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NOTE FROM LAST YEAR

Alcoholic beverages are not allowed in the Gateway Center.

REGISTRATION

Game Registration HQ is located in the Gateway Center North Hall.

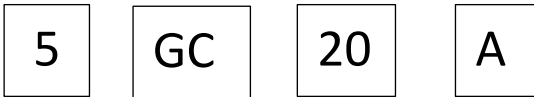
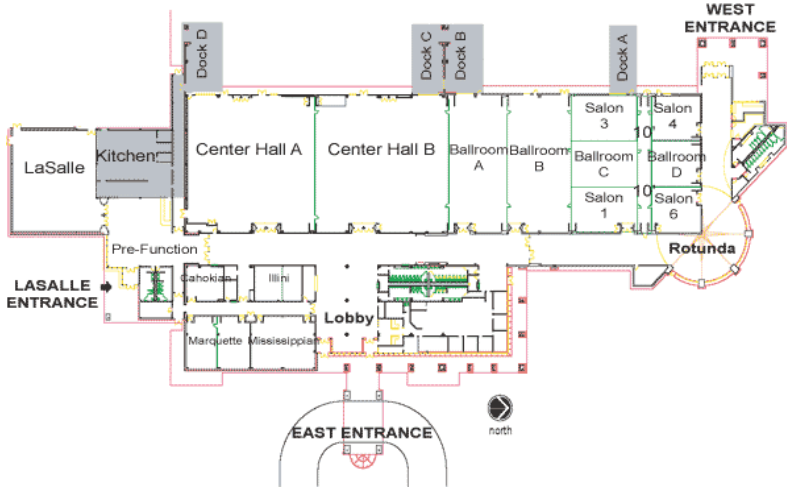
Operating hours: Friday Sept 30, 2016	Noon – 10pm
Saturday Oct 1, 2016	9am – 10pm
Sunday Oct 2, 2016	10am – 1pm

Attendees are limited to a maximum of three (3) game registrations on each trip through Game Registration. There is no limit to the number of times you may go through. Registration as “Alternate” for a game is included as one of your choices. To give everyone a chance to participate in the game of their choice, registration on Friday for Saturday and Sunday games will be limited.

1. Pick up a Game Registration Form and a Game Program Booklet.
2. Fill in your Name, Badge number and answer the questions on the Game Registration Form.
3. Select the Game ID number of up to three games and two alternate games from the Game Program Book each time you travel through the registration line.
4. Fill in the Game ID’s block and name on the Game Registration Form.
5. The Game ID tells you the game session, building/ room code and table assigned to the game (see How to read Game ID’s on page 5)
6. Take completed Game Registration Form and Game Program Book to Game Registration HQ staff.
7. You will be registered for your game selections shown on the Game Registration Form. Games listed as ‘Alternate’ will only be used if one of your three game selections are closed or in ‘Alternate’ mode.
8. Your Game Program Book will be returned to you with your game selection applied to the passport page of your game program book. (Inside back cover.)

All game events at Archon have an Event / Reservation Fee. When you register for a game and pay the fee, you are reserving a seat in that game. This reservation guarantees you a seat in the selected game. The reservation is good until 10 minutes after the scheduled start time of the game. This year Event/Reservation fee is \$1.00.

HOW TO READ GAME ID'S



Box 1: Session number

1	Friday, Sept 29	2:00pm-6:00pm
2	Friday, Sept 29	7:00pm-11:00pm
3	Saturday, Sept 30	Midnight-8:00am
4	Saturday, Sept 30	10:00am-2:00pm
5	Saturday, Sept 30	2:30pm-6:30pm
6	Saturday, Sept 30	7:30pm-11:30pm
7	Sunday, Oct 1	Midnight-8:00am
8	Sunday, Oct 1	10:00am-2:00pm
9	Sunday, Oct 1	2:00pm-5:00pm

Box 2: Room Code

- GC – Gateway Center
- HA – DoubleTree

Box 3: Table Number

Box 4: Subsession Number

- A – First two hours
- B – Second two hours

BOARD / CARD GAME

7 Wonders

6 players

Asmodee

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

GM: Frank Kallal

6GC34

A Feast for Odin

4 players

ZMan

Delve into the world of Vikings and dabble in trading, hunting, raiding, pillaging, plundering, and raiding some more. Build houses, explore new worlds, and every round, have a feast in Odin's name. The large variety of actions and occupations guarantees your northerners long-lasting fun, with each game creating a new world on your player board!

GM: Atomic Squash

6HA1

Ascended Kings

4 players

Incarinate Games

Ascended Kings is a battle royal tabletop game for 2 – 4 players that introduces new, original and innovative gameplay mechanics. This is free-for-all combat to the death and beyond, meaning there is no player elimination. You begin as one of the Ascended Kings, when your character falls in combat, you return as an entity known as a Revenant. Every time a Revenant is slain, that Revenant continues to return, providing each player the opportunity to win regardless of the number of times they return from death.

GM: Atomic Squash

6HA1B

Axis & Allies Global 1940

5 players

Avalon Hill Games

WWII on the big boards. Games will run continuous from 1 session to the next. Play 1 session or play all day.

GM: Bob Roby

4GC9

4GC12

5GC9

5GC12

6GC9

6GC12

Betrayal at House on the Hill

6 players

Avalon Hill Games

Builds suspense and excitement as players explore a haunted mansion of their own design, encountering spirits and frightening omens that foretell their fate. Secretly, one of the characters betrays the rest of the party, and the innocent members of the party must defeat the traitor in their midst before it's too late!

GM: Alex Miller

6GC6B

BOARD / CARD GAME

Between Two Cities

5 players

Stonemaier Games

It is the early 1800s, a time of immense construction and urbanization. You are a world-renowned master city planner who has been asked to redesign two different cities. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with a partner with whom to discuss and execute your grandiose plans. Will your planning and collaborative skills be enough to design the most impressive city in the world?

GM: Stonemaier Games 1GC17A
1GC17B
2GC17A
4GC17B

Blood Rage

4 players

CMON

Each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! For a Viking there are many pathways to glory. You can invade and pillage the land for its rewards, crush your opponents in epic battles, fulfill quests, increase your clan's stats, or even die gloriously either in battle or from Ragnarök, the ultimate inescapable doom.

GM: Jim Joedicke 1GC35B

Century: Spice Road

4 players

Plan B Games

Century: Spice Road is the first in a series of games that explores the history of each century with spice-trading as the theme for the first installment. In Century: Spice Road, players are caravan leaders who travel the famed silk road to deliver spices to the far reaches of the continent for fame and glory.

GM: Atomic Squash 1HA1B

Champions of Midgard w/ Expansions

4 people

Grey Fox Games

Viking-themed, worker placement game with dice rolling in which players are leaders of Viking clans who have traveled to an embattled Viking harbor town to help defend it against the threat of trolls, draugr, and other mythological Norse beasts. By defeating these epic creatures, players gain glory and the favor of the gods. When the game ends, the player who has earned the most glory earns the title of Jarl and is recognized as a champion of Midgard! This game will include expansions released in 2017.

GM: Atomic Squash 4HA1B

BOARD / CARD GAME

Clank!

4 players

Dire Wolf Digital

Burgle your way to adventure in the deck-building board game *Clank!* Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow.

Be quick and be quiet. One false step and CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can enjoy your plunder only if you make it out of the depths alive!

GM: Alex Miller

8GC11B

Colosseum

5 players

Tasty Minstrel

In Colosseum each player is a Roman impresario - producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events. They will need to improve their arena, find the best performers, lure the Emperor and his nobles, and manage assets for long-term success to be granted the title of Grand Impresario, with tales of your extraordinary spectacles acclaimed throughout the empire.

GM: Atomic Squash

5HA1

Dead of Winter

6-8 players
Games

Plaid Hat

Players are part of a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors with dozens of different characters in the game.

GM: Jim Joedicke

5GC13A

Dice Forge

4 players

Asmodee

Heroes, stand ready! The gods are offering a seat in heaven to whichever hero defeats their rivals. Your courage and wits will be your most precious allies as you use divine dice to gather resources along the road to victory.

GM: Atomic Squash

5HA1B

BOARD / CARD GAME

Dimensions

4 players

KOSMOS

In the puzzle game *Dimension* six task cards are laid out each round, with these cards dictating how the balls in the game should be stacked on top of one another and side to side. These challenges aren't easy as some colors shouldn't touch one another. Fast puzzle-solving is important, but more than that in the end whoever solves the most of these difficult tasks wins.

GM: Tracy Hanners

Eldritch Horror

4 players

Fantasy Flight Games

Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. All the while, you and your fellow investigators must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity. The end draws near! Do you have the courage to prevent global destruction?

GM: Alex Miller

5GC17

Euphoria

4 players

Stonemaier Games

You lead a team of workers (dice) and recruits (cards) to claim ownership of the dystopian world. You will generate commodities, dig tunnels to infiltrate opposing areas, construct markets, collect artifacts, strengthen allegiances, and fulfill secret agendas.

GM: Stonemaier Games

1GC16A

1GC16B

2GC16A

4GC16B

Firefly

6 players

Battlefront Miniatures

In *Firefly: The Game* – based on the popular *Firefly* television series created by Joss Whedon – players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and other travelers. As a captain desperate for work, players are compelled to take on any job — so long as it pays. Double-dealing employers, heavy-handed Alliance patrols, and marauding Reavers are all in a day's work for a ship's captain at the edge of the 'Verse.

GM: Jim Joedicke

2GC34

BOARD / CARD GAME

First Class

4 players

ZMan Games

In First Class: Unterwegs im Orient Express, players try to score as many fame points as possible by building a rich network of rails, by building luxurious train cars, or by serving well-paying passengers. First Class is a card game that feels more like a board game, and since each game is played with the base cards and two of five modules, the game offers lots of variety as not all elements are used in each playing.

GM: Atomic Squash

2HA1A

Great Western Trail

4 players

Stronghold Games

America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. Needless to say, each time you arrive in Kansas City, you want to have your most valuable cattle in tow. However, the "Great Western Trail" not only requires that you keep your herd in good shape, but also that you wisely use the various buildings along the trail. Also, it might be a good idea to hire capable staff: cowboys to improve your herd, craftsmen to build your very own buildings, or engineers for the important railroad line.

If you cleverly manage your herd and navigate the opportunities and pitfalls of *Great Western Trail*, you surely will gain the most victory points and win the game.

GM: Jim Joedicke

4GC17A

Ice Cool

4 players

Brain Games

Ice Cool is a flicking game in which each round one of the players takes the role of the Hall Monitor (also called "the Catcher") – his aim will be to catch each other penguin and get points for that. The others (also known as "Runners") will try to run through several doors, thus gaining fish (that give them points) on their way. When either the Hall Monitor has caught each other penguin once or any of the others has gone through all 3 doors that have fish on them, the round is over. Each player will take the role of the Hall Monitor once and at the end of the game the winner will be the one with the most points on their fish cards.

GM: Atomic Squash

2HA1B

Istanbul

5 players

Pegasus Spiele

There's hustle and bustle at Istanbul's grand bazaar as merchants and their assistants rush through the narrow alleys in their attempt to be more successful than their competitors. Everything must be well organized: wheelbarrows must be filled with goods at the warehouses, then swiftly transported by the assistants to various destinations. Your goal? Be the first merchant to collect a certain number of rubies.

GM: Frank Kallal

2GC14

BOARD / CARD GAME

Jack the Ripper – Tournament

12 – 16 players

Crypt Monkey Studio

You are trapped in a dark warehouse and you know that one of your group members is the notorious Jack the Ripper, you just don't know which one. The closest thing you can grab to protect yourself is from the bag of scavenger hunt items that your group has collected. Using these items, the partygoers try to find out who is Jack and destroy him before he destroys all of them. If Jack can murder all of the partygoers before they murder him, Jack the Ripper wins the hunt and prowls on in infamy. If Jack falls first, then the remaining partygoers share in the victory and become the heroes of Whitechapel. But would be heroes beware, Jack has some tricks up his sleeve to help take you out.

GM: Crypt Monkey

5GC7A

5GC7B

King of Catan Tournament

16 players

KOSMOS

A fantastic Atomic Squash tradition. Players can once again be crowned “King of Catan” at Archon 2017. Play in a traditional round robin tournament where points matter more than the victory. The 4 players with the most points compete in the finals and can be crowned KING of Catan. Be the envy of all your friends.

GM: Glen Grissom

5GC10 / 5GC11

Legendary Encounters: Alien

5 players

Legendary Encounters is a deck-building game. Players must cooperate in order to survive against hordes of aliens. Taking on the role of protagonists such as Ripley, Dallas, Bishop and Corporal Hicks, players take turns recruiting cards for their deck from a central selection in order to improve their deck and defeat Xenomorph cards that are added to the central game board.

GM: Alex Miller

1GC11A

BOARD / CARD GAME

Legends of Draxia

It begins with players choosing their character and drawing resource cards. With your resources in hand you can choose to construct buildings, fight monsters or amass an arsenal of spells. Buildings allow you to generate additional resources each turn. Fighting off fiendish foes will reward you with glorious one time loot bonuses. Players may use spells to assist in the construction of buildings, the slaying of monsters, or with the proper character can be massive sources of victory points themselves. Character selection can be the difference between a glorious victory and soul crushing defeat. Each character has a different ability that will help you rack up those oh so important victory points. The player with the most victory points at the end of the game wins!

GM: Mythica Gaming 1GC7A / 1GC8A 5GC7A / 5GC8A
 1GC7B / 1GC8B 5GC7B / 5GC8B
 2GC7A / 2GC8A 6GC7A / 6GC8A
 4GC7A / 4GC8A 8GC7A / 8GC8A
 4GC7B / 4GC8B 8GC7B / 8GC8B

Legends of Draxia – Expansion

Corrupted Mana is the first expansion to the HIT GAME Legends of Draxia. Corrupted Mana is an aggressive player vs player expansion, filled with an arsenal of spells that are sure to cripple your opponents. Two new Characters are being introduced who are as corrupt as the mana itself.

GM: Mythica Gaming 6GC6A

Love Letter Tournament

12 players

AEG

Come over and Play the Biggest Game Small bag game sensation. As seen on Tabletop this is a Game you can Learn to play while Playing in the Tournament. Players will be paired up By the TO, Play one of the Versions of Love Letter, decided Randomly, and Winners will advance. Prize support will be based on attendance, and will include Custom Love letter Tokens and Prizes are based on attendance.

GM: Frank Kallal 5GC33 – 5GC35

Magic: The Gathering Tournament (Commander)

Saturday 10:00am – 6:30pm

Bring your best deck and amazing strategy and see if you are the best Magic player at Archon. As soon as we have 4 players, your game can begin. Booster packs for House of Devastation are available to winners while the supply lasts. A judge is available for any questions or disputes.

BOARD / CARD GAME

Planetarium

4 players

Game Salute

Matter swirls around a new born star, coalescing on the planetoids that orbit it. Planets evolve, grow and migrate in their orbits, forming a unique solar system by the end of every game. Planetarium is a game of creation, chaos and terraforming on the grandest scale.

Players are competing to crash combinations of elements onto planets that then allow them to play cards to evolve the planets in a variety of ways, with each player looking to evolve planets in the system to suit their own secret endgame goals.

GM: Atomic Squash 1HA1A

Potion Explosion

4 players

CMON

Dear students, it's time for the final exams of the Potions class! The rules are always the same: Take an ingredient marble from the dispenser and watch the others fall. If you connect marbles of the same color, they explode and you can take them, too! Complete your potions using the marbles you collect, and drink them to unleash their magical power. Remember, though, that to win the Student of the Year award, being quick won't be enough: you'll also need to brew the most valuable potions in Potion Explosion!

GM: Atomic Squash 4HA1A

Puffing Billy (EBI & Ticket to Ride)

12 for EBI – 5 for Ticket to Ride

Empire Builder International and Ticket to Ride

GM: Bob Roby 1GC9/1GC12
 2GC9/2GC12
 8GC9/8GC12

Quadropolis

4 player

Days of Wonder

Each player builds their own metropolis in Quadropolis, but they're competing with one another for the shops, parks, public services and other structures to be placed in them.

GM: Atomic Squash 5HA1A

Roll for the Galaxy

4 players

Rio Grande Games

Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins!

GM: Alex Miller 2GC11B

BOARD / CARD GAME

Roll Player

4 players

Thunderworks Game

In *Roll Player*, you will compete to create the greatest fantasy adventurer who has ever lived, preparing your character to embark on an epic quest. Roll and draft dice to build up your character's attributes. Purchase weapons and armor to outfit your hero. Train to gain skills and discover your hero's traits to prepare them for their journey. Earn Reputation Stars by constructing the perfect character. The player with the greatest Reputation wins the game and will surely triumph over whatever nefarious plot lies ahead!

GM: Atomic Squash

5HA1A

Scythe

4 players

Stonemaier Games

Scythe is an engine-building game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. In *Scythe*, each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory. Players conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

GM: Stonemaier Ambassador

1GC19A

1GC19B

2GC19A

4GC19B

Small Box Gaming

I'll Bring a Bunch of small Box "quick" Games and we can just Play whatever Folks Want to Play. and we'll just play games for the session.

GM: Frank Kallal

Star Trek: Ascendancy

4 players

Gale Force 9

In *Star Trek: Ascendancy* — a board game of exploration, expansion and conflict between the United Federation of Planets, the Klingon Empire, and the Romulan Star Empire — you control the great civilizations of the Galaxy, striking out from your home worlds to expand your influence and grow your civilization.

GM: Atomic Squash

2HA1

Terra Mystica (w/Fire & Ice)

4 players

ZMan Games

Terra Mystica is a game with very little luck that rewards strategic planning. Each player governs one of the 14 groups. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. There are also four religious cults in which you can progress. To do all that, each group has special skills and abilities. This event includes the *Terra Mystica: Fire and Ice* expansion.

GM: Atomic Squash

1HA1

BOARD / CARD GAME

Terraforming Mars

4 people

Stronghold

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.

GM: Atomic Squash 4HA1

Ultimate Werewolf

Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone?

GM: Jim Joedicke/Alex Miller 3HA1
7HA1

Viticulture / Tuscany

4 players

Stonemaier Games

In *Viticulture*, the players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crush pad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success.

GM: Stonemaier Ambassador 1GC15A
1GC15B
2GC15B
5GC15B

LIVE ACTION

SLUGS

35 – 40 players

Friday

Pre-Game Meeting 6:00pm Gateway Center – LARP Meeting room in game salon
7:00pm – 1:00am

For some time Aquilonia was the mightiest and most advanced kingdom of all the Hyborian age. But in recent years it has fallen up hard times. King Numededs has become a ruler in title only, spending most his days walled up in the palace in a drunken stupor. It has fallen to the aristocracy to rule the kingdom, but each is governed by their own personal agendas. The once dominate Church of Mitra has fallen from prominence, replaced with a new mysterious cult. While the Aquilonian Legions are embroiled in an unending conflicts with the Pictish savages in the west, rumors spread of a coalition massing their forces to the east. To the south are the Stygian deserts and nothing good has ever come out of those swirling sands. Instability and poor leadership have hurt the commoners the most. Starvation, plague and poverty are commonplace thought the land. But the citizens of Taratina have been hit the worst, not only living in squalor, but also in terror from staggering amount of unexplained disappearances.

Come join SLUGS for another night of Lovecraftian Horror but now set the equally terrifying Conan Universe., Monsters and myth roam the city as dark powers conspire for domination and destruction. Heros need to arise to combat these evils or the kingdom shall fall into chaotic darkness.

GM: Ron Faltus

Friday Evening

Outbreak

26 players \$5.00 registration

Saturday

Pre-game – 6:30pm Gateway Center – LARP Meeting room in game salon

The research facility is an underground complex built under seven stories of concrete and earth. There is only one elevator to the surface. All operating systems, including communications, security, and surveillance, are maintained from within the facility. Secure in its location, the military has assembled an investigative team of scientists to conduct top secret experiments on human subjects, enhancing them with superhuman strength, telepathy, and tissue regeneration. Thus far, the outcomes have not been successful. Rumors of illness have spread among the subjects, who now seem unwilling to participate. Notwithstanding, phase II of the study is underway. What could possibly go wrong?

GM: Frank DelRosario

MINIATURES

Escape from R-D 13

2 – 8 players

Ultimate War Zone

Your men were surrounded and overwhelmed. The last thing you remember was a sharp pain in the back of your head. You wake to see a dark room that looks more like a slaughter house than a cell but you are not alone. All materials will be provided and rules will be taught. New players welcome.

GM: Dennis Moler

1GC4B

Chronopia – Fire & Ice

2 – 8 players

Chronopia

No one knows what starts wars, someone fails in their manners or someone refuses a gift, greed, hate, and sometimes nothing at all. This time it is House Helios and Chrystal Lotus House. Diplomacy has failed and the fighting begins. All materials will be provided and rules will be taught. New players welcome.

GM: Dennis Moler

5GC4

Fire & Ice: The Open Seas

2 – 8 players

Chronopia

Will the seas boil with the passionate heat of Helios or freeze like the cold heart of Chrystal Lotus? Come choose a side or choose your own house. All materials will be provided and rules will be taught. New players welcome.

GM: Dennis Moler

6GC4

Ship to Ship

2 – 8 players

Chronopia

It's always war on the open sea, pirates, weather, even a simple competition. When a group of ships find themselves on the open sea anything can happen. All materials will be provided and rules will be taught. New players welcome

GM: Dennis Moler

4GC4

Star Gazer BH3133

2 – 8 players

Ultimate War Zone

While on patrol over the skies of Mars you chance upon a ship. The call letters indicate the Star Gazer a ship that disappeared just before the AI wars long before you were born. Now in a course to collide with the planet, you have been ordered to investigate. All materials will be provided and rules will be taught. New players welcome.

GM: Dennis Moler

2GC4A

1PSI: Rock and a Hard Place - QUAGS

3 – 8 players

Hex Games

It's one thing to have psy powers and another thing to be a spy. But being a psychic spy trapped behind the Iron Curtain—that's bad. Really bad. There you are, someplace you really aren't supposed to be, your cover blown, support unavailable, and some really angry, really dangerous people coming after you. Your job is simple. Find a way to get home alive! Just remember, they have psychics too.

GM: Ian Engle

4GC22

Call of Cthulhu

4 – 6 players

Chaosium

A group of professional investigators are invited to a creepy mansion to help solve a mystery, but they find more than just a mystery. Who will survive the night? Join me and find out.

GM: Chris Ozburn

1GC25

Call of Clue-thulu: Suicide King

6 players

FAST Games

A group of strangers drift into Hell's Outhouse, Texas. Each with a score to settle against the notorious gambler Mr. Boddy. Getting into town is easy, but getting out alive could prove a bit challenging. Who will ride off into the sunset and who will take up residence in Boot Hill? Take the role of Prof. Plum, Miss Scarlet, or one of the other characters from the classic board game in this Wild West tale with a supernatural twist.

FAST is a universal RPG that emphasizes role-playing with simple mechanics and (what else?) FAST combat. Characters will be provided. Bring your d6's and your imagination. For information about FAST, including the QuickPlay rules, visit our website <http://www.fastrpg.net>.

GM: Larry Babb

1GC30

4GC30

Call of Clue-thulu: The Curious Wake of Mordecai Doyle

6 players

FAST Games

A college instructor from your youth, Professor Mordecai Doyle, has passed away. You have been invited to his wake and the reading of his will. Doyle specialized in ancient customs and rituals. As you recall, he had quite a collection of esoteric artifacts and arcane tomes in his possession... What if, among the secrets Prof. Doyle held, you could find that one thing which you seek? What would you do to claim the prize long denied you? What dark mysteries and occultic dangers might lie in your way? Travel to 1920's New England as old friendships and rivalries are renewed while Col. Mustard, Miss Scarlet, and other colorful characters delve into Things-Man-Was-Not-Meant-To-Know!

GM: Woody Babb

6GC31

RPG

Draxia

6 players

Mythica Gaming

Come help us play test our newest creation, Draxia RPG.

GM: Mythica Gaming 6GC35

Firefly: Lovely Place....I'll Tell My Friends

6 players

FAST Games

Life is running along just shiny for the crew of Serenity when an old friend calls in a marker, desperate for any help they can give. Malcolm and company travel to a small moon where they find themselves all manner of unwanted. They must infiltrate a local robber baron's estate, find a missing girl, and get out alive with a very small window of opportunity. Join the big, damn heroes as they spring into action for this complicated escape and rescue op!

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GM: Woody Babb 5GC30

Gamma World

2 – 6 players

Chaosium

A group of friends hear of a lost city and its treasure trove of ancient tech, but what they find isn't tech and they learn that some things should stay lost. Join me in exploring a new take on the gamma world system. My friends and I have combined 2nd and 4th ed and tried to make the system more playable. Let's have some fun. This is a play testing of my new rules

GM: Chris Ozburn 5GC25

Ghost Wrasslers, Shadow of the Preacherman - QAGS

3 – 8 players

Hex Games

The Ghost Wrasslers put the smackdown on the supernatural. Back in episode 107, the team ventured through the phantom's tollbooth into Ghostworld and thwarted the wicked designs of the Preacherman. Small surprise that that veil-jumper's out for sweet revenge.

GM: Ian Engle 1GC22

GILGAMESH: War of the Gods - Cinemechanix

3 – 8 players

Hex Games

The mightiest hero of any age is GILGAMESH, the king of Uruk, two-thirds god and one-third man! Only GILGAMESH has sailed to the edge of the world, and only he has uncovered the secrets of immortality! But now, the mighty hero and his loyal companions must face an even greater threat—gods gone mad! It's mortals vs. gods, with Bronze Age Mesopotamia as the prize!

GM: Leighton Connor 5GC22

Guardians of Aetheria - Cinemechanix

3 – 8 players

Hex Games

The shining kingdom of Aetheria is a peaceful, magical place full of happy people and valiant heroes, but beyond the ruined ancient cities of the Scarred Lands lies an evil realm ruled by monsters and madness. Lately, the wastelands are crawling with minions of Bloodgrave the Witch King, and many worry that he's amassing an army to bring war against Aetheria. If he does, he'll have to face the Guardians of Aetheria, brave heroes with strange powers that almost seem like they were designed entirely to make kids want the action figure. Grimdark 80s animation meets Saturday morning cartoon toy commercials in this epic game of science-fantasy.

GM: Steve Johnson

5GC23

Hobomancer: Hobos in Time - QAGS

3 – 8 players

Hex Games

It's the height of the Great Depression, and those all-American shamans known as the Hobomancers ride the rails to keep America safe. But now there's a bigger threat than they've ever encountered—Time itself is in peril! The Sneaky Snakes have summoned a timeworm to devour all of time, so you and your ragtag band of hobos must travel to different points in history to gather the artifacts you need to save creation!

GM: Leighton Connor

8GC22

Looking Stones - Castles and Crusades

6 players

Dwarves built mansions of stone, bath houses, and the like, in the Rhodope Mountains. They grew wealthy and powerful, but were eventually devastated by war and plague. The Dwarves' Glory was left in ruin, all but forgotten by the rest of civilization. Bravely adventure in the world of Aihrde in the Looking Stones. Castles & Crusades is the game you've played for years, made easier by the simple Siege Engine mechanic.

GM: Tyler Morrison

2GC27

Heroquest – Red Moon Rising

6 players

Chaosium

You and your brave companions are forced by the Lunar Empire to take on the roles of your gods in a ceremony the Lunars use to maintain their oppressive rule over your people. In selecting you however, they may find that they have chosen too well. Max six players, customizable characters provided. No previous HQ experience required.

GM: Jon Laufersweiler

5GC27

Sample of Playtest Theater - Cinemechanix

3 – 8 players

Hex Games

For nearly 20 years, Archon attendees have been enjoying QAGS, and most agree that it's the finest game system ever created on the face of the earth. Or it least it was, until we came up with something even better. Hex Games is getting ready to release a brand new game system called Cinemechanix, and this year at Archon is your chance to play it before it's available to all those common gamers who don't come to Archon. The players will choose a game (from a selection provided by the GM) and then test drive a 2-hour mini-game of Cinemechanix that gives them a chance to learn all the basics of the system. If the GM remembers to get your names, you'll also be immortalized on paper as playtesters when we release the book!

GM: Steve Johnson

4GC24B

8GC24B

Stormgate

6 players

FAST Games

Stormgate... a wilderness town in the middle of nowhere, issuing a siren's call to adventurers from afar. Will you descend into the foreboding Stonefang Caverns, explore the twisted woods of Shadow Maze, or investigate the Tower Ruins of a long-dead wizard? Perhaps you dare to listen to the counsel of the Whispering Well or seek to unravel the ancient mystery of the Titan Fist. Danger and heroic exploits await in Stormgate, a sword & sorcery campaign setting for the FAST RPG.

FAST is a universal RPG that emphasizes role-playing with simple mechanics and (what else?) FAST combat. Characters will be provided. Bring your d6's and your imagination. For information about FAST, including the QuickPlay rules, visit our website <http://www.fastrpg.net>.

GM: Larry Babb

8GC30

Suicide Squad: The Alter-Earth Agenda

6 players

FAST Games

When danger threatens the world and you can't risk sending in the regular heroes, it's time to call Taskforce X, AKA "The Suicide Squad." A gateway to another universe and another Earth has thrown the world into chaos, and it's up to these criminals-turned-heroes to save the day. Play as a villain from Marvel, DC, and beyond in this crossover adventure.

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GM: Steve Bruns

Teenage Mutant Jedi Turtles: The Esquire Like Black

6 players

FAST Games

The evil Empire has never been stronger and its grip gets tighter with every uprising it squelches. With the Rebellion in disarray, there is a dire need of a victory over Imperial forces. To make matters worse, Master Splinter recently disappeared and the Padawans in a Half-Shell fear the worst. April and Casey team-up with Leo, Mike, Don, and Raph as they race to save Splinter and turn the tide against a new threat as Darth Shredder's new Sith apprentice is finally revealed!

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GM: Woody Babb

1GC31

The Morrow Project

6 players

Scenario is still in development at time of printing.

GM: Meg Brown

5GC26

This Fragile Earth - QAGS

3 – 8 players

Hex Games

This is it--Cosmax the Conqueror has gained control of the Omnipotence Engine, and now all of reality is endangered! The Freedom Squadron, the Time Tweens, and the Combateers have all fallen. Now the universe's only hope is your ragtag band of heroes, scoundrels, and ne'er-do-wells! Grab your star scepter, charge your powered armor, and say your magic word, because it's time for the biggest super-hero epic of the summer! MISS IT NOT, TRUE BELIEVER!!!

GM: Leighton Connor

4GC23

Undercover Cool: the Zombies of Paris

6 players

FAST Games

A madman threatens to unleash a zombie plague mutagen on "The City of Lights," and the only place that might have a cure is the former Nazi testing grounds: the Island of Doktor Mörder. The orders are simple: find the Doktor's hidden research lab, grab the cure, bug out before the island's residents can turn you into the main entree!

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GM: Steve Bruns

2GC30

Wet Hot American Monsters - Cinemechanix

3 – 8 players

Hex Games

Being a monster is hard. Being a teenager is hard. Imagine being a teenage monsters. Luckily, there's a place where young monsters can forge new friendships, enjoy the great outdoors, and make all kinds of terrible mistakes with limited adult supervision. Welcome to Camp Windigo, the only summer camp catering exclusively to teenage werewolves, young Frankensteins, sons of Dracula, and other monster-Americans. You've been there as a camper before, but this year you're getting paid well below minimum wage to be a camp counselor for the first time. You've only got a week to get everything ready for the campers and prove to the other counselors (especially the cute ones) that you're not lame.

GM: Steve Johnson

2GC22

Wyrms Well - Castles & Crusades

6 players

The Wyrms Well is a long buried dwarven dungeon haunted by the creatures of yesterday. Explore the deeps of the Rhodope Mountains, and learn the way even Dwarves come to fear the dark. Castles & Crusades is the game you've played for years, made easier by the simple Siege Engine mechanic.

GM: Tyler Morrison

6GC27

GAMING PROGRAMS

Opening Ceremonies

Friday 6:00pm – 7:00pm
Center Hall B (Gateway Center)

My Life at Wizards of the Coast (Panel)

Friday 7:00pm – 7:50pm
Salon 6 (Gateway Center)
Doug Beyer

The Creative Process Behind Magic: The Gathering (Panel)

Saturday 3:00pm – 3:50pm
Salon 6 (Gateway Center)
Doug Beyer

Q & A with Archon 41 Gaming Guest of Honor Doug Beyer from Wizards of the Coast (Panel)

Saturday 5:00pm – 5:50pm
Salon 6 (Gateway Center)
Doug Beyer

The World and Lore of Magic: The Gathering (Panel)

Sunday 12:00pm – 12:50pm
Salon 6 (Gateway Center)
Doug Beyer

Closing Ceremonies

Sunday 3:00pm – 4:00pm
Lasalle (Gateway Center)

