.

Dungeon Twister

(Board Game, 12+, Beginner Friendly)

Slot 3

A group of adventurers are trapped in a dungeon run by an evil mage. Your goal is to escape with your life at the expense of your opponents.

Junta

(Board Game, 12+, Beginner Friendly)

Slot 3

Players represent various office holders in the ruling government of a Banana Republic. Every turn, the President receives money from a foreign power and distributes it amongst his cabinet, which includes Generals, Admirals and the Minister of Internal Security. This is a fun, slightly silly, slightly strategic game of treachery, politics and assassinations. A PrairieCon classic!

Magic: The Gathering—Sealed Deck

(Collectible Card Game, 10+, Beginner Friendly)

Slots 3 & 4

See description under Tournaments section on page 13. This is a two slot event.

Settlers of Catan Tournament

(Board Game, 12+, Beginner Friendly)

Slot 3

For a description, please see the Tournaments section on page 13.

Squad Leader

(Board Game, 16+)

Slot 3

You are a Squad Leader! Will you lead your men to victory or defeat?

This is a board game of WWII tactical combat in Europe. You direct the fire of your squad, select your plan of attack, or set your defenses against massed Infantry assaults. We will be playing one of the most famous battles that was a turning point in WWII. No previous knowledge of the Squad Leader rules necessary.

Star Wars RPG

(Role-Playing Game, 12+, Beginner Friendly)

Slot 3

The New Order.

Palpatine has risen to Galactic Emperor and the Republic is but a spectre. Peace has finally been achieved, but at what cost? As the remnants of the old government fade away, diplomat Bry Cholm finds himself wondering if fear and oppression are acceptable alternatives to reason and politics.

This year we will be using the Saga Edition rules. Beginners welcome, all materials supplied.

Note: this is the same scenario that will be run in Slot 5. Do not register for both!

Warhammer 40,000

(Miniatures Game, 12+, Beginner Friendly)

Slot 3

For a description, please see Tournaments section on page 11.

Xtreme Zombie Hunter

(Miniatures Game, 12+, Beginner Friendly)

Slot 3

Rise to Reality TV stardom by killing zombies and making product plugs for your sponsors!

Note: this is the same scenario that will be run in Slots 4, 5, and 6.

Slot 4 Games

Ars Magica

(Role-Playing Game, 12+, Beginner Friendly)

Slot 4

Imagine an age where myth is real and where superstitions of the common folk hold true: faeries dance in forest glades and wizards wield magic beyond the ken of other mortals. You play these magi, gathered in covenants with your allies and servants, unlocking secret powers and creating wonders. You and your friends will also portray the loyal companions and grogs who stand with the magi, as a buffer between them and the mundane world that often misunderstands their power and motives. When adventures draw you out into the medieval world of Mythic Europe, your stories are the stuff of legend.

Note: this scenario is the prequel to the Slot 5 scenario. You are encourage to play in both slots, however, you do not need to have registered in Slot 5 in order to register for this event.

Axis & Allies (Blind)

(Board Game, 12+)

Slot 4

The classic WWII board game returns!

Axis & Allies is a strategic WWII game that pits the Axis (Germany and Japan) against the Allies (United Kingdom, USA and Soviet Union). This variant uses two boards and a Game Master to simulate the *Fog of War*. Players cannot see opposing forces until they have engaged them! This is a fun and suspenseful variant on a PrairieCon favourite. Every Axis & Allies fan owes it to themselves to try this at least once! Axis & Allies experience is not necessary, but recommended.

This is a two slot event.

Clay-O-Rama

(Miniatures Game, 10+, Beginner Friendly)

Slot 4

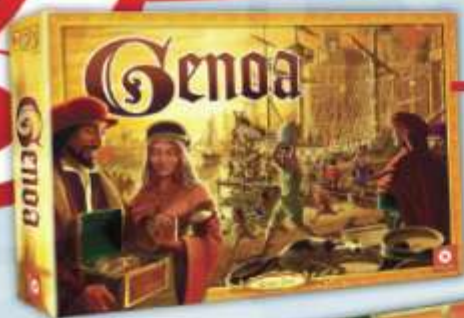
Clay-O-Rama is a silly game of modeling clay combat. Players each receive a container of modeling clay, sculpt their combatants and go! In the end, there can be only one Claydonian!

Conflict of Heroes

(Board Game, 12+, Beginner Friendly)

Slot 4

Conflict of Heroes is a game of squad-level combat that takes you to the Eastern front during Operation Barbarossa, the German invasion of Russia. In this four player scenario, you will manage multiple command resources to move, attack and take other actions with your units. This gives you great flexibility in executing your battle plans, but makes constant caution necessary as unit activations on either side can happen at any time. One of the best strategic war games on the market, Conflict of Heroes is fast, strategic and fun!



Genoa

Genoa, in the middle of the 16th century, is the largest trading city in the Mediterranean. The many trading houses compete to be the richest and most profitable. But to be successful, they must sometimes cooperate. The players take the roles of traders in Genoa. They fulfill orders, deliver messages, and take ownership of important buildings in the city. Of course, this is not possible without the help of the other traders.

And that can cost money...and other valuable goods!



Formula D

Formula D transports you into the turbulent world of Formula 1: Don't lose control of the engine in the last bottleneck, master the chicane, stick to your opponent's back wheels, take advantage of the slipstream and then coolly overtake him... A Formula 1 pilot has to be willing to take risks and be able to plan ahead - at least if you want to get to the very top of the winners' podium.



Claustrophobia

Year of our Lord 1634. The humans, ever hungry for new conquests have invaded the lands of hell, battling against the demonic forces in the catacombs seep under the city of new Jerusalem. Deep in the heart of the darkness, a Redeemer with magical powers is leading a company of condemned prisoners on an expedition. Will these unwilling heroes have what it takes to stand up to the hordes of evil creatures that live in the bowels of the underworld?



Quickly, you must run toward the escape! Roll and reroll your dice in order to place the best result possible on one of the steps! If at the beginning of your turn your dice are still in place, you will be able to move your pawn. But be careful, one too many roll could include an X, thus ending your turn and forcing you back a few spaces! Will you know when to stop?



Escape



Cyclade

Be prepared to travel to the Cyclades archipelago during the golden age of ancient Greece. With the blessing of the Gods of Olympus and the support of Mythological Creatures, recruit troops, build ships, erect fortresses and construct metropolises. The struggle to bring your people to their highest glory will be legendary!



Dungeons & Dragons Tournament: Round 2

(Role-Playing Game, 12+, Beginner Friendly)

Slot 4

For a description, please see the Tournaments section on page 11.

Game Demos

(Various Games, 12+, Beginner Friendly)

Slot 4

For a description, please see the Workshops section on page 15.

Munchkin

(Card Game, 12+, Beginner Friendly)

Slot 4

Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it, you love it.

Munchkin is the dungeon experience... with none of that stupid role-playing stuff.

Pathfinder

(Role-Playing Game, 12+, Beginner Friendly)

Slot 4

The Pathfinder Role-Playing Game casts you in the role of a brave adventurer exploring treacherous ruins, battling fearsome monsters, and making a name for yourself in a world beset by magic and evil! The Pathfinder RPG is an evolution of the Dungeons & Dragons 3.5 Edition rules set, designed using the feedback of tens of thousands of gamers. This has become one of the most popular RPG editions in recent memory.

Note: this is the same scenario that will run in Slot 7. Do not register for both!

Robotech Miniatures

(Miniatures Game, 16+, Beginner Friendly)

Slot 4

Bye Bye Mars. The SDF-1 has landed at an abandoned research base on Mars to recover supplies, only to be ambushed by Zentreadi battle pods. Can the RDF defenders hold the line while the SDF-1 prepares to escape, or will the Zentreadi overrun the thin line of Destroids and Veritechs to capture the SDF-1 while it is trapped on the surface? The game will be 1/300 scale using Mobile Soldier in Action rules. Beginners welcome, all materials supplied.

Small World

(Board Game, 10+, Beginner Friendly)

Slot 4

In Small World, players vie for conquest of a world that is simply too small to accommodate them all. The zany cast of characters such as dwarves, wizards, amazons, giants, orcs and even humans use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbours. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Starfleet Battles

(Miniatures Game, 16+, Beginner Friendly)

Slot 4

Are you ready to take command of a STARSHIP?

This is the classic game of tactical starship combat set in the Star Trek universe. Players allocate energy and then move all of the ships simultaneously. Weapons are fired at will during the turn. Ships have shields and armour for protection. When these are breached, various ship systems are damaged, potentially crippling the combat capability of the ship, and eventually resulting in ship destruction. This is a classic tactical board game that was introduced to the Academy of Adventure Gaming, Arts & Design Hall of Fame in 2005.

Talisman: Chronicles of Amber

(Board Game, 10+, Beginner Friendly)

Slot 4

This is the classic game of Talisman (2nd Edition) with a unique supplement, based on Roger Zelazny's *Chronicles of Amber*. You play one of the Princes or Princesses of Amber, and your goal is to usurp the Throne for yourself. Travel the endless Shadows, gather items and increase your strength and craft, use your Trump Deck, and raise an army to ascend to the stair at Kolvir. The only thing standing in your way... your brothers and sisters. Having read Zelazny's books is not essential to play (but it does make it more fun!)

WWII Miniatures: Micro Armor

(Miniatures Game, 12+, Beginner Friendly)

Slots 4 & 5

Using the Frangible rules set, this micro armor event pits Soviet vs. German forces late in World War II. All miniatures, terrain and rules will be provided. Beginners welcome.

This is a two slot event.

Xtreme Zombie Hunter

(Miniatures Game, 12+, Beginner Friendly)

Slot 4

Rise to Reality TV stardom by killing zombies and making product plugs for your sponsors!

Note: this is the same scenario that will be run in Slots 3, 5, and 6.

Yu-Gi-Oh

(Collectible Card Game, 10+, Beginner Friendly)

Slot 4

Yu-Gi-Oh is sponsored by Fusion Gaming. All players will participate in 4 duels in order to determine the tournament winner. This tournament will emphasize fun and fair play. Top finishers will receive prizes, as will the youngest dueller in attendance.

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Slot 5 Games

Arkham Horror

(Board Game, 12+)

Slots 5 & 6

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It is a celebration to end all celebrations in the aftermath of the war to end all wars.

Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined domination. Only a handful of investigators stand against the Arkham Horror. Will they prevail?

Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu Mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it is up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons and spells.

This session is designed for experienced Arkham Horror players. New players are advised to play the Beginners session on Friday before registering for this event. This is a two slot event.

Ars Magica

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

Imagine an age where myth is real and where superstitions of the common folk hold true: faeries dance in forest glades and wizards wield magic beyond the ken of other mortals. You play these magi, gathered in covenants with your allies and servants, unlocking secret powers and creating wonders. You and your friends will also portray the loyal companions and grogs who stand with the magi, as a buffer between them and the mundane world that often misunderstands their power and motives. When adventures draw you out into the medieval world of Mythic Europe, your stories are the stuff of legend.

Note: this scenario is the sequel to the Slot 4 scenario. You are encourage to play in both slots, however, you do not need to have registered in Slot 4 in order to register for this event.

Bang!

(Card Game, 10+, Beginner Friendly)

Slot 5

The Outlaw hunts the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other.

This card game recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a character card with a specific goal that will determine the victory condition for that player.

Battletech: Operation Indigo Hammer

(Miniatures Game, 12+, Beginner Friendly)

Slots 5 & 6

Clan Ghost Bear has discovered an ancient Castle Brian cache, a large fortified structure containing relics, technology and armaments from the revered Star League. However, what should have been a simple occupation will prove to be far more, as an industrious group of Inner Sphere mercenaries have already landed and entrenched themselves around the complex's main entrance facility.

This Battletech scenario game will be played on a tabletop (non-hex grid) surface and will utilize the full rules complement from Battletech Total Warfare as well as selected rules from Tactical Operations. All materials provided (except D6 dice).

Brawl & Button Men

(Card Game, 12+, Beginner Friendly)

Slot 5

This slot features two Cheapass games: Brawl and Button Men!

Brawl is a fast-paced, real-time card game featuring lightning fast play. Only takes two minutes to learn and 30 seconds to play! Button Men is a fun, quick, dice-based game that will use all of the dice in your collection!



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You will not have more fun in three and a half hours at PrairieCon than you will with Brawl and Button Men! Beginners welcome; all materials supplied.

Carcassonne

(Board Game, 10+, Beginner Friendly)

Slot 5

Carsaconne is a clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortification. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters and in the fields. The skill of the players to develop the area will determine who is victorious.

Dungeons & Dragons: Redbox Classic

(Role-Playing Game, 10+, Beginner Friendly)

Slot 5

The classic role-playing game that started it all!

Also known as Basic Dungeons and Dragons (as opposed to the Advanced Dungeons and Dragons which appeared a few years later), this is the simple, fun game of dungeon delving. No race vs. class distinctions, no attempt to adhere to the laws of physics - no crazy rules to get in the way of pure, role-playing fun! Beginners welcome!

Note: this is the same scenario that will run in Slot 1. Do not register for both!

Dungeons & Dragons Tournament: Final Round

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

Entry limited to winners of the qualifying rounds. For a description, please see the Tournaments section on page 11.

Dungeons & Dragons Miniatures (3rd Edition)

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

The collectible miniatures game based on the Dungeons & Dragons role-playing game rules. This is an easy game to learn if you already play the role-playing game, or if you are familiar with miniatures games in any form. This event will include a short tutorial for beginners, and we will have extra minis on hand for new players. 3rd Edition rules will be in effect, but players are free to bring figures from older editions with the revised cards. 200 point teams will be used.

Ghost Stories

(Board Game, 12+, Beginner Friendly)

Slot 5

Ghost Stories is a cooperative game in which the players try to defeat the spirit of Wu-Feng, the lord of hell, and his legions of ghosts before they haunt a town and recover the ashes that will allow him to return to life. Each player represents a Taoist monk ghost hunter who is working together with the others to fight off waves of spirits and other beings mostly inspired by Eastern mythology.

History of the World

(Board Game, 12+, Beginner Friendly)

Slots 5 & 6

History of the World works under the assumption that all empires eventually fade and that the only things differentiating great empires from lesser ones is how much territory they conquer and how long it takes for their civilizations to disappear. To that end, the game is played in epochs, with every player handling a new empire during each; yes, some empires will be stronger than others, but a few clever mechanisms largely balance that out. At the end of each epoch, players score points for all their forces (from the current and previous empires) remaining on the board.

This is a two slot event.

Magic: The Gathering—EDH

(Collectible Card Game, 12+, Beginner Friendly)

Slots 5 & 6

See description under Tournaments section on page 13. This is a two-slot event.

Monsters and Other Childish Things

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

Elementary school would be rough without your very best friend. So what if he is a hulking monstrous beast from beyond time and space with a few too many eyes and teeth? You both like pie, and that's cool.



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You know that kid from Calvin and Hobbes? Its pretty much like that. Except that your friend is real, and if you drew a picture of him in Art Class, they would send you to the principals office, then to the school counselor, and then probably to a place with a name like Morning Meadows Home for Disturbed and Psychotic Youth.

Okay, sometimes your monster terrorizes your friends, family and pets. And yes, the stains are hard to get out of the carpet. And, sure, he does like to fight with other monsters a bit too much. But when you consider what it was like before he showed up... yeah, you are gonna keep him.

Note: this is the same scenario that will run in Slot 1. Do not register for both!

Pirates Constructable Card Game

(Collectible Card Game, 10+, Beginner Friendly)

Slot 5

Pirates is the world's first constructible strategy game. In Pirates, players make fleets of ships to sail to different islands looking for treasure. This booty is obtained in one of two ways: commanding your salty dogs to dig it out of the ground or sending your opponents' ships to Davy Jones' locker! Either way, game play is fast and fun, and the built-in damage tracking system makes Pirates the game of choice for wannabe-buccaneers everywhere. Players are encouraged to bring their own ships, but supplies will be on hand for new players.

Puerto Rico

(Board Game, 12+, Beginner Friendly)

Slot 5

Prospector, captain, mayor, trader, settler, craftsman or builder?

Which roles will you play in the new world? Will you own the most prosperous plantations? Will you build the most valuable buildings?

You have but one goal: achieve the greatest prosperity and the highest respect! This is shown through victory points.

Puerto Rico has become a classic board game in recent years, and is consistently the top rated game on the Board Game Geek website.

Scion: Hero

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

Scion: Hero is a game of modern mythology. You have just confirmed that you are a god-child, literally. Now a prime ministerial candidate is jet-vomiting live at a public convention nearby. Can you and your friends prevent the highest office in Canada from going to a Titanspawn?

Chaosium Gazette

Spring 2010 Chaosium News

Here's a quick peak at some of the things we're doing this Spring.

Books & More

Over the last 12 months we've released 6 new books and 15 new chaosium.com monographs. We're working hard to make sure the next 12 months are even better!

Adventure Contests

Want to win some free Chaosium goodies, see your adventure in print, or try your hand at game writing? Enter one of our 2010 adventure contests. Entries must be between 5,000 and 10,000 words. Email dustin@chaosium.com for full details or check out our website. Deadline for both contests is June 15th, 2010.

Illustration by Alberto Bontempi



Want More Chaosium?

You can read more about what we're up to online. The Chaosium website features regular news and release announcements, a blog by Dustin Wright, and enough Chaosium and Cthulhiana goodies to break a shantak's back. You can subscribe to our monthly email update known as the R'lyeh report, sign up for our catalog email updates, and follow our staff Twitter Feed ([Ab_Chaosium](#)).

Thanks for being a Chaosium Gamer!
-The Chaosium

Spring Releases

Strange Aeons II

Nine Call of Cthulhu adventures across time and space. Ready to play one shot adventures. CHA 23117 \$34.95

Cthulhu's Dark Cults

Fiction anthology celebrating famous cults from Chaosium's Call of Cthulhu RPG campaigns. CHA 6044 \$14.95

The Chronicles of Future Earth

Introduces a Basic Roleplaying fantasy world set in Earth's distant future. Earth has become a world grown strange with time, where demons, sorcery and ancient technologies hold humankind in thrall. CHA 2023 \$18.95

Masks of Nyarlathotep

This spring we'll be re-releasing our classic Origins Award winning campaign. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods. CHA 23118 \$29.95

The Yith Cycle

This Bob Price fiction anthology gathers tales of Yith both famous and obscure. Includes short stories by H.P. Lovecraft, August W. Derleth, Richard L. Tierney and many others. CHA 6047 \$16.95

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Star Wars Miniatures: Sink the Destroyer

(Miniatures Game, 12+, Beginner Friendly)

Slot 5

Rebel base on New Kiske about to come within range, intoned the Ensign at the con of the massive Imperial Star Destroyer Castigator.

Excellent, said its commander, Captain Mathius Links, to no one in particular. Lord Vader will be pleased. But rising from the surface of New Kiske, a strike force of Rebel fighters streaked toward the huge Imperial vessel.

Eagle Leader to Eagle force... you know the situation. Base security has been compromised - we have to buy the rest of our comrades time to escape. so we have to knock out that Star Destroyer! Lock S-foils in attack positions and watch out for incoming fighters!

Each player takes command of a Rebel fighter squadron and escorted heavy attack craft, competing with the other players to see who can destroy the most TIE fighters, or even knock out the massive Star Destroyer itself!

Note: this is a custom miniature event - this is not the Wizards of the Coast Star Wars Miniatures game.

Star Wars RPG

(Role-Playing Game, 12+, Beginner Friendly)

Slot 5

The New Order.

Palpatine has risen to Galactic Emperor and the Republic is but a spectre. Peace has finally been achieved, but at what cost? As the remnants of the old government fade away, diplomat Bry Chalm finds himself wondering if fear and oppression are acceptable alternatives to reason and politics.

This year we will be using the Saga Edition rules. Beginners welcome, all materials supplied.

Note: this is the same scenario that will be run in Slot 3. Do not register for both!

Unhallowed: Metropolis

(Role-Playing Game, 16+, Beginner Friendly)

Slot 5

It has been two hundred years since the first outbreak of the Plague, when without warning the dead rose, spreading un-death through the world. Countless millions perished in the chaos that followed. It was the dawn of a dark age. Take the role of an Undertaker, Mourner, Soldier or Scientist and do battle with the horrors of the age. Mature content.

Xtreme Zombie Hunter

(Miniatures Game, 12+, Beginner Friendly)

Slot 5

Rise to Reality TV stardom by killing zombies and making product plugs for your sponsors!

Note: this is the same scenario that will be run in Slots 3, 4, and 6.

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Slot 6 Games

Advanced Dungeons & Dragons: Dark Sun

(Role-Playing Game, 12+, Beginner Friendly)

Slot 6

Athas is a world ravaged by sorcery. It is a place of arid and bleak landscapes, a wasteland with a handful of austere cities clinging precariously to a few scattered oases. It is a brutal and savage land, beset by political strife and monstrous abominations, where life is grim and short. Are you brave enough to face the fire of the Dark Sun?

Are You A Werewolf?

(Card Game, 12+, Beginner Friendly)

Slot 6

A mind game for a large group of players, in which a vengeful group of villagers must figure out who among them is secretly a werewolf (before it is too late...) Each night the werewolves eat a villager, and each day the surviving villagers attempt to rid the town of the werewolves by lynching one of their own, generally with no empirical evidence whatsoever. This game was a big hit at PrairieCon 2009 - don't miss it this year!

A Touch of Evil: The Supernatural Game

(Board Game, 12+, Beginner Friendly)

Slot 6

This is a fast-paced game of fiendish creatures, dashing heroes and high adventure. Each player takes on the role of a unique monster-hunting Hero, racing against time to stop the forces of darkness from claiming another foothold in the world of man. Only by investigating the town and building your Hero's strength can you hope to hunt down the Supernatural Villain to his lair and defeat him in an epic showdown. Players can race competitively to be the first to defeat the Villain and save the town, or they can work together cooperatively to defeat a much stronger Villain.

Axis & Allies Miniatures

(Miniatures Game, 12+, Beginner Friendly)

Slot 6

Axis & Allies Miniatures is a WWII miniature game inspired by the classic board game. However, instead of a game of grand strategy, the miniatures game focuses on the tactical battle, with units fielded on either side of the battle being rarely greater than a company. Individual models are representative of a squad of infantry, infantry weapons teams, an artillery piece, vehicle or aircraft.

The Final Showdown

Axis vs. Ally as the players use a 250 point army of 10-20 pieces (nation bonus if applicable, but no generals) with Allies on one side of the large map and Axis on the other. The player that kills the highest point total at the end of 7 rounds wins the game with 2nd and 3rd place also noted. Players on the same side may use each others' bonuses if agreed by both players. Players encouraged to bring their own forces. Some figures will be on hand for new players.

Call of Cthulhu: Modern

(Role-Playing Game, 16+, Beginner Friendly)

Slot 6

You and your Firefighter buddies are heading into Winnipeg for a big conference, but when you meet a mysterious stranger by the side of the road your trip is put on hold as you try to find the truth behind the odd happenings in Portage la Prairie. Mature content. No Cthulhu experience required.

Dark Heresy

(Role-Playing Game, 16+, Beginner Friendly)

Slot 6

Dark Heresy is a role-playing game based upon the universe of the Games Workshop Warhammer 40,000 game. The setting of Warhammer 40,000 is a dark, gothic future where the Imperium of Man is beset by dangers within and without. In Dark Heresy players take on the roles of Acolytes of the Inquisition, aiming to uncover and combat the enemies of mankind, be they aliens, heretics or mutants!

Dominion

(Card Game, 12+, Beginner Friendly)

Slot 6

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds and feodums. All are

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small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner!

But other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle and fill the coffers of your treasury.

Two games of Dominion will be played simultaneously using cards from the base game and the Intrigue expansion. Winners from each round face off in the subsequent round.

Power Grid

(Board Game, 12+, Beginner Friendly)

Slot 6

In Power Grid, players compete in auctions to purchase different types of power plants, build power supply networks and compete for the raw resources necessary to fuel their plants. The competition intensifies as the number of available network connections and resources become scarcer, and the players must think strategically in order to succeed. One of the top-rated games on the Board Game Geek website.

Unknown Armies

(Role-Playing Game, 16+, Beginner Friendly)

Slot 6

The occult underground rings with battle and sides are being drawn. Self-appointed messiahs are crawling out from under every rock, weird cults are squirming like maggots on a corpse, and magick is flowing from the wounds of the world. This is the world in which you find yourself - a world of madness, horror and *Unknown Armies*.

This is a horror-themed game with mature subject matter. You must be at least 16 years old to register for this event.

Vampire: Prince of the City

(Board Game, 12+, Beginner Friendly)

Slot 6

Since time immemorial, the Kindred - vampires - have stalked unseen by the mortal masses upon whom they prey while they have been ruled by their Prince. But the Prince has been destroyed and his mantle must pass on to another. Five Primogen - vampire elders - are now locked into a hidden battle to rule. Deals will be struck, alliances forged and agreements broken until a victor becomes Prince of the City.

Xtreme Zombie Hunter

(Miniatures Game, 12+, Beginner Friendly)

Slot 6

Rise to Reality TV stardom by killing zombies and making product plugs for your sponsors!

Note: this is the same scenario that will be run in Slots 3, 4, and 5.

ATTENTION!

If you are not part of the conspiracy, stop reading this immediately!

Or maybe you'd like to join us. Since 1980, Steve Jackson Games has conspired to bring you the best games in the world – classics like *Ogre*, *Illuminati*, *Car Wars*, and *Munchkin*, and games destined to become classics, such as *Chez Geek*, *Frag*, and *Munchkin d20*.

And *GURPS*, the Generic Universal RolePlaying System, is the only system that lives up to the word “universal”! With more than 250 supplements covering fantasy, science fiction, and more, *GURPS* opens the entire multiverse for your gaming enjoyment. And don't miss our “powered by *GURPS*” lines of standalone RPGs, including *Transhuman Space*, *Discworld*, and *Hellboy*!

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Slot 7 Games

Advanced Civilization

(Board Game, 12+)

Slot 7

Civilization covers the development of ancient civilizations from the invention of agriculture circa 8000 B.C.E. to the emergence of Rome. Each player leads a nation of peoples over a map board of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

Although battles and territorial strategy are important, this is not a game of war because it is not won by battle or conquest. Instead, the object of play is to gain a level of overall advancement involving cultural, economic and political factors so that such conflicts that do arise are a result of rivalry and land shortage rather than a desire to eliminate other players.

This game has a huge following (partly due to the popularity of the video games) and is widely regarded as one of the best games about ancient civilizations.

You do not need to have played this game before in order to register, but if you are unfamiliar with strategy games, this is probably not the place to start.

Battletech: Introduction

(Miniatures Game, 12+, Beginner Friendly)

Slot 7

It is the 31st century and mankind is once again at war. The battlefields of the future are dominated by huge robotic war machines known as Battlemechs. Piloting these awesome weapons of war are men and women, the elite of the elite, knowing that each battle could be their last. They are... Mechwarriors!

This introductory scenario for the Battletech table top game puts you in command of one of these engines of destruction as you complete your final tactical exam from a prestigious military academy. Beginners welcome, all materials provided.

Beginner Dungeons & Dragons (4th Edition)

(Role-Playing Game, 10+, Beginner Friendly)

Slot 7

This session is specifically designed for players who have had no or limited experience with 4th edition Dungeons and Dragons. If you are looking to play in the D&D tournament on Saturday, but have never played before, this is your perfect introductory session.

Note: this is the same scenario that will run in Slot 1. Do not register for both.

Boot Hill

(Role-Playing Game, 12+, Beginner Friendly)

Slot 7

Boot Hill is the classic old west role-playing game from TSR. Morally ambiguous, fast and deadly, this game embodies all that was fun and interesting about the old west.

Things have come to a boil as the residents of a small town face off for total control. *I've had enough of you!* is the common phrase spoken before lead flies and blood flows. Players assume the roles of one or more of the residents, depending on the number of players in attendance, and are out for their own agendas as well as their sides', with the winner being determined by agendas accomplished more so than body count.

Citadels

(Board Game, 10+, Beginner Friendly)

Slot 7

A medieval city destined for greatness, immense power and importance beckons you. There is only one problem: it isn't built yet. This vacuum presents the perfect opportunity for you. You must wisely spend your gold, bluff, intimidate and outmaneuver your rivals as you seek to build and control this new city.

Along the way you will enlist the help of the powerful figures of the city: the King, Bishop, Merchant, Warlord and Architect. At the same time, you must remain on your guard against the Assassin, the Thief and the Magician... or you can use their shadowy influence against your opponents! Each round you must choose your allies and stay guarded against your enemies, whoever they may be, as they can change every round.

Dawn Patrol

(Board Game, 12+, Beginner Friendly)

Slot 7

August, 1918: the Western front. Sopwith Dolphins flown by Canadian pilots of the RAF No. 87 Squadron are engaged in ground attack operations in support of the Battle of Amiens. Ahead, they see their targets: a German observation balloon and artillery battery. But this will not be an easy mission, as the Fokker fighters of Lothar von Richthofen's Jasta 11 are diving out of the sky above! Will the Canadian pilots manage to complete their difficult mission and return safely to their aerodrome?

Dawn Patrol recreates the thrilling dogfights and air battles fought during World War I. Each player pilots an airplane in a fiery test of his or her skill and nerve.

Illuminati

(Board Game, 12+, Beginner Friendly)

Slot 7

They are all around us. Secret conspiracies are everywhere, and where can you find the only truth? Certainly not in the game of Illuminati. Fnord.

The object of Illuminati is to take control of the world. The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. The Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! Players compete to grab powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory.

Magic: The Gathering—Two Headed Giant

(Collectible Card Game, 10+, Beginner Friendly)

Slots 7 & 8

See description under Tournaments section on page 15. This is a two slot event.

Og

(Role-Playing Game, 12+, Beginner Friendly)

Slot 7

Og is caveman game. No use big words play Og. Hit things in Og. Hunt and find fire in Og. Og much fun Og.

Pathfinder

(Role-Playing Game, 12+, Beginner Friendly)

Slot 7

The Pathfinder Role-Playing Game casts you in the role of a brave adventurer exploring treacherous ruins, battling fearsome monsters, and making a name for yourself in a world beset by magic and evil! The Pathfinder RPG is an evolution of the Dungeons & Dragons 3.5 Edition rules set, designed using the feedback of tens of thousands of gamers. This has become one of the most popular RPG editions in recent memory.

Note: this is the same scenario that will run in Slot 4. Do not register for both!

Priests of Ra

(Board Game, 12+, Beginner Friendly)

Slot 7

The game spans 1500 years of Egyptian history. The priests of Ra seek to extend their power and fame. They do this by directing farmers, warriors, merchants and scribes. They cause others to build granaries, fortresses, markets and libraries. And they erect a gigantic pyramid for the glory of the Sun God Ra!

Spy Alley

(Board Game, 10+, Beginner Friendly)

Slot 7

Each player assumes a secret identity (nationality) at the start of the game. The object is for each player to collect all of the necessary items of their nationality and land on the winners` square. However, if an opponent guesses your identity before you win, you are out. If they incorrectly guess, then THEY are out. Players bluff by purchasing items of nationalities that they do NOT need to win. Fast, fun and easy to learn.

Twilight Imperium

(Board Game, 12+, Beginner Friendly)

Slots 7 & 8

Twilight Imperium is an epic empire-building game of interstellar conflict, trade and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy and technological progression. This is the mother of all strategic board games - it allows for a variety of different interrelated strategies, tactical combat, negotiations and, most importantly, hundreds of tiny plastic pieces!

You don't need to have played Twilight Imperium in order to register for this event, but if you are new to board games in general, this probably isn't a good place to start. If you would like to familiarize yourself with the rules in advance, you can do so here: http://www.fantasyflightgames.com/ffg_content/twilight%20imperium%203/ti3rules.pdf

Warhammer: Apocalypse

(Miniatures Game, 12+, Beginner Friendly)

Slot 7

For a description, please see the Tournaments section on page 13.

Wizard Kings

(Board Game, 12+, Beginner Friendly)

Slot 7

Using the Columbia Games *Blocks of War* system, players strategically compete for supremacy in a fantasy world using Orcs, Undead, Elves, Amazons, Barbarians and other fantastical races. Players are unable to see the strength of opposing forces until they engage in combat, making this somewhat like Stratego on steroids. This two-slot event will begin with a tutorial and introductory game, followed by the main event. Beginners welcome.

WWII Miniatures: Micro Armor

(Miniatures Game, 12+, Beginner Friendly)

Slot 7

Using the Frangible rules set, this micro armor event pits Soviet vs. German forces late in WWII. All miniatures, terrain and rules will be provided. Beginners welcome. This is a two slot event.

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Legions IV Hire stocks (primarily) historical and modern gaming miniatures. We offer a space for gaming as well as painting and other hobby related activities.

We carry paints and brushes, we manufacture epic scale buildings and ruins cast in resin, and we manufacture custom terrain boards out of Styrofoam as well as selling the Styrofoam sculpting tools.



Slot 8 Games

Are You A Werewolf?

(Card Game, 10+, Beginner Friendly)

Slot 8

A mind game for a large group of players, in which a vengeful group of villagers must figure out who among them is secretly a werewolf (before it is too late...) Each night the werewolves eat a villager, and each day the surviving villagers attempt to rid the town of the werewolves by lynching one of their own, generally with no empirical evidence whatsoever. This game was a big hit at PrairieCon 2009 - don't miss it this year!

In addition to the usual circle of paranoid adults, this event will feature a *Juniors Circle* if we have enough younger players.

Car Wars

(Board Game, 12+, Beginner Friendly)

Slot 8

Once upon a time, there was a game about a land that was having a terrible time. In this land, the oil was drying up, food was in short supply, and things were generally looking pretty grim. Then one day, a man from this land got the idea that it might be fun to stick a .50 cal machine gun on his car.

He was right. It was indeed quite a great deal of fun. And so was born a game where the right of way went to the biggest gun.

Cosmic Encounter

(Board Game, 12+, Beginner Friendly)

Slot 8

The cosmos are laid out before you. Myriads of planets and potential colonies for your alien brethren to conquer, the vastness of space to fill. You conquer five planets without resistance, yet as you look beyond you are met with a multitude of foes. Other races seek to fill the galaxy with their colonies and are not above using any strange powers to aid them in this endeavour. Fortunately you also have fantastic powers at your disposal. Steeling yourself, you venture out into the cold wastes of space to do battle.

Cosmic Encounter is a game of politics and combat, alliances and domination. Each turn you will attack an enemy planet, seeking to spread your empire. However, you may invite other players to join you in your advanced. Be warned, if you and your new found allies are successful, everyone may place a colony. Pick your friends wisely, lest they get the win by aiding you. The first player to have five colonies on an enemy planet wins.

Dungeons & Dragons (3rd Edition)

(Role-Playing Game, 12+, Beginner Friendly)

Slot 8

A series of murders has the castle on edge, because the next victim may be the King himself! Can the heroes assemble the clues and catch the killer before it is too late? An adventure for 10th level PCs.

Formula De

(Board Game, 10+, Beginner Friendly)

Slot 8

Formula De is a fast-paced racing game in which the cars' top speeds are limited by having to negotiate difficult curves in the track. This can be tricky, because although players can regulate their speeds by choosing which gear to be in and each gear allows a certain range of movement, the exact amount is determined randomly. Different tracks are based on real Formula One racing tracks. Great fun for a big group!

GURPS

(Role-Playing Game, 12+, Beginner Friendly)

Slot 8

With the Generic Universal Role Playing System (GURPS) you can be anyone you want - an elf hero fighting for the forces of good, a shadowy femme fatale on a deep-cover mission, a futuristic swashbuckler carving up foes with a force sword in his hand and a beautiful woman by his side... or literally anything else! This scenario is intended to introduce new players to this universal gaming system.

HeroClix

(Miniatures Game, 12+)

Slot 8

Superman, Spiderman, Batman, Wolverine, henchmen... bring out all your favorites to this 300 Point Open Tournament.

Restrictions: no cardboard, no crybabies!

All players must supply their own figures.

Judge Dredd

(Board Game, 12+, Beginner Friendly)

Slot 8

Mega-City One. 400 Million people and every one of them a potential criminal. But you are a Judge, a lawman, and it is your duty to protect civilians, sometimes even from themselves. You and your team have just passed your final Rookie exam, and now you travel the Meg-Ways and Underzooms on your Lawmaster bikes looking for perps and any sort of disorderly conduct. You are the Law!

This game uses the classic Games Workshop rules set from the bygone days of 1985.

Mage: The Awakening

(Role-Playing Game, 12+)

Slot 8

By forging mystical paths to realms beyond the material world, the Awakened (known as wizards, sorcerers, and mages) can impose the laws of those higher realms on this world. Doing so, they can shed light on what hides in the World of Darkness and work great wonders tempered only by their wisdom. Yet, for all their power and insight, the Awakened are still human, subject to the same failings and shortsightedness all humanity suffers. They must temper their wonders with wisdom, lest the friction between opposing laws of disparate realities cause an uncontrollable Paradox. Mages live in the shadowy corners of the World of Darkness, manipulating the very laws of reality in order to forward their own agendas.

Players need not have played Mage before, but should be familiar with the World of Darkness Storyteller system. Second edition rules set will be use.

Metro

(Board Game, 10+, Beginner Friendly)

Slot 8

Paris, 1898. The construction of the Metro in Paris has begun. Who will build the longest Metro line?

One hundred years ago today: the eve of the 1900 World's Fair is approaching, and excavations are taking place across the city. Bizarre looking scaffolds arise everywhere. Tunnels are build in the streets to later be covered with earth. Take part in the construction of the Paris Metro!

The Princess Bride: Storming The Castle

(Board Game, 10+, Beginner Friendly)

Slot 8

Storming the Castle is a fantastic, fun game based on the classic film, The Princess Bride. Fight man-to-man in sportsman-like combat to beat your opponents to Humperdink's castle in order to rescue the fair Buttercup from marriage. Make your way through the Fire Swamp, the Ravine and up the Cliffs of Insanity. And stop that rhyming... I mean it!

Twilight 2000

(Role-Playing Game, 12+, Beginner Friendly)

Slot 8

A post-apocalyptic game of military survival, this classic RPG has come back from the *out of print* graveyard with a new hardcover edition in 2009. The game attempts to create a realistic military feel without the restrictions of a rigid command structure by setting a small military unit int he post WWII near future in a world ravaged by nuclear war.

Wooden Ships & Iron Men

(Board Game, 12+, Beginner Friendly)

Slot 8

Fighting ships in the age of sail! This classic title details military engagements in the golden age of sail with a plethora of historical scenarios. Players take their groups of ships, form their ship lines and then go at it! A PrairieCon favourite!



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Complete Listing of Games by Slot

Slot 1—Friday, 6:00pm- 9:30pm

CCGs

M:TG Friday Night Magic

Card Games

Apples to Apples

Race For The Galaxy

Board Games

Arkham Horror for Beginners

Cheapass Games

Crusoe's Planet

Diplomacy

Monsters and Other Childish Things

Pandemic

Risk 2210: Frontlines

Miniatures

Desperado

Star Wars Miniatures

Warhammer Fantasy

Role-Playing

Beginner D&D (4th Ed)

Call of Cthulhu

Dungeons & Dragons Redbox Classic

Stargate

TOON

Slot 2—Friday, 9:30pm- 1:00am

CCGs

M:TG Friday Night Magic (continued)

Vampire: The Eternal Struggle

Card Games

Wrasslin'

Board Games

Arkham Horror for Beginners (continued)

Agricola

Die Macher

Diplomacy (continued)

Wabbit Wampage

Zombies!!!

Miniatures

HorrorClix

Roman Seas

Tide of Iron

Warhammer Fantasy (continued)

Role-Playing

Dungeons & Dragons (3rd Edition)

Kult

Mutants & Masterminds

Stargate

Wraith: The Oblivion

Slot 3—Saturday, 8:30am- Noon

CCGs

Magic: The Gathering—Sealed Deck

Board Games

Circus Imperium

Duck! Duck! Go!

Dungeon Twister

Junta

Squad Leader

Miniatures

Battletech—Introduction

Xtreme Zombie Hunter

Role-Playing

Advanced Dungeons & Dragons (2nd Ed)

Call of Cthulhu: 1910s

Star Wars RPG

Tournaments

Dungeons & Dragons Tournament Round 1

Settlers of Catan Tournament

Warhammer: 40,000

Workshop

Terrain Building for Beginners

Slot 4—Saturday, 1:00pm- 4:30pm

CCGs

Magic: The Gathering—Sealed Deck (continued)

Yu-Gi-Oh

Card Games

Munchkin

Board Games

Axis & Allies Blind

Conflict of Heroes

Small World

Talisman: Chronicles of Amber

Miniatures

Clay-O-Rama!

Robotech Miniatures

Starfleet Battles

WWII Miniatures: Micro Armor

Xtreme Zombie Hunter

Role-Playing

Ars Magica

Cthulhu: 1910s (continued)

Pathfinder

Tournaments

D&D Tournament—Round 2

Warhammer: 40,000 (continued)

Workshop

Game Demos

Slot 5—Saturday, 6:00pm - 9:30pm

CCGs

Magic: The Gathering—EDH

Pirates

Card Games

Bang!

Brawl & Button Men

Board Games

Arkham Horror

Carcassonne

Ghost Stories

History of the World

Puerto Rico

Miniatures

WWII Miniatures: Micro Armor (continued)

Battletech: Operation Indigo Hammer

Dungeons & Dragons Miniatures (3rd Edition)

Star Wars Miniatures: Sink the Destroyer

Xtreme Zombie Hunter

Role-Playing

Ars Magica

Dungeons & Dragons Redbox Classic

Monsters and Other Childish Things

Scion: Hero

Star Wars RPG

Unhallowed: Metropolis

Tournaments

Dungeons & Dragons Tournament Final Round

Workshops

Miniature Painting Competition

Slot 7—Sunday, 9:30am - 1:00pm

CCGs

Magic: The Gathering—Two Headed Giant

Board Games

Advanced Civilization

Citadels

Dawn Patrol

Priests of Ra

Illuminati

Spy Alley

Twilight Imperium

Wizard Kings

Miniatures

Battletech—Introduction

WWII Miniatures: Micro Armor

Role-Playing

Boot Hill

Beginner Dungeons & Dragons (4th Edition)

Og

Pathfinder

Tournaments

Warhammer: Apocalypse

Slot 6—Saturday, 9:30pm - 1:00am

CCGs

Magic: The Gathering—EDH (continued)

Card Games

Are You A Werewolf?

Dominion

Board Games

A Touch of Evil: The Supernatural Game

Arkham Horror (continued)

Dark Heresy

History of the World (continued)

Power Grid

Vampire: Prince of the City

Miniatures

Axis & Allies Miniatures

Battletech: Operation Indigo Hammer (cont'd)

Xtreme Zombie Hunter

Role-Playing

Advanced Dungeons & Dragons (2nd Edition)

Call of Cthulhu: Modern

Unknown Armies

Tournaments

Dungeons & Dragons Tournament Final

Round (continued)

Slot 8—Friday, 2:00pm - 5:30pm

CCGs

Magic: The Gathering—Two Headed Giant (continued)

Card Games

Are You A Werewolf?

Board Games

Advanced Civilization (continued)

Car Wars

Cosmic Encounter

Formula De

Judge Dredd

Metro

The Princess Bride: Storming The Castle

Twilight Imperium (continued)

Wizard Kings (continued)

Wooden Ships & Iron Men

Miniatures

WWII Miniatures: Micro Armor (continued)

HeroClix

Role-Playing

Dungeons & Dragons (3rd Edition)

GURPS

Mage: The Awakening

Twilight 2000

Tournaments

Warhammer: Apocalypse (continued)

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Volunteer Appreciation

PrairieCon has become a genuine institution among Manitoba gamers because of the enduring support and commitment of its volunteers. We like to show our recognition and appreciation for the sustained efforts of long-time volunteers whose contributions to PrairieCon over the years have helped make the convention such a success. The PrairieCon Epic award is presented to select individuals whose commitment to the convention has made a real difference. This year, the Epic award will be presented during the Sunday lunch break.

We also want to show our appreciation for the efforts of all the other volunteers who work tirelessly throughout the convention weekend and, in some cases, throughout the entire year, to bring you a great gaming experience. This year, we offered our volunteers a variety of rewards:

- **Reduced Registration Costs!** All volunteers receive one free slot registration for each slot in which they volunteer. If you run three games for us, your registration is free!
- **PrairieCon T-Shirt!** Volunteers who run at least four slots for us receive an official PrairieCon Game Master T-shirt for free!
- **Free Breakfast!** All of our volunteers are invited to attend our annual volunteer breakfast, where they receive a tasty meal for free!

Please join us in thanking this year's list of volunteers:

Alan Veness	Ivah Gallagher	Nathan "Pinto" Town
Alex Essery	James Rodgers	Norm Wieser
Alyssa Fraser	James Hood	Neil Bessette
Amanda Ogg	Jason Struck	Perry Grosshans
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Garth Bowman	Michael Clark	Xisra Winder
Graham Harvey	Mindy Cook	
Greg Burch	Mo Perreault	

Volunteer Form

PrairieCon survives and thrives on the strength of its volunteers. We are always looking for people to help set-up, tear-down, staff the canteen, work the barbeque, run games, and put the convention together. We also try to reward our volunteers with a variety of perks. If you are interested in helping out, please fill out this form and deposit it in the suggestion box located at the canteen.

Name: _____

Telephone: _____

Email: _____

PrairieCon volunteers help out with many different areas, including advertising and promotion, finding other volunteers and gamemasters, setting up the venue, running the canteen, staffing the office, managing the barbeque, helping with the auction, cleaning up the venue. There are just too many jobs to list!

I am interested in helping out with: _____

We are always on the lookout to expand our offering of games. Are you an experienced gamemaster who is interested in running a few slots for PrairieCon?

I am interested in running: _____

Other information:

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www.prairiecon.com or join our Facebook group and
receive notices in advance of each games day.

Parental Consent Form

Manitoba law requires that children under the age of 12 be supervised by a person aged 12 or older at all times. Parents are welcome to attend PrairieCon as spectators free of charge. Parents or guardians not in attendance must provide a phone number at which they can be reached for the duration of the event in case of emergency. Please complete and sign the form below if your child is under age 12. Signature indicates that you have read, understood, and agreed with the terms of this consent form.

Child's Full Name: _____ Child's Age: _____

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Phone Number (see above): _____

Allergies or medical conditions: _____

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- 1 Game - \$5.00
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