

| Event # | Event Title | System | Gamemaster | Day | Period | # Slots | Difficulty | Maturity | Description |
|---------|---------------------|--------|----------------|-----|--------|---------|--------------|----------|---|
| I101 | Zombie Mall Mayhem! | Custom | Vincent Rosa | THU | 7pm | 2 | Introductory | Adult | Zombie Mall Mayhem is, like, a new RPG / board game hybrid for 3-6 players run by a ZM (Zombie Master) with an 80s twist. Pick from various nostalgic 80s characters with unique stats and special abilities. Band together with your fellow mall patrons to fend off the gnarly undead horde in a huge 3D mall! Gather rad items, loot tubular stores, and collect bodacious equipment to fight your way past heinous zombies and deranged mall employees! |
| I201 | Zombie Mall Mayhem! | Custom | Vincent Rosa | FRI | 3pm | 2 | Introductory | Adult | Zombie Mall Mayhem is, like, a new RPG / board game hybrid for 3-6 players run by a ZM (Zombie Master) with an 80s twist. Pick from various nostalgic 80s characters with unique stats and special abilities. Band together with your fellow mall patrons to fend off the gnarly undead horde in a huge 3D mall! Gather rad items, loot tubular stores, and collect bodacious equipment to fight your way past heinous zombies and deranged mall employees! |
| I301 | Scouts | Board | Stephen Davies | SAT | 8am | 4 | Beginner | Everyone | You and your friends are members of a |

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| | | Game - Route buildin g, hand manag ement, pick up and deliver | | | | | | | scouting organization, all attempting to work your way up the ranks. Will you focus on blazing trails, building camps, earning merit patches, or being the first to climb the ranks from a lowly Tender Paw" to the lofty "Raccoon Scout." Set in the Appalachian Mountains of the 1970s this is a unique take on hand management and pick-up-and-deliver." |
| I302 | Vampires & Villagers: The Curse of Christoph | (same) | DAVID LOGVIN | SAT | 1pm | 2 | Introduct ory | Teen | Join us for a FREE game demo of Vampires & Villagers: Curse of Christoph! Build your Crypt, Destroy the Village, Defeat your Rivals! Players take on the role of rival vampire clans intent on destroying the village of Askwith, Massachusetts. This card game combines classic Gothic horror characters with 20th century Goths in a game where everyone plays as a vampire and, in the end, the humans always lose. |
| I304 | Sorcery War Playtest | Sorcery War | Ada Kerman | SAT | 1pm | 1 | Introduct ory | Teen | Come playtest this simple strategy battle board game, designed and run by 12-year-old Lily Williams. Control four teams of melee and ranged specialists in a skirmish. All constructive criticism welcome - and please help us pick a better title! Ages 9 and up. |

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| I305 | Zombie Mall Mayhem! | Custom | Vincent Rosa | SAT | 1pm | 2 | Introductory | Adult | Zombie Mall Mayhem is, like, a new RPG / board game hybrid for 3-6 players run by a ZM (Zombie Master) with an 80s twist. Pick from various nostalgic 80s characters with unique stats and special abilities. Band together with your fellow mall patrons to fend off the gnarly undead horde in a huge 3D mall! Gather rad items, loot tubular stores, and collect bodacious equipment to fight your way past heinous zombies and deranged mall employees! |
| I306 | Insane Dice Playtest | | Ada Kerman | SAT | 3pm | 1 | Introductory | Teen | Conquer your enemies in a deadly clash of armies and insane asylums! Designed and run by 10-year-old Robert Kerman. Suitable for ages 10 and up. |