

# DARKCON 2012



JANUARY 12 - 15



# The Dark Ones, Inc.

Proud sponsor of DarkCon 1995 thru 2012

The Dark Ones will be throwing a party  
Saturday night at DarkCon, the theme is  
"The beginning of the End of the World"

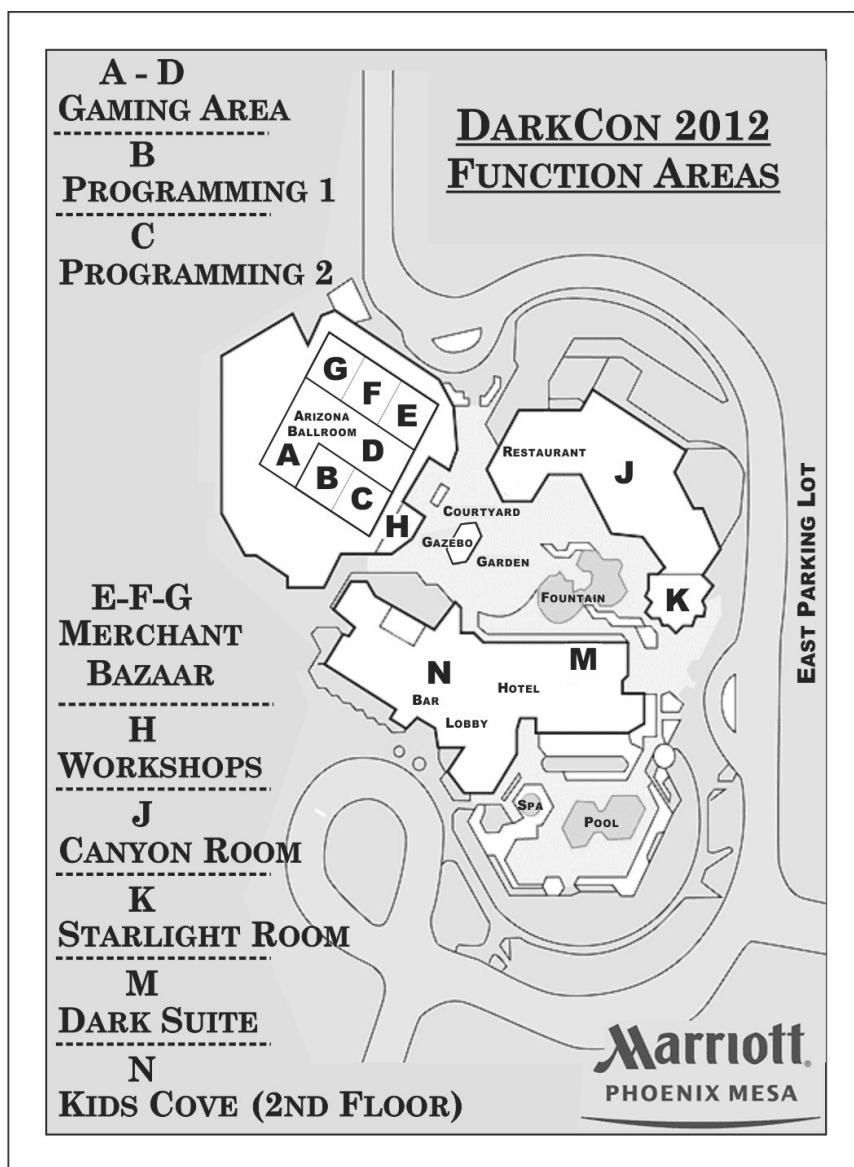
It is the first of 6 parties in 2012  
leading up to our massive party to  
celebrate the actual end of the  
world on 12/21/2012.

Visit us at [DarkOnes.org](http://DarkOnes.org)



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## COMMITTEE LIST

**Chair** Jeff Jennings

**Exchequer** Mark Boniece

**Historian** Rob Hardin

**Ambiance** Nicole Liberty

**DarkSuite (Food Services)** Wendy Trakes

**DarkSuite (Programming)** Patti Steele

**Dark Ones Liaison** Terry Groom

**Gaming Director** Tiffany Branum

**Guest Liaison** Nola Yergen

**Group Coordinator** Tina Batt

**Hotel Liaison** Mike Willmoth

**Kids Cove (Children's Programming)** Lainey Carlile

**LARP Coordinator** Alan Venable

**Logistics** Mike Klopfer

**Merchant Liaison** Dawn Perry-Hardin

**Operations** Tom Coffey

**Publications** David Ramirez

**Registration** Lisa Marie Brown

**Staff Lounge / Green Room** Antonio Contrisciani

**VIP & Banquet Coordinator** Jan Ali

**The Watch** Tom Batt

**Website** Honor MacDonald

## A WORD FROM THE DARKCON CHAIR

As the Chair of DarkCon 1995 (the first convention held by The Dark Ones, Inc.) I really had no idea how to run a convention... it was great ideas, good intentions and a lot of luck...

17 years later I enter into being Chair of DarkCon 2012 with a lot more experience, and maturity. This time we are relying more on: great ideas, good intentions and hoping for a lot of luck... (hmmm wait a sec)

I am very proud of DarkCon 2012. We have set new standards, hit new milestones and generally worked too few staff, too hard, for too long. Many of these people have been breaking their backs for more than 18 months to put together the biggest and best DarkCon ever. I want to personally thank each and every DarkCon staff member for all of their hard work and dedication.

I would like to specifically thank Ruth Thompson for the amazing Badge Art that she designed for us, for letting us use her art in our promotions and for the generous support that she gave us for both the VIP & Volunteer Raffles. Ruth had planned to be at DarkCon as our Artist Guest of Honor, but due to a family emergency was unable to attend. I would like to, on behalf of all of the DarkCon staff, send our best wishes to her during this difficult time.

DarkCon is finally upon us and my hope is that each attendee finds something unique and entertaining to remember this convention by. We have tried to create events to pique your interest, add new areas to titillate your imagination and to bring you Arizona's Best Steampunk, Fantasy & Gaming convention ever.

### Welcome to DarkCon!

- Jeff Jennings (aka Shadowstalker)
- DarkCon 2012 Chair

### BRANUM ERICKSON FOUNDATION, INC

*Launching spring of 2012*

**\*\* Now taking equipment and other donations \*\***

[www.befound501c3.org](http://www.befound501c3.org)

The Branum Erickson Foundation, Inc. is a non-profit organization established to empower the disabled, elderly and vulnerable through education, networking and benevolence.



### MAIN PROJECTS INCLUDE:

Medical Equipment Donation, Crisis Assistance, Respite Facilitation, Disaster Relief, Forums, Legal Resources, Networking, Community Resource and Program Information, Volunteer Assistance.

**\* Please contact us** if you or someone you know has new or used medical equipment to donate. All equipment is given without cost to those who need it.



[donate@befound501c3.com](mailto:donate@befound501c3.com)

480-236-4314

WITH SPECIAL THANKS TO OUR VIPS  
"THE TRENCHCOAT BRIGADE"

**GOLD**

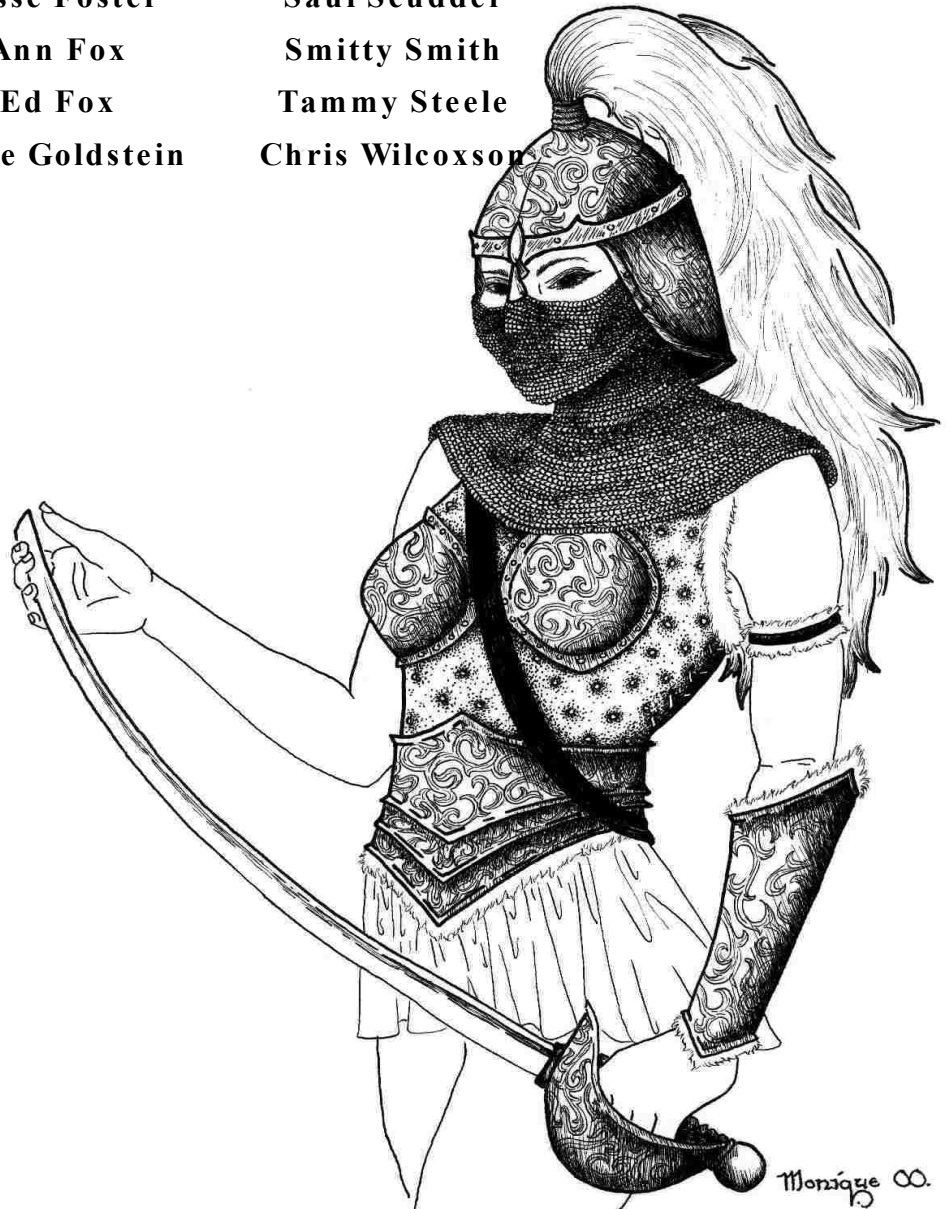
Jan Ali  
Laura Coffey  
Tom Coffey  
Chris Colbath  
Antonio Contris-  
ciani  
Dawn Hardin  
Rob Hardin  
Dean Hochstetler  
Jeff Jennings  
Araceli King  
Brendan King  
Michael Klopper  
Nicole Liberty  
Laura Modine  
Jessica Swift  
Nola Yergen

**SILVER**

Thomas Batt  
Tiffany Branum  
Scott Brenkert  
Jessie Bucklitzsch  
Annie Cowan  
Derek Cowan  
Bryon Culling  
Michael D'alelio  
Valerie Deaton  
Rene Floetke  
David Foster  
Jesse Foster  
Ann Fox  
Ed Fox  
Steve Goldstein

**BRONZE**

Tina Batt  
Mike Cassidy  
Margaret Grady  
Karen Messecar  
Dave Rood  
Terry Groom  
Mason Hunt  
Morgan Hunt  
Zach Hunt  
Shawn Lee  
Jeff McDonald  
Glenn Messecar  
Steve Michaels  
Sam Mills  
Jean Palmer  
Nyki Robertson  
Saul Scudder  
Smitty Smith  
Tammy Steele  
Chris Wilcoxson



## GUESTS

### JACQUELINE CAREY AUTHOR GUEST



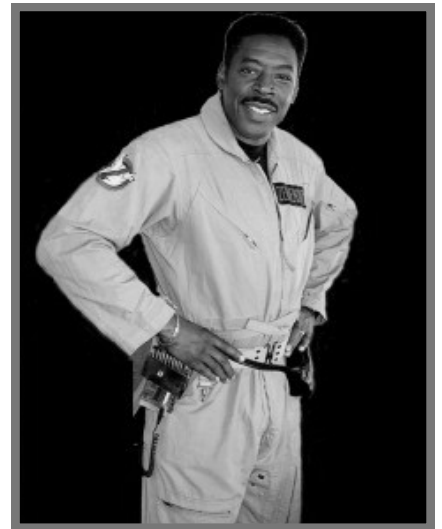
The author of the critically acclaimed Kushiel's Legacy series of historical fantasy novels, The Sundering epic fantasy duology, post-punk bordertown fable Santa Olivia, and Naamah's Kiss, Naamah's Curse & Naamah's Blessing, new best-sellers set in the milieu of the popular Kushiel series, we are pleased to have Jacqueline Carey as our Author Guest of Honor.

Don't miss meeting this amazing author. Bring your books to get signed as well, she will be selling autographs. Although often asked by inquiring fans, she does not, in fact, have any tattoos.

### ERNIE HUDSON MEDIA GUEST

Ernie Hudson is known for his roles as Winston Zeddemore in the Ghostbusters film series, Sergeant Albrecht in The Crow, and Warden Leo Glynn on HBO's Oz, he has over 100 film and television credits on his resume.

One of Hudson's early films was in Penitentiary II starring Leon Isaac Kennedy. After various TV guest roles on shows such as The Dukes of Hazzard and The A-Team, Hudson went on to bigger fame playing Winston Zeddemore, who enlists with the Ghostbusters in the 1984 film Ghostbusters and its 1989 sequel, as well as Warden Leo Glynn on HBO's Oz. On Oz, his son Ernie Hudson Jr. co-starred with him as Muslim inmate Hamid Khan. He appeared as the character Munro in Congo, and he starred in the 1994 film The Crow as Sergeant Albrecht. He switched gears when he played a preacher opening the eyes of a small town prejudice in the 1950s in Stranger in the Kingdom. He is also known as Harry McDonald, the FBI superior of Sandra Bullock in Miss Congeniality. He appeared in the Stargate SG-1 episode "Ethon" as Pernaux. He had a major supporting role as the mentally challenged Solomon in The Hand that Rocks the Cradle. Hudson also appeared as Reggie in the film The Basketball Diaries alongside Leonardo DiCaprio. In 2008, he began a recurring role as Dr. Fields in The Secret Life of the American Teenager. Hudson also had a recurring role on the final season of Law & Order as Lt. Anita Van Buren's boyfriend and then husband.



### MEG FOSTER MEDIA GUEST

Meg Foster has graced the screen and stage since the age of 21; her best known roles are as the villainous EvilLyn from the film Masters of the Universe, and as the wrathful Hera of Hercules: The Legendary Journeys.

She has also appeared in John Carpenter's They Live, and shows such as Quantum Leap, Star Trek Deep Space Nine, and Miami Vice. DarkCon is very pleased to have her join us in 2012!



## GUESTS

### JOHN WICK GAME DESIGNER

John Wick is a multi-award winning game designer and author.

John got his start creating the world and characters for games such as Legend of the Five Rings and 7th Sea for AEG. He then went solo, creating his own publishing house. From there, he created games such as Cat, Discordia and his magnum opus, Houses of the Blooded. His current project, The War, is an epic documentary on The War of the Kingdoms. You can find out more about John at [www.johnwickpresents.com](http://www.johnwickpresents.com).



### KEN ST. ANDRE GAME DESIGNER



**Ken St. Andre** Ken St. Andre is a fantasy author, and game designer, best known for his work with Tunnels & Trolls. He has been an active member of The Science Fiction and Fantasy Writers of America since 1989.

St. Andre is the original designer of the 'pen-and-paper' role-playing game Tunnels & Trolls which was first released by Flying Buffalo, Inc. in 1975. In addition to writing the game rules, Ken was one of the creators of solitaire adventures which allowed players to experience the game without a game master or judge. St. Andre has written many modules and stand alone adventures for Tunnels and Trolls. He also worked as a designer on the role-playing games Stormbringer and Monsters! Monsters!, and the computer game Wasteland. He has also written various short stories and novels. "Old Soldiers Never" (a Battletech anthology) / "Turtle in the Tower" (a Shadowrun anthology) / "The Two Worst Thieves in Khazan" (in "Mages Blood and Old Bones") "The Triple

Death" (in Enchanted Forests) / "Moral Invaders" (in Flash Fantastic) / "A Thief's Day in Khazan" (in Golden Heroes) / "Griffin Feathers" (a collection of linked short stories based on the Tunnels & Trolls role-playing game) / "Introduction: Trollgod's Treasure Hunt" (in Troll Tunnels) He can be found on Twitter under the Trollgodfather name, and has web pages at Trollhalla.com and Atroll.wordpress.com.

### MADAME M AUTHOR / ARTIST

Madame M has been making the world considerably more creepy, cutesy and curvaceous since 2000 with the release of her award-winning book, "Creepy Little Bedtime Stories." The frightening frolicking continued throughout the decade with its sequel "Eerie Little Bedtime Stories," as well as a casket-full of other peculiar publications such as "Trauma Queens/Trauma Kings" and the illustrations for "Tales of the Truly Grotesque."



Madame M cast a spell on the comic world with the lovable super-hero vampire, "Super Vamp." She continues to concoct a cavalcade of kooky comic characters with the magnificent macabre musings contained within the "Madame M Presents" branding, including her "Comicards" line of greeting cards/mini-comics, "Boo Bankie," and "Glamour Ghouls" books [www.madamempresents.com](http://www.madamempresents.com) [www.supervampcomic.com](http://www.supervampcomic.com)

### MARK GREENAWALT ARTIST

Mark Greenawalt has done body paintings at many of the local sci-fi conventions and the Dark Ones have been faithful attendees at every one of them. This, however, is his maiden voyage for the DarkCon event and he is planning to set sail on a sea of Liquid Latex.

Mark will be screening 4 of his recent film projects on Thursday night at the film festival as well doing his amazing Live Body Painting Friday night at DarkCon.

Greenawalt has created an extensive portfolio of artwork on the living canvases of live models. His interest in the sci-fi and fantasy genres have been evident in many of his projects and this time will continue this tradition with a bodypainting themed around the dark fantasy of steampunk. Attendees will see the creation of a bodypainting image from the first brush stroke to the final photography. To see more of his work, visit <http://www.futureclassx.com>

## CONVENTION POLICIES

### GENERAL POLICIES

While we want every one to have fun, we must also require use of common sense. Convention security will be on site and if you are observed doing any thing out of line, you will be informed that your actions are unacceptable. The badge remains the property of DarkCon and may be revoked at any time, there will be **no** refunds.

You must have your badge visible at all times when entering any DarkCon function space. Badges **may not** be shared or loaned to anyone. DarkCon reserves the right to refuse admission to and/or eject any person whose conduct is deemed to be disorderly or disruptive to the comfort of Darkcon attendees, at the sole discretion of DarkCon.

### WEAPON POLICIES- FIREARMS

Carrying and wearing of any real or realistic firearms will not be permitted for any reason. We realize that most people who would like to carry weapons are sensible and careful. However, because of liability laws, the risk of weapons causing accidents or distress, and in observance of the hotel's weapons policy, we ask you leave them at home.

Firearms include but are not limited to:

- Handguns
- Long guns/ shotguns
- Tasers / Stun guns
- Any prop or device designed or intended to fire a projectile.

### WEAPON POLICIES — NON- FIREARM AND BLADED WEAPONS

Non firearms and Bladed weapons such as swords, knives, maces, deathrays, etc', are permitted provided they are keep in a hard sheath and peace bonded by DarkCon security.

Please take any such weapon to Operations, Room 105 so that it can be properly bonded and you can read and sign the weapons policy. Weapons unsheathed or not properly bonded **may** be confiscated by DarkCon security.

— DILLIGAFF

## VOLUNTEERS

Welcome to Darkcon!

Want to know how to make it better?

Volunteer! Helping out is not just a personally rewarding experience, it can be rewarding in the old fashioned sense—for every 4 hours you work, you get a ticket for the volunteer raffle from Operations (Rm 105). Basically, the longer you help out, the greater the tickets you'll earn and the more chances to win some great prizes! Ask at the registration table how you can volunteer.

This year we've got a fetching black leather trenchcoat, prints from noted fantasy artist Ruth Thompson, a 3D Blu-Ray player and a multi-media E-reader, but that's not all. Our tireless yet thoroughly exhausted staff have collected a wide assortment of goodies with which to show our appreciation.

## DARKCON HAS GONE MOBILE!

Scan to download!



Schedule, Maps, Twitter and more on your mobile device - completely free.

Download **Guidebook** on the Apple App Store or Android Marketplace or visit [guidebook.com/getit](http://guidebook.com/getit)

**guidebook**  
[guidebook.com](http://guidebook.com)

## THE DARK SUITE (ROOM: SEDONA)

The DarkCon Hospitality Suite is the perfect place to catch your breath between con activities! Everyone comes through this series of connecting rooms, which offer all of our DarkCon attendees a place to learn new things, meet new people and enjoy Special Events in a fun and more intimate atmosphere. Start your day with Morning Tea here, but remember that Mad Hatter will also have a different sort of Tea Party there! Dark Suite is where the Sunday night Pajama Party will wrap up the weekend, and come for book readings throughout the weekend. — Vinchenza & Jade

## KID'S COVE

Yes indeed, we have scored big for DarkCon 2012; Lightyr (Lainey) has taken on Kid's Programming! That means we will have meaningful and theme related projects and games for the youth as well as the possibility of a visit from Grandma Malys too.

### FRIDAY PROGRAMMING

#### Create Art for Contest

6:00 PM - 7:00 PM

Draw, paint, glue or whatever!- Use Your Imagination & Pick your best for the contest

#### Movies

7:00 PM - 9:00 PM

Come & Enjoy a movie

#### Boardgames

11:00 AM - 12:30 PM

Stop by to play a boardgame or 2!

#### Create Art for Contest

1:30 PM - 3:00 PM

Draw, paint, glue – Use Your Imagination & Pick your best for the contest

#### T-Shirt Decorating

4:00 PM - 5:30 PM

Use Fabric Paint or Iron-ons to create a T-Shirt

#### Movie

7:00 PM - 9:00 PM

Come & Enjoy a movie

### SATURDAY PROGRAMMING

#### Adventure Crafts

9:00 AM - 11:00 AM

Find the Adventurer in you & create a magic item (wand or potion), OR Pick up a sword & create a shield! Not into adventure... create a banner for your bedroom door!

#### Kid's Costuming

12:00 PM - 1:30 PM

Create a costume for the adventurer in you or just for fun! A special thanks to Chameleon for donating the great costumes!

#### Top Hats!

2:00 PM - 4:00 PM

Kid's stop by to decorate a Top Hat or a Mini Top Hat! (limited supply for kids only)

#### Storytelling from Madame M

4:00 PM - 5:00 PM

Come and listen to a story from the famous Madame M!

#### Create Art for Contest

6:00 PM - 7:00 PM

#### Movie

7:00 PM - 9:00 PM

Come & Enjoy a movie

### SUNDAY PROGRAMMING

#### Contest Winner Announcement

11:45 AM - 12:00 PM

#### Storytelling from Madame M

2:30 PM - 3:30 PM

Come and listen to a story from the famous Madame M!

#### Movie

4:00 PM - 7:30 PM

Come & Enjoy a movie

## THURSDAY PROGRAMMING

### Independent Mini Film Festival

5:00 PM - 8:00 PM Programming 1

Come enjoy three hours of independent short films, such as "Yellowstone Sunset" from Brick Cave Media, "Second Chances," "No Time For Reason," "Wish Inc.," and "In Distant Shadows" from Mark Greenwalt, "Headless" from Paul Hudson, "Standardz" from Mantecoza, "The Man Who Planted Trees" a public domain animated film based on the short story by Jean Giono, and more.

### Private Event (Gold VIP's ONLY)

6:00 PM - 7:00 PM Dark Suite

Gold VIP Members Only

### Private Event (Bronze, Silver & Gold VIP's)

7:00 PM - 10:00 PM Dark Suite

### Barry Bard's "At the Movies"

8:30 PM - 10:00 PM Programming 1

This is a favorite Darkcon event where you will get a sneak peak at trailers for some exciting

new upcoming movies. After the trailer presentation we will hold a lottery for FREE movie promotional material (T-shirts, baseball caps, special posters and whatever else the studios have sent us). Sponsored by CASFS.org (Central Arizona Speculative Fiction Society). CASFS' purpose is to promote interest in science fiction, fantasy and science. Please check their website for more info. Participants: Len Berger, Richard Bolinski, Mark Boniece

### Grand Opening Celebration

(w/Circus Bacchus at 10 pm)

9:00 PM - 1:00 AM Canyon

Circus acts, a live band, and burlesque and more! This will be more than just a party, it will be a show to remember. (The Circus Bacchus show starts at 10 pm) Whether you are just coming out of the VIP Party or sneaking out of the Gaming Arena for a few drinks, all you early-bird attendees will want to make this event.

## FRIDAY PROGRAMMING

### Morning Tea

8:00 AM - 10:00 AM Dark Suite

### Steampunk Weapons Workshop

10:00 AM - 12:00 PM Boardroom H

Make an awesome looking Steampunk gun from a water pistol – and it still works too! We provide the materials as well as basic design ideas and the know-how to put it all together. \$10 workshop fee, limited to 15 people.

### Goggle Making Workshop

12:00 PM - 3:00 PM Boardroom H

Join us for this hands-on workshop for modifying an inexpensive pair of welding goggles into super-cool Steampunk goggles. Make them and then wear them to the Steampunk Party on Friday night!

\$10 workshop fee, limited to 15 people

### Game Designers Panel

1:30 PM - 3:00 PM Canyon

Join gaming Guest of Honor John Wick as he discusses intricacies of game design. He is the force behind games such as Legend of the Five Rings and 7th Sea RPG along with games from his own companies, Wicked Dead Brewing Company and John Wick Presents.

### Western Martial Arts Demo

2:00 PM - 5:00 PM Programming 1

Live Steel Demo

### Autograph Session with Guests

2:00 PM - 5:00 PM Programming 2

### Steampunk Gun Holsters Workshop

3:00 PM - 5:00 PM Boardroom H

Got a nifty Steampunk weapon but no way to carry it? Or did you just take the gun making workshop and want to show off your handiwork at the Steampunk Party? Bring your weapon to this class and make a holster custom built for you!

\$10 workshop fee, limited to 15 people.

### Book Reading with Madame M

5:00 PM - 6:00 PM Dark Suite

### Private Event (VIP's ONLY)

6:30 PM - 7:00 PM Canyon

### Meet the Guests (Cocktail Hour)

7:00 PM - 9:00 PM Canyon

### Hysterical Paroxysm

8:00 PM - 9:00 PM Programming 2

18 years+ Only Event.

A tongue in cheek look at turn of the century medical phenomenon of Hysteria and its various treatments and cures.

### Steampunk Party

9:00 PM - 1:00 AM Canyon

Here you can show off your Steampunk gizmo's, goggles and regalia. Expect to see some special guests appear to entertain and revel in the refreshments as well. An event of epic proportions.

## FRIDAY PROGRAMMING, CONT'D

### **Victorian Role Playing with Miss Chris**

9:00 PM - 10:00 PM Programming 2

18 years+ Only Event.

Have you ever wanted to play out your wildest SM fantasies, but didn't know quite where to start? Come join Miss Chris as she presents "Role Playing: Actualizing Your Wildest SM Fantasies". Learn basic to advanced tips and techniques on how to leverage attire, speech, body language, props, and the five senses to evoke different scene stages. Learn how to assume a character, improvise, create a backstory, and to suspend reality for a scene. Role Play examples will be presented throughout the class, and an interactive exercise at the end allows everyone to get their hands dirty with a basic role play you can play with and eventually incorporate into your own bag of tricks!

### **Poker Game (Texas Holdem)**

9:00 PM - 1:00 AM Starlight

This popular event is limited to 100 players so watch this page for information about how you can get on the list prior to the convention! Prizes will be announced as we get closer as well. Hold'em like you love it... Don't miss this Steampunk Themed event.

### **Body Painting with Mark Greenawalt**

9:30 PM - 1:00 AM Programming 1

Mark Greenawalt has done body paintings at

many of the local sci-fi conventions and the Dark Ones have been faithful attendees at every one of them. This, however, is his maiden voyage for the DarkCon event and he is planning to set sail on a sea of Liquid Latex.

Mark will be screening 4 of his recent film projects on Thursday night at the film festival as well doing his amazing Live Body Painting Friday night at DarkCon.

Greenawalt has created an extensive portfolio of artwork on the living canvases of live models. His interest in the sci-fi and fantasy genres have been evident in many of his projects and this time will continue this tradition with a body-painting themed around the dark fantasy of steampunk. Attendees will see the creation of a bodypainting image from the first brush stroke to the final photography. To see more of his work, visit <http://www.futureclassx.com>

### **The Sacred & the Profane**

10:00 PM - 11:30 PM Programming 2

18 years+ Only Event.

We are going to discuss how things non-religious can be both sacred and profane. How they can co-exist in the same space. Example: the sacredness of humiliation, the veneration of a slave to its Master, how we can consider the profane with a sacred regard. Remember what is sacred to one is profane to another and vice a versa.

## SATURDAY PROGRAMMING

### **Morning Tea**

8:00 AM - 10:00 AM Dark Suite

### **Steampunk Weapons Workshop**

10:00 AM - 12:00 PM Boardroom H

Make an awesome looking Steampunk gun from a water pistol – and it still works too!

We provide the materials as well as basic design ideas and the know-how to put it all together. \$15 workshop fee, limited to 15 people.

### **Live Steel Demo with Adrian Empire**

10:00 AM - 1:00 PM Outdoor Venue

### **What's That Byte?**

10:00 AM - 12:00 PM Starlight

"What's That Byte?" is a fun and challenging game where audience teams compete to have the highest score by identifying sound bytes from movies and television shows. Come and amaze your friends with uncanny recall of obscure sound effects and dialog from the television

vault that contains decades of movies and TV shows that have won Academy awards (and many that haven't).

### **Q&A with Ernie Hudson**

10:30 AM - 12:00 PM Programming 1;  
Programming 2

### **Book Reading with Michael Bradley**

11:00 AM - 12:30 PM Dark Suite

### **Steampunk Pouch Workshop with Brose Brothers**

12:00 PM - 2:00 PM Boardroom H

The Leather pouch is a Steampunk necessity! Big enough to fit those items you just can't carry and small enough to not be in the way. Perfect for goggles, small Steampunk Guns, wallets and much more. Materials will be provided and stitching it together is what you get to indulge upon. Trinkets to adorn it will also be available. \$15 workshop fee, limited to 15 people.

## SATURDAY PROGRAMMING, CONT'D

### **Q&A with Jacqueline Carey**

12:30 PM - 2:00 PM      Programming 1;  
Programming 2

### **Movie Workshop - Makeup FX On A Budget**

1:00 PM - 3:00 PM      Starlight

### **Facinators Workshop**

2:00 PM - 4:00 PM      Boardroom H

A 'Fascinator' is a tiny hat (usually a top hat) that perches on top of your fabulous up-do. Create your hat and decorate it with tiny goggles, gears or ribbons.

\$10 workshop fee, limited to 15 people

### **Book Reading with Madame M**

2:00 PM - 3:00 PM      Dark Suite

### **Movie Workshop - Visual FX Aren't Rocket Science**

3:00 PM - 5:00 PM      Starlight

The wizards behind Voyage Trekkers Season 1. In addition David Stipes was Visual Effects Supervisor on such TV classics as Star Trek the Next Generation, Voyager, and Deep Space Nine. They'll discuss and show you how they made virtual sets, masks, props and other special effects. Nathan Blackwell, David Stipes, Nathan Stipes, and Diane Cook

### **Western Martial Arts Demo**

3:00 PM - 6:00 PM      Programming 1

### **Autograph Session w/Guests**

3:00 PM - 6:00 PM      Programming 2

### **Steampunk Garters Workshop**

4:00 PM - 6:00 PM      Boardroom H

Make a fabulous Steampunk Garter Belt, or should we say Garter UTILITY Belt!! It is a leather garter belt that goes great over leggings or works well over a skirt. Add pockets or pouches to up the coolness factor. This season's "Must Have" Steampunk accessory!

\$10 workshop fee, limited to 15 people

### **Book Launch Wine & Cheese Party**

5:00 PM - 7:00 PM      Dark Suite

Courtney Conant

### **Dark Ones Party (All are welcome)**

9:00 PM - 1:30 AM      Canyon

DarkCon's Primary Sponsor is The Dark Ones, Inc. This fraternal group has been throwing parties and conventions for more than 15 years. Needless to say they tend to throw a pretty good party. Libations and other distractions are sure to be in abundance.

### **Dark Ones Dance (All are welcome)**

9:00 PM - 1:30 AM      Starlight

Come dance away the evening with the Dark Ones and don't forget to sneak thru the back of the dance (thru the DarkCon Cave) to visit the main party zone being held in DarkCon Canyon next door.

### **Victorian BDSM**

9:00 PM - 10:00 PM      Programming 2

18 years+ Only Event.

Most everyone has heard of the repressed, highly moralistic, prim and proper ways they did things back in Victorian England. But do you think they were all that way? Hell no! Come join Miss Chris/Cap as she discusses how kinky and perverted those Victorians really were! This class will go through a brief history and accounting of the prevailing attitudes of the day. Historic roles and expectations, attire, implements and punishments will be discussed next. And finally we'll get to laugh at the language and wording those pervy Vics used to talk about the things they weren't supposed to talk about. Wear your Victorian, Edwardian or Steampunk best, if you have it, and expect to feel a new kinky kinship with your forefathers after this workshop!

### **Lifestyle Dynamic Roundtable**

11:00 PM - 12:00 AM      Programming 2

18 years+ Only Event.

Roundtable discussions open to all, to help better understand why we do what we do. This will also clarify by discussion just what are those terms and titles really mean to us. Why do we insist on boxes and labels to put things into even when some of those names and actions inherently shun or rebel being confined. We use an inexact language called English, and we use verbiage that not all understand because of regional or historical discontinuity. Let us explore some historical reasons for some of the words/terms we use and to better demystify the titles, monikers that we use.

### **Kushiel's Dart Performance Art**

10:00 PM - 11:30 PM      Programming 1

18 years+ Only Event.

This performance art piece is a brand new piece created and customized in honor of DarkCon Author Guest of Honor, Jacqueline Carey. This performance art piece recreates and interprets the pivotal Longest Night scene in Kushiel's Dart between Phadre and Melisande.

## SUNDAY PROGRAMMING

### **Morning Tea**

8:00 AM - 10:00 AM Dark Suite

### **Private Event: Brunch (VIP - Gold Only)**

9:30 AM - 1:00 PM Off Site

Meet in hotel lobby

### **Art Contest Winner**

10:00 AM - 10:15 AM Programming 1;  
Programming 2

1st, 2nd, and 3rd place winners announced for the Create Art Contest! Contest Winners announced at the beginning of Barry Bards "At The Movies"

### **Mask Making Workshop**

10:00 AM - 1:00 PM Boardroom H

\$10 workshop fee, limited to 15 people

### **Barry Bards 'at the Movies'**

10:00 AM - 12:00 PM Programming 1;  
Programming 2

This is a favorite Darkcon event where you will get a sneak peak at trailers for some exciting new upcoming movies. After the trailer presentation we will hold a lottery for FREE movie promotional material (T-shirts, baseball caps, special posters and whatever else the studios have sent us). Sponsored by CASFS.org (Central Arizona Speculative Fiction Society). CASFS' purpose is to promote interest in science fiction, fantasy and science. Please check their website for more info. Participants: Len Berger, Richard Bolinski, Mark Boniece

### **Volunteer Raffle**

12:30 PM - 2:30 PM Canyon

Everyone that volunteers at DarkCon is eligible to win great prizes at this event.

### **Steampunk Pouch Workshop with Brose Brothers**

1:00 PM - 3:00 PM Boardroom H

It's a pouch for storing all those troublesome steampunks in. Sign up in advance, \$15 workshop fee, limited to 15 people.

### **Movie Workshop - Actors Are People Too**

1:00 PM - 3:00 PM Starlight

Kevin R. Phipps, director and acting coach, will provide tools and techniques for both actors and directors to better work together.

### **High Tea with the Mad Hatter**

1:30 PM - 3:30 PM Dark Suite

18 years+ Only Event

### **Western Martial Arts Demo**

1:30 PM - 3:30 PM Programming 1

### **Q&A with Meg Foster**

1:30 PM - 3:00 PM Programming 2

### **Autograph Session with Meg Foster**

3:00 PM - 4:00 PM Programming 2

### **Steamcog Steampunk LARP (NERF)**

3:00 PM - 7:00 PM Canyon

### **Movie Workshop - I Gotta Do What?! an Indie Filmmakers Guide to Selling Their Film**

3:00 PM - 5:00 PM Starlight

Jon Bonnell will discuss how to design your project from the beginning to be saleable. We'll look at keyart and trailer designs (from the bizzare to the marketable), casting choices, how to market to your niche, and how to maximize your return. Its all about maximizing the return on your money.

### **Goggle Making Workshop**

3:30 PM - 6:30 PM Boardroom H

Join us for this hands-on workshop for modifying an inexpensive pair of welding goggles into super-cool Steampunk goggles. Make them and then wear them to the Steampunk Party on Friday night!

\$10 workshop fee, limited to 15 people

### **Pajama Party**

7:00 PM - 11:00 PM Dark Suite

Sometimes the end comes with a vision of new horizons, So it is at the DarkCon Pajama Party. We will meet in our night ware (pajamas and such) one more time to see an end(s) as glimpses of unseen horizons come nearer. [18+ after 9:00 pm]

### **Whip & Flogger Class & Demo**

8:00 PM - 9:00 PM Programming 1

18 years+ Only Event.

Master Dennis will give a brief history, talk about the care and maintenance of, and demonstrate on real "victims" the uses and techniques of various whips and floggers.

### **Alien Sextoy Workshop**

10:00 PM - 11:00 PM Dark Suite

18 years+ Only Event.

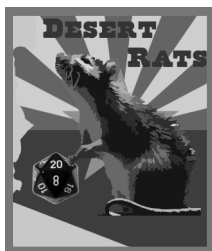
Alien archeologists (you) from a far away galaxy have discovered a variety of artifacts that they believe to be sex toys for humans. Come and guess what what these strange implements were used for!

## GAMING

**Gaming at DarkCon 2012 now running 24 hours a day until Sun evening!**

We're very excited that **DARKCON 2012** will host many different types of gaming events. There will be board and card games, roleplaying games, live action role playing, electronic gaming, tournaments, and an extensive game library available. The **GUISE KNIGHTS** will bring in their crew to run games like Doom, Dixit, Ticket to Ride. The **MEN IN BLACK** will be in attendance as well with prize support for their Steve Jackson Games. These include Munchkin, Revolution and GURPS. The Desert Rats will be in attendance with epic games such as the convention favorite 'Boot Hill.' We also anticipate various roleplaying experiences from groups such as Living Forgotten Realms, the Wrecking Crew, and the Mages Guild. Local gaming guests will be hosting their games as well. Guests of Honor will join us during the event. **KEN ST. ANDRE** will be playing his classic Tunnels and Trolls **AND JOHN WICK** will be running the popular Houses of the Blooded LARP. Other games with the designers in attendance include the Laughing Moon Chronicles, by game designer **TODD VANHOOSER**, and Time Renegades by game designer **DENNIS KAUFFMAN**. Come to gaming and try out new games, revisit the classics, and speak to the people who created some of them!

### MEET THE GAME MASTERS



Self-described gamers with a drinking problem, the Desert Rats continue to support local gaming conventions by running games from the popular publishers such as Flying Frog Publications and Days of Wonder Press.

If they're not ensconced in their Rat's Nest of solitude with a drink in hand, they'll be found in the gaming hall surrounded by fellow gamers running Boot Hill, Ticket to Ride: Europe, A Touch of Evil and many others.

The Wrecking Crew became one of the official demo teams that share a passion and love for World of Darkness table-top gaming in 2000.

Due to their longstanding devotion to their craft, White Wolf elevated The Wrecking Crew to the rank of Senior Demo Team in 2009. The core of The Wrecking Crew is based out of Arizona, but it is a national organization with members in several other states. The Wrecking Crew's goal is to provide the best table-top gaming experience at conventions.



**“Games Make Great Gifts”**

# **Imperial Outpost Games**

**Best gaming selection in the valley.**

.....  
**Imperial Outpost Games is a hobby/gaming retailer  
in the north Phoenix Area. Our goal is to provide a well stocked  
and friendly store to the Arizona gaming community.**  
.....

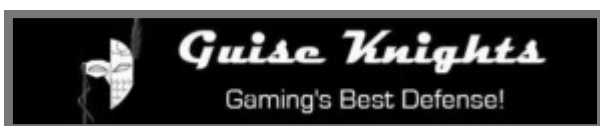
**4920 W Thunderbird Rd. #121 Glendale, AZ  
(602) 978-0467**



The Men in Black will also be in attendance

at the event! These gamers demo various Steve Jackson (SJ) Games from Warehouse 13. You can backstab your buddies in one of the many Munchkin games or experience the SJ role-playing game, GURPS. Slack to win in the Chez games or, for a more ambitious sort, go for the gold in GreedQuest. You can play as a zombie seeking brains in Zombie dice or a Cthulhu cultist in Cthulhu Dice. Other popular games include Revolution, Lord of the Fries, Spooks and The Stars Are Right.

Other SJ games will be at the event so make sure to check out the schedule or just ask one of the MIBs what goodies they brought to the show. Make sure you don't miss out on the Steve Jackson Game tournaments – come back soon for more details. For some lucky (skilled) players, these gamers come packed with prize support but regardless whether you win or lose, they are always a good time!



The Guise Knights organize games for

Arizona gaming events and have over a dozen game masters that teach, run and play a variety of games. As a group, our goal is outreach and community building. We use interpersonal relationship building tools that games provide as a way to help people and make friends. We play, we teach, we learn, and by doing so we wish to create stability in a world that is frequently full of uncertainty.

At DarkCon 2012 there will be games for people of every age, interest and background to come and enjoy. Some of the games favor include: Apples to Apples, Bang!, Blokus, Carcassonne, Castle Ravenloft, Dixit, DOOM, Fluxx, Forbidden Island, Marvel Heroes, Pandemic, Small World, Ticket to Ride, Thunderstone, and Zendo. Keep an eye out for our games on the schedule so you can sign up early. Also, please let us know if you have a game preference prior to the event and we will do what we can to honor your request.

We, **The Mages' Guild** are an association for the promotion of social activities related to Role Playing Games of all shapes and sizes. Whether you are a pen and paper adventurer, a war-games expert, or an old TBA master, you will find that **The Guild** will help you network with more people that share your interests.

Members also include science-fiction, fantasy and RPG authors & artists, and part of the purpose of The Guild is to offer assistance to them, both in editing and in acting as a publishing agent for their works.



Adventures Under the Laughing Moon is a role-playing game that allows you to create and control a character within the fantasy world of Mythren. Based on The Laughing Moon Chronicles, players are able to join the action found in the book series and contrib-

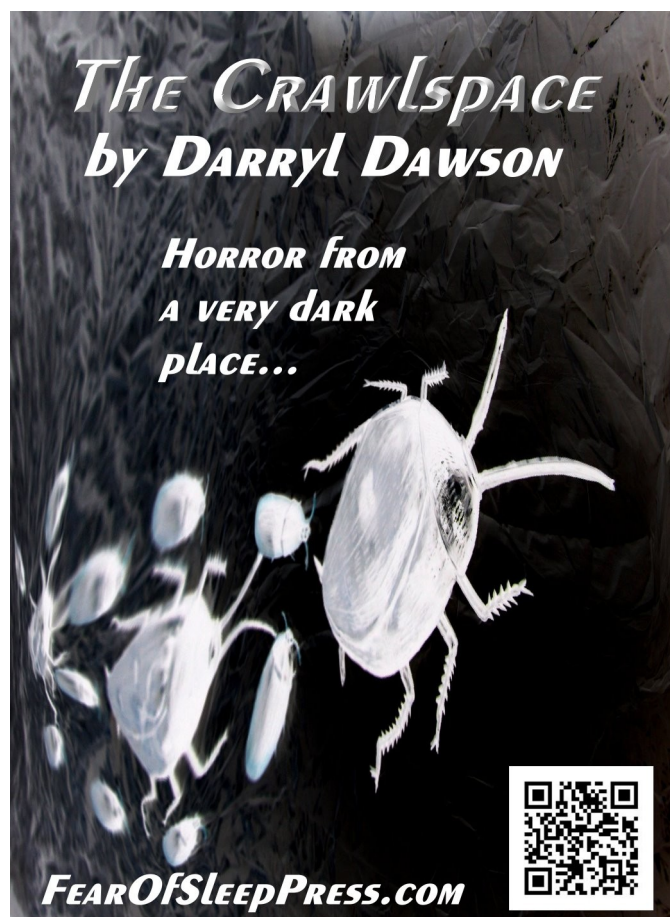
ute to the continuing story as it takes place right in front of them! Where other fantasy role-playing games emphasize combat or powers, Adventures Under the Laughing Moon puts the focus on story and character. Game Masters are encouraged to craft compelling adventures while players bring rich characters to life within the story. Skills and abilities are designed to allow players a wide spectrum of options without being limited by particular classes. Players can create unique characters and build their abilities based on background, experience, and motivation. Experience the world of Mythren with Adventures Under the Laughing Moon!



Enter the Living Forgotten Realms, a massive shared-world campaign. Create your character, assign them to one Toril's varied lands, and join a gaming group near you. Earn experience points, gold, and magic items that remain with you from game to game!

With dozens of unique adventures each year, and hundreds of event locations, Living Forgotten Realms brings you a unique and powerful roleplaying experience.

Share your adventures. Shape your world. Start playing today!





Houses of the Blooded RPG - A game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors – only casualties. This is Houses of the Blooded: a role-playing game in a violent world ruled by a magical race called “the ven.” Thousands of years ago the ven ruled the world. They were a

passionate people, obsessed with romance and revenge, opera and theater, and all the forbidden delights their decadent culture provided. In the end, that which made them beautiful was also the key to their own destruction. Houses of the Blooded is a game about tragic obsession.

Set in the fantastic world of ven myth and legend, players take the roles of powerful characters bent on conquering their world, destroying their enemies and possessing all they desire. The ven see all the world as an enemy and the inhabitants of the world as either weapons or tools. Six noble Houses play an elaborate game of deception and betrayal. Forbidden by law from declaring open war, their secret wars allow for more subtle weapons: seduction, espionage and assassination. With this game you and your friends can tell stories of nobles engaged in these covert conflicts. There are stories of adventure, exploration, romance, intrigue, loyalty and betrayal. At DarkCon 2012, we'll show you what it's like to be one of the ven.

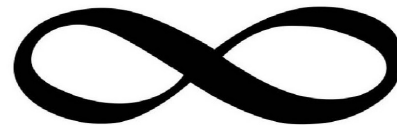


Time Renegades - Gear Up and Strap In! You Are About to Go for the Ride of Your Life! Time Renegades Role Playing Game puts you in the pilot's seat and your imagination into hyper-drive. Time Renegades captures the best elements of many established games and adds an insane twist unlike any other. Bring your character to life and jump through time to complete missions in a way that is exhilarating and gratuitously violent. Your character can be pitted against anything your mind can conjure. This includes dinosaurs, werewolves, zombies, militants, and alien beings – just to name a few. Forge a character today to play a role in this epic adventure! As a player you can participate in any mission; as a Game Lord you are the master storyteller, weaving the fabric of time and controlling the entire scenario as you see fit. Get your medieval fix from tech three or witness the nuclear apocalypse spawning a new generation of mutants in “tech six.” The more missions your character completes successfully, the more money they are awarded to customize every aspect of their body and gear. In this innovative new game, you can learn what it is like to be a Time Renegade!

Endless Party at DarkCon!

Friday the 13<sup>th</sup>

Room 201 – 7:00pm



## LIVE ACTION ROLE PLAYING

### The Shotgun Diaries Larp

Fri, Sat 8:00 AM - 12:00 AM Gaming

Sunday 8:00 AM - 10:00 PM Gaming

~~NO Preregistration is required for this game  
All are welcome!~~

The zombie apocalypse is here! How long will you survive? A brutal and deadly live action game that runs throughout the entire convention. Once you're in the apocalypse, you can't get out until it's all over!

Join up at the John Wick Presents booth.

### NERO - Fantasy LARP

Saturday 10:00 AM - 2:00 PM Canyon

NERO Phoenix is one of the newest chapters in the NERO LARP organization and has been running Live Action Roleplaying Games in the Phoenix area since 2008. We are a fantasy LARP game with a rule system that was first created in the late 70' s early 80' s. The Inorian Empire has seen many setbacks in the last few years with the ravaging by an army of the undead to the rebellion by members of the royal family.

## LIVE ACTION ROLE PLAYING

His Grace Duke William Gates of the Duchy of Harthorn has sent out a call to all able bodied adventurers within the land to come to a gathering in the Ducal capital of Golden Wood for a Ducal Tournament as a means of boosting moral among the citizenry. Festivity's include a Fighters tournament as well as a casters tournament. Prizes are not yet known however his Grace has promised prizes that will be very useful.

Normaly NERO Phoenix event fee's are \$20 per day for an event however due to this event being at a convention we will be waiving the fees for this event. NERO is a PG14 game and as such we cannot allow players under the age of 14 to play without adult supervision. a number of weapons and additional supplies will be available for players wishing to participate who are unfamiliar with LARP.

Here you can immerse yourself in a completely interactive fantasy environment dealing with everything from goblins and trolls to Liche's and extra-planer creatures. Our events offer players a near never ending stream of experiences and character development. In fact nearly all of our players have contributed in some manner to the stories we have run over the last few years and continue to do so even to this day. Our staff with over 30 years combined LARP and Theatre experience strives to bring its best to every event we run. As part of the National NERO organization players to a NERO Phoenix game can take their character anywhere in the country where a NERO event is being held and play the same character with the same skills and same rules system.

Our games are specially designed to allow for the skills of every player race and character class to come into use throughout an event. Come to one of our events throughout the year (We run events throughout the state of Arizona), and experience NERO Phoenix for yourself.

### **Houses of the Blooded LARP**

1/14/2012      2:00 PM - 6:00 PM      Canyon  
"Blood and Honor"

Thousands of years ago, the ven ruled the world. They were a passionate people, obsessed with Romance and Revenge, opera and theater, and all the forbidden delights their decadent culture provided. In the end, that which made them beautiful was also the key to their own destruction. Houses of the Blooded is a game about tragic obsession.

Set in the fantastic world of ven myth and legend, players take the roles of powerful characters bent on conquering their world, destroying their enemies and possessing all they desire. A

game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors. Only casualties. This is Houses of the Blooded: a roleplaying game in a violent world ruled by a magical race who call themselves "the ven." The ven see all the world as an enemy and the inhabit-ants of the world as either weapons or tools. Their culture is highly ritualistic and obsessed with duality. Six noble Houses play an elaborate, invis-ible game of deception and betrayal. Forbidden by law from declaring open war, their secret wars allow for more subtle weapons: seduction, espionage and assassination.

With this game, you and your friends can tell stories of nobles engaged in these covert conflicts. You tell stories of adventure, exploration, romance, intrigue, loyalty and betrayal. All you need is imagination, some costumes and some friends.

### **Vampire the Masquerade - LARP**

Saturday      7:00 PM - 12:00 AM      Dark Suite  
**Who is Valley by Night?** Founded in 1995 Valley by Night (VbN), is the longest running LARP in the Phoenix area. Currently in Valley by Night, Phoenix is a Camarilla city. VbN uses the "old" World of Darkness rules.

Clans available for players are the Camarilla 6 which include; Tremere, Toreador, Brujah, Malkavian, Nosferatu, and Ventrue plus Gangrel. Other clans are available with storyteller permission. Games are held on the 2nd and 4th Saturday's of the month and begin at 8pm. For more information email [vbn-storyteller@yahoogroups.com](mailto:vbn-storyteller@yahoogroups.com). The current storyteller staff includes: Mickey Taylor, Christopher Campbell and Janette Larson Ali.

**If this concept is new to you? Here are some of the basics:** LARP stands for Live Action Role Playing. Remember Dungeons and Dragons? This is similar in concept, with two big exceptions. First, instead of being a game about Swords and Sorcery, It is about vampires in a World of Darkness. Also, instead of huddling around a table with sheets of paper and funny looking dice, the roles that we take on are acted out, around whatever area we play at. (Instead of rolling dice for determining who wins in combat, we do rock-paper-scissors) Kindred: The Embraced. That is a very small version of the World of Darkness. There are many clans of Vampires. There are also Werewolves, Mages, Ghosts, and other supernatural residents in this reflection of our world.

### **Steamcog Steampunk LARP (NERF)**

Sunday      3:00 PM - 7:00 PM      Canyon

## GAMING SCHEDULE (ALPHABETICAL)

### Open Gaming

Thursday Hrs-8  
 Friday Hrs-24  
 Saturday Hrs-24  
 Sunday Hrs-16

Assorted games. Maybe you have a game that's out of print and can never find people to play it with. Maybe you have a homemade game and want to show it off. Maybe you're a connoisseur and are seeking something special beyond the 1,000+ hours of other scheduled gaming events. Checking something out from the Game Library is also an option for you! Whatever your reason, if you want to play a game that is not listed in our official program guide, you can. Check with our Information Desk for currently available tables and please be mindful of the posted schedule.

**2012 Gaming Preview!** Saturday Hrs-2  
 Panel or Discussion. Come discuss new games coming out with Game Designer Boyan Radakovich! Staying involved with the industry, Boyan has a keen awareness of what we can expect in future gaming.

**7 Card Samurai** Saturday Hrs-2  
 Board/Card Game. Samurai and Ronin defend the rice tokens, as everyone is using bandit cards to steal the rice as well as eliminating your Samurai with Ninjas. Play a few rounds and see if you can acquire the most rice and lay down the Seven Samurai cards.

### A Walk in the Park: New

**World of Darkness** Saturday Hrs-5  
 Roleplaying Game. The seneschal for the vampire Prince of Seattle has called on you to complete a favor for him - retrieving a mortal relative from a neighboring city. Apparently the Prince has a soft spot in his undead heart for the boy and wishes to offer him the embrace. Your task is to travel to the city where the boy attends college and 'convince' him to come back with you. In return you'll gain the Prince's favor; no small reward. The seneschal promises that this will be a walk in the park.... Vampire - All levels of experience welcome, this will be a learning game. This demo will be run by The Wrecking Crew a White Wolf Senior Demo Team.

**Acquire** Saturday Hrs-2  
 Board/Card Game. In this classic game, each player strategically invests in businesses, trying to retain a majority of stock. As the businesses grow with tile placements, they also start merging, giving the majority stockholders of the acquired business sizable bonuses, which can then be used to reinvest into other chains. All of the investors in the acquired company can then cash in their stocks for current value or trade them 2-for-1 for shares of

of the newer, larger business. The game is a race to acquire the greatest wealth.

**Action Castle** Saturday Hrs-4  
 Board/Card Game. Action Castle is in the Parsely series of text adventure-RPG-party games. The idea is that the GM will act like a computer running an old text adventure game such as Zork, while the players yell out text adventure commands like > HIT TROLL WITH STICK. The aim of the game is to become the king of ACTION CASTLE. The game is suitable for one-on-one play or a group of any size. The quick playing time and the party game atmosphere make it a game you can bring out on a board game night or at a con. This is a very fun event in any setting!

**Adventures Under the Laughing Moon** Thurs, Fr Hrs-4  
 Sat, Sun Hrs-3  
 Roleplaying Game. Enter the fantasy world of Mythren where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers - everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, seekers who make a living by uncovering relics and riches from the lost ancient world, reiners who have the power to strip a rogue wizard of their forbidden magic, nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games. Seek items of power, battle creatures of darkness, and uncover the mysteries beneath the Laughing Moon in this tabletop role-playing game.

**Agricola** Friday Hrs-4  
 Board/Card Game. In this game you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take two actions, one for you and one for the spouse, from all the possibilities you'll 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?

**Apples to Apples** Fri, Sat, Sun Hrs-2  
 Board/Card Game. Every player gets a hand of 'Things' that they will submit to a referee. Each turn, the current referee selects a Description and players pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals most and awards the card to the player who played it. The unusual combinations of Things and Descriptions are humorous to the extreme, and will quickly have the entire room in an uproar!

## GAMING SCHEDULE (ALPHABETICAL)

**Art of the Table**                      Saturday   Hrs-2  
Panel or Discussion. Once you've learned how an RPG works, what makes a good game better? Come join in this discussion on roleplaying beyond the basics. Whichever side of the screen you sit on, we want to hear your ideas.

Thurs,

**Asteroyds**                              Fri, Sat   Hrs-2  
Board/Card Game. The Ujitos system: A tiny inhospitable planet and an erratic asteroid field - the Lost Swarm - orbit a deadly red star. The most dangerous, ferocious and prestigious race against death of the Independents Circuit is born. Six of the thirty top pilots are ready to partake to this intense and ruthless race with just one goal: win at all costs!

**Axis and Allies: Pacific 1940**                      Thurs, Fr   Hrs-6  
Board/Card Game. In this edition of the classic Axis and Allies, players take on either Japan or one of three Allied powers - the United Kingdom, the United States, or ANZAC forces. China is considered another major power in Pacific 1940, though they are commanded by one of the other Allied powers (or by all Allied players as a committee). The objective of Japan is to capture six victory cities, while the Allied nations must capture Japan to win the game. All powers may also play to achieve a smaller number of "national objectives," which grant one-time or persistent advantages. All new rules for neutral nations, naval & air bases, kamikaze attacks and convoy disruption add even more depth and historical accuracy to this giant game.

**Aye, Dark Overlord!**                      Saturday   Hrs-2  
Board/Card Game. The dark plot was foiled, and the Overlord is looking straight at you for an answer. Can you talk yourself out of this one? Someone has to take the blame, and unless you can make up the best cover story, your service may no longer be needed! Convince the Overlord that someone else is to blame so you don't become expendable!

**Bananagrams**                              Saturday   Hrs-2  
Board/Card Game. Using a selection of 144 plastic letter tiles in the English edition, each player works independently to create their own 'crossword.' When a player uses up all their letters, all players take a new tile from the pool. When all the tiles from the pool are gone, the first player to use up all the remaining tiles they have creating a successful crossword puzzle wins the game.

**Battlestar Galactica**                      Saturday   Hrs-2  
Board/Card Game. An exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, this game puts players in the role of one of ten of their favorite characters from the show. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.

Thurs,

**Black Friday**                              Sat, Sun   Hrs-2  
Board/Card Game. Black Friday is a stock trading game with a build-in bubble to explode. The players are buying shares on a growing stock market, but at one time in the game the prices will crash. The players try to find out the right time to sell their shares and buy gold and silver (These are the victory points), before the market crashes. The actions of all players change the probability of the crash. When they start selling, the probability of the crash will get higher. If they only buy shares the crash will come later. To win the game, you have to have a close look on what the others do to be in the position to sell the highest share at the right time, to get the most money, but the silver/gold price will rise too and you can win by buying silver/gold early in the game.

**Blokus**                                      Sat, Sun   Hrs-2  
Board/Card Game. In this abstract strategy game, try to get rid of all of your pieces by placing them onto the board. But there is only so much space for pieces and your opponents will fight you for it. Block your opponents and be careful not to cut yourself off at the same time!

**Boot Hill: The Fastest**                      Saturday   Hrs-4  
**Guns Who Never Lived**                      Sunday   Hrs-3  
Board/Card Game. The convention favorite puts players in the old west.

**Bubble Talk**                              Fri, Sat   Hrs-2  
Board/Card Game. The hilarious picture-caption matching game that's perfect for the entire family. Ages 8+. Similar to the popular 'Apples to Apples' game. Every picture has a caption but only the funniest one wins!

**Buffy the Vampire Slayer**                      Saturday   Hrs-2  
Board/Card Game. Based on the popular Buffy the Vampire Slayer franchise, this game includes everything necessary to provide the full Buffy experience. You can play the original cast, battling to prevent the hordes of hell from escaping into Sunnydale and thence the world. Or you can play an entirely new cast of your own creation, in Sunnydale or anywhere else the players choose.

## GAMING SCHEDULE (ALPHABETICAL)

### **Car Wars: Amateur Night at PIR**

Saturday Hrs-2

Board/Card Game. After the grain blight... after the mutant plague... after the cities turned into fortresses... after the countryside turned into a war zone... after everything fell apart... the roads belonged to no one. And the right of way went to the biggest guns.

### **Carcassonne**

Fri, Sat Hrs-2

Board/card game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. In this game, the players develop the area around Carcassonne and deploy their followers on the roads, in the cities, the cloisters, and the fields. The skill of the players to develop the area will determine who is victorious.

### **Cave Troll**

Friday Hrs-2

Board/Card Game. Using knights, dwarves, thieves, and other adventurers, the players search the lair for gold and magical artifacts. The players must be careful, however, because they aren't only competing against each other, but against savage orcs, terrifying wraiths, and the fearsome cave troll itself!

### **Chez Geek**

Thursday Hrs-2

Board/Card Game. Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends – for as long as you can stand them. Get a job – they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping?

### **Conquest of Planet Earth**

Fri, Sat Hrs-3

Saturday Hrs-4

Board/Card Game. A fast paced game of terrifying alien invaders, futile human resistance, and 50's SciFi movie action. Each player takes on the role of a different alien race, all part of an invading armada, but each with their own unique abilities and ambitions. Unleash waves of flying saucers to blast human resistance into submission with death rays and terrifying weapons of war. Unleash the most powerful alien technologies on earth. But beware these pitiful humans are not defenseless. They will fight to the last to defend their planet. Conquest of Planet Earth is a strategic game of maneuvering, backstabbing, and fantastic battles for alien conquest.

### **Cosmic Encounter**

Friday Hrs-2

Board/Card Game. Welcome to the Cosmic Age, where the sky isn't studied for its beauty, but instead watched against invasion. Meanwhile, your own race's ships seek to colonize your Alien brethren's planets and gain cosmic supremacy. Players become the leaders of various alien races, struggling against each other for ultimate sovereignty.

ren's planets and gain cosmic supremacy. Players become the leaders of various alien races, struggling against each other for ultimate sovereignty.

### **Cow Poker**

Friday Hrs-2

Board/Card Game. Each player controls a ranch in a humorous cow town, and only cards from your own ranch have any effect for you. The game consists of a series of card plays in which players try to accumulate the most points and form the best poker hands by playing valuable cards, making good choices, and winning tricks called "Gunfights" and "Roundups."

### **Deadlands**

Fri, Sat Hrs-3

Roleplaying Game. A genre-mixing alternate history roleplaying game which combines the Western and horror themes,[1] with several Steampunk elements. The game is set in the United States in the last quarter of the 19th century. The basic rules provide for characters and settings that could appear in the "Wild West" genre and most of the in-game action is presumed to occur in barely tamed frontier towns like Tombstone or Dodge City. The setting is also referred to as the "Weird West" due to the combination of a Western setting with the horrific and fantastical elements of the game.

### **Descent**

Sunday Hrs-4

Board/Card Game. A semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters and explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters. The heroes' goal will be to conquer the dungeon, seize its many treasures, and achieve other objectives as set by the scenario. The Overlord's objective is simply to use all the means at his or her disposal - from deadly traps and ferocious monsters - to kill the heroes.

### **Dixit**

Saturday Hrs-2

Board/Card Game. What story do your images tell? The storyteller says a sentence or a word connected to the picture shown on a card from hand. Then the other players choose cards from their own hands with pictures matching the original description given. All pictures are showed face up, and every player has to bet on which picture was the storyteller's.

### **Dominion**

Sat, Sun Hrs-2

Board/Card Game. 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

## GAMING SCHEDULE (ALPHABETICAL)

want a Dominion! To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

**DOOM! The Boardgame** Fri, Sat Hrs-5  
Board/Card Game. Attention all Marines! All UAC personnel be advised. There has been a code red security breach in the dimensional gateway research facility here at the Union Aerospace Corporation's Mars base. We are under invasion. I repeat, we are under invasion. Explore the claustrophobic rooms and corridors of the Mars base, attacking monsters, picking up new weapons and equipment, and working together to complete specific mission objectives.

**Drakon** Sat, Sun Hrs-2  
Board/Card Game. The old dragon Drakon has captured a brave band of adventurers who have sneaked into her lair to steal her gold. But rather than eat them immediately, Drakon has decided to make it a game: greed shall set one of the adventurers free. She sends the frightened adventurers into her magical, mad, vaulted chambers, and the first one to collect ten gold from Drakon's maze gets to go free. The rest get to be lunch!

**Dungeon! Board Game** Friday Hrs-2  
Board/Card Game. Players explore a dungeon that is divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, the monsters become more difficult and the treasure more valuable. There are several character classes that each have slightly different fighting abilities. Players roll dice to attack monsters, and if unsuccessful, the dice are rolled to determine the effect of the monster's counter-attack. The winner is the first player to bring a certain amount of treasure back to the Dungeon's entrance.

**Everest** Friday Hrs-2  
Board/Card Game. In this homebrew game, players race to the top of the world's greatest summit! You can collect food, gear, and Sherpas to assist you along the way. Don't freeze and don't stay still for too long! Players must reach the top AND survive the journey down to make it through Everest!

**Forbidden Island** Thurs, Hrs-2  
Fri, Sat,  
Sun

Board/Card Game. Dare to discover Forbidden Island! Join a team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath every step! Race to collect the treasures and

make a triumphant escape before you are swallowed into the watery abyss!

**Formula D** Thurs, Sun Hrs-2  
Board/Card Game. Get ready to push your engine to its limit, to hug the curves in the tight corners, but also to keep up with your opponents to take advantage of the air flow and pass them to win. Taking risks and planning ahead are two qualities you'll need as a pilot if you want to stand on the highest step of the podium!

**Formula De** Sunday Hrs-3  
Board/Card Game. A fast-paced racing game in which the cars' top speeds are limited by having to end a certain number of turns in each curve of the racetrack. 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. Great fun for a big group!

Fri, Sat,  
**Fortune and Glory** Sun Hrs-4  
Board/Card Game. A fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players take on the role of a treasure hunter, traveling the globe in search of ancient artifacts and fending off danger and villains at every turn in a quest for the ultimate reward of fortune and glory! Fortune and Glory is designed to create a pulp serial cinematic feel as the story and game unfolds. So strap on your adventure boots and goggles, fire up the engines on the seaplane, and grab some extra ammo for your revolver...the Nazis already have a head start and in this race for fortune and glory, there's no prize for second place!

**Frag Gold: Team Frag** Friday Hrs-4  
Board/Card Game. Game starts. Enemy in sight... frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run... you're hit! You're down. Respawn! Grab a weapon! Start again! Frag is a computer game without a computer, a "first-person shooter" on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting! The new Gold Edition offers upgraded components: a two-sided solid gameboard, plastic figures, erasable character cards, and 18 dice, to roll really BIG attacks.

**Frag: Double Blind** Saturday Hrs-2  
Board/Card Game. Game starts. Enemy in sight... frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run... you're hit! You're down. Respawn! Grab a

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## GAMING SCHEDULE (ALPHABETICAL)

weapon! Start again! Frag is a computer game without a computer, a "first-person shooter" on a tabletop. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

Thurs,  
Fri, Sat,  
Sun      Hrs-2

**Furstenfeld**  
Board/Card Game. As a young sovereign you are cultivating your small Fürstenfeld to supply goods to the local breweries. Ultimately, you want a personal palace. Your status will finally rise high enough to leave the vexed farming behind and to demand taxes from the surrounding rural population, so you can finally live in peace. You harvest hops, barley and spring water and increase your wealth with a growing agriculture. Additional buildings help you to get the necessary funds for building the desired palace. However, the demand for goods at the breweries is limited and the palace needs more and more space. The closer you are coming to the victory, the smaller is your personal field for farming. Good luck creating the palace of your dreams!

**Game Design Roundtable** Saturday Hrs-1  
Panel or Discussion. Join gaming Guest of Honor John Wick as he discusses intricacies of game design. He is the force behind games such as Legend of the Five Rings and 7th Sea RPG along with games from his own companies, Wicked Dead Brewing Company and John Wick Presents.

**GM Roundtable** Saturday Hrs-2  
Panel or Discussion. Ask 5 gamers a question and you'll get 10 different opinions! This is the place to come discuss your ideas on what makes for an excellent game, a fun plotline, or just bounce around whatever questions you have with other GMs and players!

**GURPS Traveller: Interstellar Wars** Friday Hrs-4  
Roleplaying Game. Interstellar Wars covers the 200 years of war, peace, and overwhelming change as the ancient Vilani Imperium falls to the upstart Terrans. In this time of conflict, the opportunities for adventure are more exciting than ever before! You are members of the Gram Council, a group of settlers attempting to flee Terra and cross the Great Rift in search of a new home. Of course, you will need to solicit the help of the Aslan to have any hope of making it.

**GURPS Traveller: Spinward Marches** Sunday Hrs-4  
Roleplaying Game. Almost a year from the Capital by Xboat, the Spinward Marches is a frontier re-

gion, scene of five Frontier Wars and innumerable skirmishes. The Marches are one of the most troubled regions of the entire Imperium. Your group of travellers is following up on an expensive rumor about an Ancient site. Will this rumor pay off? Were you the only buyers?

**GURPS: Finder's Fee** Saturday Hrs-4  
Roleplaying Game. Thorn Hill is a tiny village in the middle of nowhere. An earthquake three years ago destroyed the trade route that used to come through town. Now hardly anyone comes here but life is far from boring. Especially for someone willing to go deal with the occasional dragon, or werewolf, or crazed cultist. This is a low-powered introductory GURPS 4th Edition Fantasy adventure intended for beginning through advanced GURPS players. Characters are provided and will grow and change based on the events that occur during the game. This works like an ongoing campaign. The characters stay, the storyline progresses, it's just the players that change every convention.

**GURPS: Gray Space** Friday Hrs-4  
Roleplaying Game. You and your crew of freetraders have just paid off your contract and your ship with your last few credits. Now you need to get a job to keep the ship running. This is a GURPS Space game for experienced GURPS players. It's highly inspired by Firefly/Serenity with Biotech and Steampunk influences.

**GURPS: Troll Hunters Wanted** Thursday Hrs-6  
Roleplaying Game. The town of Corpse Hollow has a troll infestation. They also have the coin to pay mercenaries! You just happen to need some cash and have a knack for dealing with other peoples problems. This is a Dungeon Fantasy adventure for experienced GURPS players with an emphasis on hack and slash over role-playing. Bring your 200 point DF character or one will be provided.

**Hex Hex** Fri, Sun Hrs-2  
**Hex Hex Next** Friday Hrs-2  
Board/Card Game. Players hurl Hex after Hex around the table, constantly redirecting, deflecting and altering the Hex's power until finally someone runs out of options and becomes HEXED. In the end, the winner alone will command enough Voice to control the group and lay down the law - creating a new rule for the next game.

**Illuminati** Sat, Sun Hrs-4  
Board/Card Game. A classic Steve Jackson game of world domination. Each player takes on the role of a secret society attempting to spread its tendrils into special interest groups throughout the world. The game consists of three different cards (illuminati cards, group cards, and special event cards) and money. How difficult it is to take over a

## GAMING SCHEDULE (ALPHABETICAL)

group depends on the strength of the controlling group, the resistance of the group being taken over, the proximity of the group being taken over to the controlling player's illuminati card (if someone already controls it), and other factors. The winning condition for each player is different and depends on what illuminati card that player has.

### **Invasion From Outer**

**Space** Sat, Sun Hrs-4  
Board/Card Game. A fast-paced game of fiendish Martians, Big Top Heroes, and SciFi Movie Action. Players take on the role of either the Carnival Heroes or as the invaders themselves, Martian Soldiers unleashing their vile alien technologies upon the Earth. Featuring a modular game board, eight Carnival Heroes to choose from (such as the Fire Breather, Strongman, or Jo Jo, the dancing Bear), an army of Martians to start the invasion, and several different Scenarios to play that drastically change the game. Invasion From Outer Space is designed to create a cinematic feel as the story and game unfolds. So drop those roasted peanuts, strap on your jumpsuit, and step into the spotlight... the Martians are coming and the Invasion From Outer Space has begun!

**Kings & Things** Friday Hrs-4  
Board/Card Game. A game of warring kingdoms in a fantasy world and the legions of things that inhabit them. The board is made from hex tiles, which allows for a different board layout every time. Utilizing an interesting flipped counter element, players attempt to out bluff one another regarding the types of things they have in their armies.

**Last Night on Earth** Thurs, Fri, Sat, Sun Hrs-4  
Board/Card Game. A fast-paced game of brain-eating zombies, small town heroes, and horror movie action. Players take on the role of either the heroes, working together to make it through the night; or the zombies, unending waves of undead spreading over the town like a plague. Featuring a modular board, eight heroes to choose from, and several different scenarios to play that drastically change the game. Last Night on Earth is designed to create a cinematic feel as the story and game unfolds.

**Laughing Moon Chronicles Roundtable** Sat, Sun Hrs-1  
Panel or Discussion. Join the Laughing Moon Crew, organized by local author and game designer Todd VanHooser. Based on the Laughing Moon Chronicles, a book series written by VanHooser, the Laughing Moon Roleplaying Game has gained swift popularity among gamers. Come

chat with this group about what it's like to be a part of "Laughing Moon."

**Living Forgotten Realms Battle Interactive: Swarm of Chaos** Sunday Hrs-10  
Roleplaying Game. All levels.

**Living Forgotten Realms: ADAP 3-1** Friday Hrs-12  
Roleplaying Game. ADAP 3-1

**Living Forgotten Realms: ADAP 3-2** Saturday Hrs-12  
Roleplaying Game. ADAP 3-2

**Living Forgotten Realms: Ancients Secrets Left Unspoken** Thursday Hrs-4  
Roleplaying Game. CSE SP 1-4

**Living Forgotten Realms: Desperate Measures** Friday Hrs-4  
Roleplaying Game. CSE HP 1-1

**Living Forgotten Realms: Desperate Times** Friday Hrs-4  
Roleplaying Game. CSE HP 1-2

**Living Forgotten Realms: From Dusk Til Dawn** Friday Hrs-4  
Roleplaying Game. ADAP 3-2

**Living Forgotten Realms: Nightmares** Thursday Hrs-4  
Roleplaying Game. EAST 2-3

**Living Forgotten Realms: Seek and Destroy** Friday Hrs-4  
Roleplaying Game. NETH 3-3

**Living Forgotten Realms: Stage Magician** Thurs, Fri, Sat Hrs-4  
Roleplaying Game. WATE 2-4, Levels 1-4

**Living Forgotten Realms: Tangled Skein of Destiny** Saturday Hrs-12  
Roleplaying Game. EPIC 3-3

**Living Forgotten Realms: True Blue** Fri, Sat Hrs-4  
Roleplaying Game. ELTU 3-6

**Living Forgotten Realms: What Lies Beneath** Saturday Hrs-4  
Roleplaying Game. CSE SP 1-6

**Magus!** Saturday Hrs-2  
Board/Card Game. A game of light-hearted acquisition and conquest for 2-6 players. Each player represents a powerful wizard - a Magus - and attempts to acquire various Power Zones represented on the game board. By skillful use of acquisitions and cards, each player then attempts to gain control of the Towers of all other players, or else gain all Power Zones on the game board.

## GAMING SCHEDULE (ALPHABETICAL)

**Munchkin** Saturday Hrs-2  
Board/Card Game. Compete to kill monsters and grab magic items. And what entertaining magic items! You can don the Horny Helmet or the Boots of Butt-Kicking. Start by slaughtering the Potted Plant and the Drooling Slime, and work your way up to the Plutonium Dragon! The first adventurer to reach 10 victory points wins the game but be careful because other adventurers can be just as dangerous as the monsters you slay!

Thurs,

**Munchkin Firefly** Fri, Sat Hrs-2  
Board/Card Game. Come play in the home grown custom built Munchkin game that pays honor to the much loved and missed Firefly. Blending elements of Star Munchkin; The Good, the Bad, and the Munchkin; Munchkin Booty; and combined with plenty of custom cards, the whole Serenity crew is represented. Brought to you by the AZ MiB and Munchkin Mistress, Cindy DeVault.

Thurs,

**Munchkin Quest** Sat, Sun Hrs-2  
Board/Card Game. Munchkin is now a boardgame, and it's a hit! Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it... then another room is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10 and get out alive if you can!

**Munchkin Zombies** Friday Hrs-2  
Board/Card Game. It's the sickest, silliest Munchkin yet! You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in. The armor is whatever you've blundered across during your lurching search for brains. So bravely you'll go forth, with mousetraps on your feet and a bowling trophy protecting your poor rotting head... to level up, or to die. Again.

**Nightfall** Friday Hrs-3  
Board/Card Game. Nightfall puts players in control of minions of the night, fighting one another for control of an Earth shrouded in eternal night. Werewolves, vampires, ghouls, and those who fight them see no need to hide from the public, waging their war in the streets. Featuring head-to-head game play, card drafting, and the unique "chain" mechanic, Nightfall is unlike any other deckbuilding game on the market.

**Nothing is Free: V20 Mixed Old World of Darkness** Saturday Hrs-5  
Roleplaying Game. You received a call last night and a favor was mentioned. For some of you it was

less of a favor asked and more of a favor owed. Regardless you find yourself preparing for a meeting with "Damien" and no that's not his real name but that's what everyone calls him. He's like a Santa Clause for adults you tell him what you want and he gives it to you... but there is always a cost. Nothing is for free. He says that he wants you to do three things for him. Anyways he wants you to come to the club and he'll explain it to you and the others tonight. This V20 Old World of Darkness game will be ran by The Wrecking Crew a Senior White Wolf Demo Team. Bring your own Vampire or Shapeshifter made with 20-30 experience points. Please send your character submissions or questions to Dave at thewreckingcrew@gmail.com

**Pandemic** Saturday Hrs-2  
Board/Card Game. Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together, playing to their character's strengths, and planning their strategy of eradication before the diseases overwhelm the world with ever-increasing outbreaks.

**Pathfinder at The Mages Guild** Thursday Hrs-6  
Roleplaying Game. The Shackled City of Cauldron is under the control of an evil tyrant, and an ancient and terrible darkness is about to rise from his prison. Who knows what evil lurks in the underdark beneath the volcanic city?

**Play Dirty Roundtable** Sunday Hrs-1  
Panel or Discussion. Join gaming Guest of Honor John Wick as reviews key pieces of his well known 'Play Dirty' book and lecture. 'Play Dirty' provides some very unique tips on being a specific kind of GM and how certain actions influence your players. Interesting and fun, check out a unique approaching to leading your next RPG.

**Power Grid** Saturday Hrs-2  
Board/Card Game. Acquire raw materials like coal, oil, garbage, or uranium, to power your plants, and bid against other players to purchase the power plants that you use to supply the power. However, as plants are purchased newer more efficient plants become available so you're potentially allowing others to access superior equipment merely by purchasing at all. By end game, can you supply the most cities with power?

**Puerto Rico** Saturday Hrs-2  
Board/Card Game. The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops—corn, indigo, sugar, tobacco, and coffee—players

## GAMING SCHEDULE (ALPHABETICAL)

must try to run business more efficiently than the competitors. You must grow and store your crops efficiently, develop San Juan with useful buildings, deploy colonists to their best effect, sell crops at the right time, and, most importantly, ship goods back to Europe for maximum benefit.

Thurs,  
Fri, Sat,

### **Revolution**

Sun      Hrs-2

Board/Card Game. Secretly bid against your opponents to gain the support of the people, and win territory. Gather gold, blackmail, and force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support and where to back away and let your opponents fight is the key to victory. It's a game of bluff, counter-bluff, and surprise.

### **Risk 2210**

Friday      Hrs-4

Board/Card Game. Set in the not-so-distant future, battles are now fought by mechanized armies led by human commanders. For fans of classic Risk, 2210 provides an amazing change of pace. Join in and conquer the Earth, under the sea, and possibly even the moon! (A great game for beginning or experienced generals.)

### **Rumis**

Friday      Hrs-2

Board/Card Game. Inspired by the architecture of the Inca, Rumis sharpens spatial awareness and critical thinking skills as players strategize to outwit their opponents while reconstructing historical Inca monuments of a pyramid, tower, stairs, and wall. The player with the most stones showing from above wins!

Fri, Sat,

### **Settlers of Catan**

Sun      Hrs-2

Board/Card Game. Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to win the game. This multi-award-winning game is one of the most popular games in recent history due to its amazing ability to appeal to non-gamers and gamers alike.

### **Small World**

Sunday      Hrs-2

Board/Card Game. Picking the right combination of fantasy races and unique special powers, players must rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory. This colorful boardgame is both visually and strategically appealing to players.

**Space Hulk: Death Angel**      Sunday      Hrs-2  
Board/Card Game. Purge the Xenos Threat! The Space Hulk Sin of Damnation has succumbed to a vicious Genestealer infestation. Set in the grim Warhammer 40,000 universe, Death Angel pits a squad of Blood Angel Space Marines against a growing alien horde. It will take strategic teamwork to make it out alive. Pick your combat group, fall into formation, and prepare for the Genestealer swarms!

### **SPANC**

Saturday      Hrs-2

Board/Card Game. Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up toys (and the occasional Poolboy), grab more Fame than anyone else, and watch your tail... because the other catgirls want what you've got!

### **Spooks: Race to the Door**

Saturday      Hrs-2

Board/Card Game. You don't have to outrun the monsters so long as you can outrun your friends! In this fast-moving game, you play your cards by matching numbers and suits. The first player to empty his hand wins and the spooks get everybody else!

### **Star Fluxx**

Thursday      Hrs-2

Board/Card Game. Explore the vastness of space-themed humor with your valiant Captain, Engineer, and, of course, your expendable crewman. You may be swayed by Unseen Forces, held hostage by Evil Computers, or find your ship infested with Cute Fuzzy Aliens. Beware the unexpected as Star Fluxx takes you straight into a Wormhole of hilarity.

### **Survival of the Fittest:**

#### **v20 - OWoD - Sabbath**

Saturday      Hrs-5

Roleplaying Game. You are all that is left of your pack after the latest failed attempt to take over New Orleans. Other packs have similarly been decimated. The Bishop of Baton Rouge is not very happy with this outcome and has ordered you, among others, to redeem yourselves by any means necessary. The odds are against you in this suicide mission, but the rewards will be equal to the risk you take. Should you manage to take out the Prince and/or his council during your strike, so much the better. This V20 Old World of Darkness game will be ran by The Wrecking Crew a Senior White Wolf Demo Team.

### **Talisman 4th Edition**

Saturday      Hrs-4

Board/Card Game. Talisman is a cult classic board game with a fantasy theme. There are 14 characters a player can control, from the heroic Warrior

## GAMING SCHEDULE (ALPHABETICAL)

to the powerful Sorcerer. In this perilous adventure, play centers around the journey of these gallant heroes to find and claim the Crown of Command, a magical artifact with the power to destroy all rivals and make the bearer the true ruler of the kingdom. Only with strength, courage, wisdom and a few good dice rolls will players be able to survive the ultimate test and beat their opponents to victory.

**Terra Prime** Thursday Hrs-2  
Board/Card Game. The Terran Federation has commissioned this space station, at the farthest reaches of the known universe, because they believe there are habitable planets here. I know you are young fledgling captains and you have your doubts, but know this... You must complete Terra Prime and colonize these planets!

**The Good, the Bad, and the Munchkin** Saturday Hrs-2  
Board/Card Game. Forget dragons and goblins - Jackalopes and Davy Croc have just as much treasure. Those plains may seem wide open, but there's lots of monsters to kill, and lots of stuff to take. Become a Cowboy with a Twenty-Gallon Hat, or an Indian on a Catamount. Fight Wild Bill Hiccup, the Killer Jalapeno, and a Barber Shop Quartet. Or just pal around with your sidekick the Greenhorn, until you sacrifice him to distract a monster.

Thurs,  
Fri, Sat,

**The Stars are Right** Sun Hrs-2  
Board/Card Game. When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! Change the skies, summon a Great Old One, and win!

Thurs,  
Fri, Sat,

**Thunderstone** Sun Hrs-2  
Board/Card Game. Thunderstone is a fantasy deck-building game. Fight the evils of the dungeon to prove your worth. Gain powerful weaponry and level into new and mighty hero classes. Claim the best cards and survive to take the Thunderstone.

Thurs,

**Ticket to Ride: America** Fri, Sun Hrs-2  
Board/Card Game. Join your friends in a race to claim railway routes across North America! Ticket to Ride, an award-winning strategy game, challenges players ages eight and older to complete multiple train routes connecting major cities. As miniature trains begin to populate the board map of North America, secret city-to-city rail connections are completed or hopelessly blocked by merciless competitors.

**Ticket to Ride: Europe** Thursday Hrs-2  
Board/Card Game. The goal is to reach your railroad destinations by building track all across Europe! From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe. More than just a new map, Ticket to Ride: Europe features gameplay elements including Tunnels, Ferries and Train Stations. The game includes larger format cards and Train Station game pieces. This game remains elegantly simple, can be learned in 5 minutes, and appeals to both families and experienced gamers. GM can use game expansions if players are interested.

Thurs,

**Time Renegades: Arena** Fri, Sat Hrs-2  
Roleplaying Game. Make your character and evolve them any way you want! The more missions your character completes, the more money, weapons, and gear your character can amass to complete even more challenging missions. Hone your skills in the Arena for a chance to learn the mechanics of the combat system, prizes, fame, and special items. Forge a character today to play a role in this epic adventure!

Thurs,

**Time Renegades: Mission** Fri, Sat Hrs-4  
Roleplaying Game. Bring your character to life and jump through time to complete missions in a way that is exhilarating and gratuitously violent. Your character can be pitted against anything your Game Lord can imagine. This includes dinosaurs, werewolves, zombies, militants, and alien beings, just to name a few. Master the timeline in various missions spanning multiple universes. Completing missions in the name of Homesection proves your characters' worthiness and status. This session will feature missions in various timelines.

**Torches & Pitchforks** Thurs, Sat Hrs-2  
Board/Card Game. The exciting card game of monster movie mayhem! Your townsfolk have suffered attacks for years but they're not going to take it anymore. Those creepy monsters have haunted the Moors long enough and now it's time for you and your Mob to do something about it! Arm your townsfolk, fight off the monsters, and don't let those other mobs steal any of your glory.

**Touch of Evil** Fri, Sat Hrs-4  
Board/Card Game. 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

## GAMING SCHEDULE (ALPHABETICAL)

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. A Touch of Evil is designed to create an adventurous cinematic feel as the story and game unfolds. So grab up your Wooden Stake, and remember no one is safe from the creatures of the night and no one can be trusted - for inside everyone lies A Touch of Evil.

**Trireme** Saturday Hrs-10

Board/Card Game. Board wargame covering ancient naval combat between 494 B.C. to 370 A.D. Players control fleets of one or more ships and try to destroy their opponents fleet using ancient ramming tactics.

**Tunnels & Trolls: Rescue**

**Mission** Friday Hrs-4  
Roleplaying Game. Join gaming Guest of Honor Ken St. Andre as he takes you through this classic RPG. Experience roleplaying with a legend in the industry and have an opportunity to enjoy his skilled gaming style.

**Tunnels & Trolls: Sie Tunnels**

Saturday Hrs-4  
Roleplaying Game. Join gaming Guest of Honor Ken St. Andre as he takes you through this classic RPG. Experience roleplaying with a legend in the industry and have an opportunity to enjoy his skilled gaming style.

**Twilight Imperium 3rd ed.** Sunday Hrs-8  
Board/Card Game. The galactic empires of old have fallen and the throne is up for grabs! Take on the role of a star-spanning empire and seize the galaxy via diplomacy, espionage, and warfare! Fans of a truly epic gaming experience will not be disappointed.

**Wasabi** Thurs, Fri, Sun Hrs-2

Board/Card Game. A light and fast game where you compete against other players to assemble your quota of unique sushi recipes in a rapidly dwindling space. Players draw a variety of delicious ingredients into their hand from the pantry and play them one at a time onto the board, building off of each other's previously-placed ingredients in the attempt to complete recipes of varying difficulty. Completing a recipe earns you your choice of special actions from the kitchen to perform later (Chop!, Stack!, Switch!, Spicy!, and the dreaded Wasabi!) that will help you in your efforts or disrupt your opponents' carefully arranged creations-in-progress. Completing a recipe with style will earn you bonus points, but you might not al-

ways have the time to set up such stylish maneuvers... balancing speed with technique will be crucial if you plan to win the game!

**We Didn't Playtest This at**

**All** Sunday Hrs-2  
Board/Card Game. The most aptly named game ever! In this exceptionally silly and awesome game, your objective is to win! Simple enough. Sadly, all of your opponents have the same simple goal, and they're trying to make you lose. Between Rock Paper Scissors battles, being eaten by a random Dragon, or saved by a Kitten Ambush, there are many hazards to avoid.

**Wits & Wagers** Friday Hrs-2  
Board/Card Game. This game of guts and 'guesstimates' is a fast-paced game that combines the most interesting elements of trivia with the excitement of gambling. Players can win by making educated guesses or by having the guts to bet on the high-payout answers of their friends.

**Wiz-War** Sat, Sun Hrs-3  
Board/Card Game. In this light, beer & pretzels type of game, players are transformed into wizards attempting to collect treasures from a twisted little maze. At the heart of the game is a deck of cards that the players use to cast spells, power-up spells, and augment movement. Each turn, players can move up to three spaces (or more with the use of number cards). However, the goal is to penetrate the other players' sections of the maze, pick up one of their treasures, and bring it back to your home base. The first player to capture two such treasures or kill all the other wizards is the winner.

**Zendo** Friday Hrs-2  
Board/Card Game. Does a dog have Buddha-nature? This is the most serious question of all. If you answer yes or no, You lose your own Buddha-nature. Zendo is a game of inductive logic in which the Master creates a rule and the Students attempt to discover it by building and studying arrangements of plastic pyramid-shaped pieces. The first student to state the rule correctly wins.

**Zombie Fluxx** Sunday Hrs-2  
Board/Card Game. The zombie uprising card game with ever-changing rules. Like Fluxx, players start off with the basic rules: draw 1, play 1. After that, everything changes! Meet the frequently changing goal to win the game. Constantly changing and challenging, but ultimately a light and fun game.

**Zoria RPG** Thurs, Fri Hrs-6  
Roleplaying Game. An Advanced D20 Gaming System; presently in development and active play-testing. Join us for a tale of true science-fiction, horror, high-technology, sorcery and adventure!

# MERCHANTS BAZAAR

## HOURS OF OPERATION

Thursday ---- 3:00 pm - 7:00 pm

Friday ---- 10:00 am - 7:00 pm

Saturday ---- 10:00 am - 7:00 pm

Sunday ---- 10:00 am - 4:00 pm

**Auroras Creations —Leather Accessories**

**Banner Knife —Blades, Leather Accessories, Costumes**

**Black Rock Steam Manufacturing —Original Steampunk Art**

**Brass Key Creations —Fairy wings, hair gardens, bits of Jewelry, Steampunk attire**

**Fear of Sleep Press —Publishing**

**Imperial Outpost—Games**

**Madam M —Original Art, Prints, Books**

**Massoglia Books —Used Books**

**Micaela Fischer —Books**

**Mystic Pieces —Steampunk Jewelry**

**Noble Estate Liquidators —Costume Jewelry**

**October Arts —Cool Whatz-its & Stuff**

**Poison Pen —Books**

**Red Nebula Studios —Prints, Book Marks, Charms & Keychains**

**Reyna Art —Original Art**

**Sage's Emproium —Costumes**

**Silk Road —Steampunk Jewelry**

**Steele N Steam —Fantasy Art, Masks, Steampunk Jewelry**

**Wanderlust Imports —Jewelry, Costumes**





## **DarkCon 2012 Convention Parties**

**Thursday: Grand Opening Celebration 9 pm - 1:00 am**  
**[Circus Bacchus starts at 10 pm]**

**Friday: Steampunk Party 9 pm - 1:00 am**  
**[Steampunk Poker Game]**

**Saturday: Dark Ones Party 9 pm - 1:30 am**  
**[Keg of Guinness provided by the Dark Ones]**

**Sunday: Pajama Party 7 pm - Midnight+**  
**[The Blender Children & more]**



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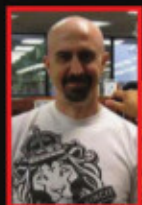
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# Conflagration

## GAMING CONVENTION

**June 22-24, 2012 - Mission Palms Hotel - Tempe AZ - [www.conflag.org](http://www.conflag.org)**

Con.fl.a.gra.tion (Noun)  
1. An all-consuming fire.  
2. Arizona's best gaming.

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## Phoenix in 2014

**A Bid for the 2014 NASFiC Convention**

**August, 2014 - Tempe Mission Palms, Tempe Arizona  
[www.phoenixin2014.org](http://www.phoenixin2014.org)**

With Worldcon expected to be outside of North America in 2014, we are planning a NASFiC at the Mission Palms Hotel in downtown Tempe, AZ (has a free airport shuttle, easy access to light rail, and a wide variety of great restaurants nearby). The bid is Sponsored by Leprecon, Inc., the same great team that brought you the 2004 World Horror Convention, the 2004 World Fantasy Convention, the 2006 Nebula Awards, Westercon 62, the 2009 North American Discworld Convention, and the annual LepreCon conventions.

**Phoenix in 2014 Contact info:**  
Write: Phoenix in 2014, c/o  
Leprecon, Inc., PO Box 26665,  
Tempe AZ 85285  
Phone: (480) 945-6890  
Email: [info@phoenixin2014.org](mailto:info@phoenixin2014.org)

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