

<b>Event Type</b>	<b>Event Title</b>	<b>System</b>	<b>Gamemaster</b>	<b>Period</b>	<b># of Players</b>	<b>Description</b>
Board	Lords of Waterdeep		Bruce Heroux	8am	5	Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!
Board	Terraforming Mars (with expansion map)		Bob Wicks	9am	5	In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.
Board	Steam		Roger Budz	9am	5	In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. You build the tracks, upgrade towns, improve your train, and grab the right goods to make the longest, most profitable deliveries. Score your deliveries and add to your income or victory points, balancing your need to

						invest against your quest to win the game.
Board	Betrayal at House on Haunted Hill		Bruce Heroux	10am	6	Betrayal at House on the Hill quickly builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. With an estimated one hour playing time, Betrayal at House on the Hill is ideal for parties, family gatherings or casual fun with friends.
Board	Mega Civilization		Rob Kircher	10am	18	Mega Civilization, a huge version of the legendary development game Civilization, is a game of skill for 5 to 18 players covering the historical development of ancient civilizations from just after the last Ice Age to the dawn of the new era at the end of the Iron Age — a time span of almost 8,000 years. Each player leads their own civilization as it tries to expand its culture over a map board that stretches from the Mediterranean Sea to India.
Board	St Petersburg (Meeple League Tourney)		Staff	12pm	4	On May 16th, 1703, Czar Peter laid the cornerstone for the first building in Saint Petersburg. Quickly, glorious buildings were added, always being expanded, so that Nobility (bringing victory points) may want to move in. But to accomplish this, one needs merchants who can provide the necessary Rubles, or the glory is over. The competition isn't sleeping either, and can sometimes steal a desired card right out from under your nose.

Board	Trickerion		Star Fix	12pm	4	<p>Trickerion is a competitive Euro-style strategy game set in a fictional world inspired by the late 19th century urban life and culture, spiced with a pinch of supernatural.</p> <p>Players take on the roles of rival stage illusionists, each with their own strengths and characteristics. They are striving for fortune and fame in a competition hosted by a legendary magician, looking for a successor worthy of the mighty Trickerion Stone, which is fabled to grant supernatural power to its owner.</p>
Board	Star Trek Catan		Bruce Heroux	1pm	4	<p>Star Trek: Catan takes two well-known media properties and merges them into, well, into something that is 95% The Settlers of Catan glossed with Trek tropes and spiced with a Trek-themed version of a mini-expansion previously only available in German.</p>
	Lorenzo il Magnifico		Star Fix	2pm	4	<p>Lorenzo de' Medici, also known as "Lorenzo il Magnifico" (Lorenzo the Magnificent), was one of the most powerful and enthusiastic patrons of the Italian Renaissance.</p> <p>In Lorenzo il Magnifico, each player takes the role of a head of a noble family in a city during the Italian renaissance. You try to accumulate prestige and fame to gain more victory points (VP) than the others. To do so, you send your family members to different areas of town, where they can obtain many</p>

						achievements. In one location they get useful resources, in another development cards (which represent newly conquered territories, sponsored buildings, influenced characters, or encouraged ventures), somewhere else they activate the effects of their cards
	Yokohama		Star Fix	4pm	4	Once Yokohama was just a fishing village, but now at the beginning of the Meiji era it's becoming a harbor open to foreign countries and one of the leading trade cities of Japan. As a result, many Japanese products such as copper and raw silk are collected in Yokohama for export to other countries. At the same time, the city is starting to incorporate foreign technology and culture, with even the streets becoming more modernized. In the shadow of this development was the presence of many Yokohama merchants.
Board	Open Gaming		Total Staff	all		Numerous titles from the Total Confusion library will be on hand all day for players to keep busy and forget about the upcoming work week.
Card	Munchkin Conan Mashup		Joe Pandolph	1pm	8	This deck blends Munchkin Conan with cards from Munchkin, Munchkin Legends, and Munchkin Pathfinder.
Minis	Paint and Take		Carol Pandolph	10am	4	Stop in anytime and paint a figure or two from our collection of figures. Never know when you may need an extra goblin.

RPG	Do Plutonium Dragons Dream of Radioactive Sheep?	C of C	Joe Pandolph	8am	7	Congratulations! You are the one of the lucky few who have been selected to participate in Phillipus Virtual Reality's beta test of their newest total immersion MMORPG. "Tales of the Dragonlords." Prepare to be dazzled by the latest in virtual reality entertainment, and remember , "Phillipus Virtual Reality: makes real life seem virtual."
RPG	7 <sup>th</sup> Sea	7 <sup>th</sup> Sea 2 <sup>nd</sup> ed	Mark Edwards	1pm	6	Despite the risks, you agreed to this little job, breaking into the Torre Rovesciato, Villanova's famed treasure house. Sure, you'll be stealing from Giovanni himself, but, you remind yourself, the reward shall be worth it. Now you stand at the precipice. Just the other side of this door is everything you've been waiting for. Then a quick jaunt out of town and your worries will be over...
RPG	Orc's, Hobgoblins and Giants	D&D 3 <sup>rd</sup> ed TC Ancient Realms	Luc Poulin	9am	16	You are relaxing at the local resort when you hear a panicked patron at the next table describing and invasion of her hometown. Levels 1 – 6 DND 3.5 for TCA
RPG	The Tapestry Affair	D&D 3 <sup>rd</sup> ed TC Ancient Realms	Steven Parenteau	2pm	16	Fort Benery has been a good place to lie low for a while, spend some coin and relax after your last adventures. A call for only the bravest souls to retrieve a family artifact has peaked your interest. After all its an island, where could the possibly need you to go? TC Ancient level 4-9
RPG	Pathfinder	D&D 3 <sup>rd</sup>	Pathfinder Judges	8am	24	

	Organized Play	ed Pathfind er				
RPG	Starfinder Organized Play	Starfinde r	Pathfinder Judges	8am	16	
RPG	Pathfinder Organized Play	D&D 3 <sup>rd</sup> ed Pathfind er	Pathfinder Judges	12pm	24	
RPG	Starfinder Organized Play	Starfinde r	Pathfinder Judges	12pm	16	
RPG	Pathfinder Organized Play	D&D 3 <sup>rd</sup> ed Pathfind er	Pathfinder Judges	4pm	36	
RPG	DDAL07-01 A City on the Edge	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	8am	18	
RPG	DDAL07-01 A City on the Edge	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	10am	18	
RPG	DDAL07-01 A City on the Edge	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	1pm	18	
RPG	DDAL07-01 A City	D&D 5 <sup>th</sup>	Adventure League	3pm	18	

	on the Edge	ed AL	Judges			
RPG	DDAL07-01 A City on the Edge	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	5pm	18	
RPG	TRI-CCC-03 Fences and Swords	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	8am	18	
RPG	TRI-CCC-03 Fences and Swords	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	10am	12	
RPG	TRI-CCC-03 Fences and Swords	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	1pm	12	
RPG	TRI-CCC-03 Fences and Swords	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	3pm	6	
RPG	TRI-CCC-04 Birds of a Feather	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	10am	6	
RPG	TRI-CCC-04 Birds of a Feather	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	1pm	6	
RPG	TRI-CCC-04 Birds of a Feather	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	3pm	12	
RPG	TRI-CCC-04 Birds of a Feather	D&D 5 <sup>th</sup> ed AL	Adventure League Judges	5pm	18	