

**DOUBLE
EXPOSURE** Inc.



2017

Playtest Listing

10,000 Goblins

Presented by Adventurers Guild Games

Type: Board/Card Game

So you want to join the Adventurer's Guild? You'll have to race your fellow aspiring adventurers for the spot! 10,000 Goblins is a competitive dice-building dungeon crawler with press your luck mechanics. Roll dice, bash goblins, level up to get more dice, and be the first to clear the dungeon with the most treasure!

Slots: Thu 2PM (Table 2), Fri 2PM (Table 2), Sat 2PM (Table 2), Sat 8PM (Table 2)

14 Nights in Ahriman

Presented by AtoZ Games

Type: Board/Card Game

An asymmetrical 2-player unit and resource management card game. One player leads the defense of an ancient medieval city while the other controls the ancient evil that awakens once again. Each player will take turns building their economy and recruiting powerful units to their side for the ongoing war. Both players recruit from the same 5 decks, but a High Priest in service to the city behaves quite differently than a Cult Leader in service to the dark.

Slots: Thu 8AM (Table 5), Fri 2PM (Table 5), Sat 8PM (Table 4), Sun 10AM (Table 5)

Aardvarks vs Aardvarks

Presented by Paul Lopes Games

Type: Board/Card Game

In this fast paced family game, be the first to build a house, fight for ants and bring home the bacon, um, ants. It's all in a days work for your aardvark!

Slots: Thu 12PM (Table 28), Thu 6PM (Table 28), Fri 12PM (Table 30), Fri 6PM (Table 4)

Abstract Academy

Presented by Flatout Games

Type: Board/Card Game

Art students compete for the top grade by creating paintings that appeal to their zany professors. Players take turns creating a colorful mosaic, then manipulate it to advance their own play areas through various actions. This fast-paced visual puzzle card game has an ounce of take-that and demands shifting strategies from round to round.

Slots: Thu 2PM (Table 11), Thu 6PM (Table 11), Fri 4PM (Table 11), Sat 4PM (Table 11), Sun 10AM (Table 11)

Action News Team

Presented by Guilderland Games

Type: Board/Card Game

Time management is the key to gathering the best stories from around the city and fitting them into your limited broadcast time. Each player must dispatch their news team, collect reports and on-scene footage, manage advertising to raise income, and upgrade their station.

Maintaining a focus on the viewers will draw the highest ratings levels and win the game.

Slots: Fri 8AM (Table 1), Sat 8AM (Table 1)

Aetherium Role Playing Game

Presented by Anvil Eight Games

Type: RPG/Story Game

A narrative-rich, fast-paced game set in a boundless virtual mindscape: Where deep, detailed character development meets fierce, visceral gameplay. Choose your faction: From anarchist rioters, corporate ninjas, governmental operatives, to pioneer explorers. Then build your rig, dive into the quantum noise, and emerge on the other side of reality. Enter the Aetherium.

Slots: Thu 6PM (Table 23), Fri 8AM (Table 23), Sat 6PM (Table 23), Sun 12PM (Table 23)

Amusement Park

Presented by Pretend Toys

Type: Board/Card Game

Players are tasked with building their own theme park by hiring workers, constructing concessions and attracting people to the park with rides. Amusement Park's core mechanics blend tile laying, action point allowance and an unique price-setting system. Whoever finishes with the most park visitors wins! Truly inspired by the popular computer game "Roller Coaster Tycoon," this is the ultimate amusement park-themed experience to bring to the table!

Slots: Fri 8PM (Table 5), Sat 8PM (Table 21)

Arcane Knowledge

Presented by Headcrafted Games

Type: Board/Card Game

A cutthroat game of friendly rivalry. You are all apprentice wizards collecting spells. You've been instructed to work together, but each secretly desires to become more powerful than the rest. Collect the most diverse and valuable set of spells to win.

Slots: Fri 6PM (Table 6)

Basic Unit Monster Patrol (B.U.M.P.)

Presented by Dark Da Vinci Games

Type: Board/Card Game

A fun, turn based card game where players act as monsters, trying to scare kids. Players have to try and defeat all of the traps that are set up by the kids of the orphanage. But watch out - you also have to avoid the guardians. B.U.M.P. is a game that beginners and advanced gamers can enjoy.

Slots: Thu 6PM (Table 27), Fri 6PM (Table 27), Fri 8PM (Table 27), Sat 2PM (Table 27)

Battle-Corp

Presented by Battle Command Games

Type: Board/Card Game

A hand building card game, that pits up to 4 Mechs against each other, for dominance in the Arena. You will be using Missiles, Lasers, Rockets, Machine Guns, Tanks, Armor, and Upgrades to improve your Mech, securing victory by any means necessary. But remember: Mech Battling in United Empire is not about winning; it's about seeing the other players lose.

Slots: Sat 8AM (Table 25), Sat 12PM (Table 25), Sat 6PM (Table 25), Sat 10PM (Table 25)

Bellum

Presented by Bellum Game Company

Type: Board/Card Game

A 2 player, constructed deck, strategy card game played on a checkered board. Using prebuilt decks players can customize the decks with additional cards, then battle it out across a 5x5 grid, attempting to destroy each other's Keep. The players' Keeps occupy the center space of the rows at each end of the board. Units are fielded to the players' Keep space, maneuvered about the board and may attack the opponent's Units or Keep. Can you lead your units to victory in this deceptively deep tactical game?

Slots: Thu 8PM (Table 4), Thu 10PM (Table 4), Fri 8PM (Table 4), Fri 10PM (Table 4), Sat 6PM (Table 4)

Beneath the Mists

Presented by Brieger Games

Type: Board/Card Game

Characters from German folklore explore a misty valley in search of legendary treasures. However, each step into the mist is more dangerous than the last! Can you steal the treasure from your opponent, or will your story meet a Grimm end? Find out in this diceless capture-the-flag miniatures game.

Slots: Thu 8AM (Table 3), Thu 2PM (Table 3), Thu 4PM (Table 3), Fri 10AM (Table 3), Sat 8AM (Table 3)

Black Souls

Presented by Medieval Lords

Type: Board/Card Game

Medieval Lords' latest game "Black Souls" has been hailed as one of the toughest games ever, attracting millions of hardcore gamers. Alas, the game studio is shorthanded and management has decided to expand. As a finalist candidate, prove your design skills in an 'Early Beta Access' to create a level that best reflects "Black Souls" - a very difficult, yet fair game. A group of playtesters will try your design. If the level is too easy, they would not feel challenged. If it is too hard, they would all be killed and find it unfair. This is a game about designing a game!

Slots: Thu 4PM (Table 32), Fri 8AM (Table 32), Fri 4PM (Table 32), Sat 4PM (Table 23)

Blind Alley

Presented by Thank Adventure Games

Type: Board/Card Game

The rabble are fickle...they only remain loyal to the last person who bribed them. Buy allegiance, if only for a moment, to out maneuver the other players in this board game of masked and unmasked bribery. Everyone can see that all streets and alleys are not equal. Where will you place your influence? Don't forget to bribe the night watch to suppress your opponent's schemes. If you think you have the city in your grip, end the game...we dare you.

Slots: Fri 8PM (Table 23), Sat 12PM (Table 24)

Box Office Battle

Presented by Headcrafted Games

Type: Board/Card Game

In a world...where fiction makes fortune, you are the head of an aspiring movie studio. In this highly competitive industry you'll need to take calculated risks, make true movie magic, (and the most money) to become the champion of this Box Office Battle. Gameplay features competitive project crafting, long-term strategy, multi-use cards, dice mitigation, ensemble cast of unique characters, awards, fame, critical acclaim...and sabotage. It all builds to a dramatic finale of blockbusters and billions of \$\$\$.

Slots: Thu 4PM (Table 28), Fri 8AM (Table 28), Sat 4PM (Table 28)

Buru

Presented by Crafty Games

Type: Board/Card Game

Classic light-to-medium Euro. Sundaland has submerged and the early Polynesian colonists are undertaking their voyage through the Pacific. Several groups have landed on the island of Buru, but this place is already occupied - by the demanding island gods of the region. To win you must satisfy these gods with tribute, and to do that you must carefully gather resources and allies. Compete to control the island's limited assets or you will be cast back out to sea!

Slots: Thu 2PM (Table 23), Fri 10AM (Table 23)

Call of the Wild

Presented by Evan Scheidegger Games

Type: Board/Card Game

A light, fast-paced bluffing card game. Venture into the wild to pair with other players or to prey on them! Players emulate the call of one of the creatures in their hand, while listening for matching calls from other players to pair with. Or they may prey on other players by drawing them out with a false call. Be careful not to get caught in a bluff, however, or you risk losing scoring opportunities. The player to score the most by getting through their deck, collecting the most cards, and completing hidden objectives, wins.

Slots: Thu 8AM (Table 22), Fri 8AM (Table 22), Fri 4PM (Table 22), Sat 8AM (Table 22)

Candy Kids

Presented by Broken Mask Games

Type: Board/Card Game

An economic & action management game. School administration has removed all candy and junk food from the grounds of your school. You see an opportunity to make a quick buck by selling candy to your classmates - if someone else doesn't do it first! Players buy candy from the local grocery store and sell it to students around the school - you won't know what they want to buy until you ask. But be careful - as more snacks are sold in a classroom, the chances of a teacher catching you increases. Avoid hall monitors, snitch on your opposition, get new gear to gain access to new classes to sell at, and get enough money to buy the hottest new game system to win the game.

Slots: Thu 10AM (Table 5), Thu 12PM (Table 5), Thu 2PM (Table 5), Thu 4PM (Table 5)

Cardspiracy

Presented by Brain Worm Inc.

Type: Board/Card Game

A strategy card game where players delve into the world of conspiracies. Use your cunning and questionably accurate blog headlines to gain followers as you walk the line between fact and truth in the face of ever changing world events and the constant threat of opposing conspiracy theorists. Will you be able to shine light on the lies or will you be kept in the dark?

Slots: Fri 12PM (Table 3), Fri 2PM (Table 3), Fri 6PM (Table 21), Fri 8PM (Table 21), Sat 10AM (Table 27), Sat 4PM (Table 27), Sat 6PM (Table 27), Sat 10PM (Table 27), Sun 8AM (Table 27)

Castle Quest

Presented by Beyond Board Games

Type: Board/Card Game

Race against your fellow adventurers to be the first to build your castle and claim the kingdom by gathering resources in the near-by forest, but watch out! Something dangerous may lurk behind these trees! Fight monsters, recruit soldiers, and uncover precious resources to build your castle by flipping, moving, and placing tiles in this family friendly game. Complete your Castle Quest, and become the greatest adventurer of them all!

Slots: Thu 8AM (Table 7), Thu 10AM (Table 7), Fri 10AM (Table 7), Fri 2PM (Table 7), Sat 10AM (Table 7), Sat 2PM (Table 7), Sat 6PM (Table 7), Sun 10AM (Table 7), Sun 12PM (Table 7)

Champions of Hara

Presented by Greenbrier Games

Type: Board/Card Game

Champions of Hara is an adventure board game in which players race to protect a dying world. Players will contain destructive energy by defeating monsters, closing rifts, and exploring the six different worlds within Hara. In order to rise to the challenge, players will need to unlock new abilities and collect powerful items. In versus

mode, players will compete against one another in arena style combat. In co-op mode, players will work together to overcome corrupted foes and solve scenario-based challenges.

Slots: Thu 4PM (Table 7), Thu 6PM (Table 7), Fri 4PM (Table 7), Sat 4PM (Table 9)

City of the Big Shoulders

Presented by Parallel Games

Type: Board/Card Game

A heavy euro economic game featuring worker placement, engine building, and 18xx style stock mechanics.

Slots: Thu 8AM (Table 8), Thu 12PM (Table 8), Fri 10AM (Table 15), Fri 12PM (Table 15), Sat 12PM (Table 8)

City Park

Presented by Just Because Games

Type: Board/Card Game

A calming walk through the park is nice...but what if you could design the park? City Park is a unique card-laying game designed for up to four players. You can even play it as a solo challenge. The city has cleared a neighborhood lot with plans to turn it into a brand-new park, with paths, statues, fountains, a playground, maybe even a pond. Playing requires simultaneous cooperation and competition with your other players. What will your park look like when the game's over? Every game is different!

Slots: Thu 4PM (Table 19)

Clear the Decks

Presented by Crispy Games Company

Type: Board/Card Game

A Naval Warfare card game set in the Age of Sail. Each player commands three cannon and uses a combination of different Ammunition and Tactics to attack the enemy Ship and Crew. Receiving support from Officers, Marines and other players, they must blast through the Hull in each section of the ship. The enemy counter-attacks, using its Cannon, Crew, Boarders and the special attributes of each section of the ship. Do you yearn for the open sea, the thunder of cannon and the glory of victory? Then it is time to Clear the Decks!

Slots: Fri 8PM (Table 7), Sat 8AM (Table 7), Sat 4PM (Table 7), Sat 8PM (Table 7)

Coffin Up

Presented by Alien Thinkers LLC

Type: Board/Card Game

The end of the world is looming and it's simply no longer cool to be human! In this strategic card game, players compete to develop trendy methods and fun formulas for transforming their pathetic humans into a choice of nine popular and super fashionable undead upgrades. Along the way, players flex their supernatural muscles in transformative battles for supremacy. And, in this new upgraded society, survival is no longer just a matter of making sure those who oppose you are dead. It's much more important that they stay dead!

Slots: Thu 6PM (Table 22), Thu 8PM (Table 22), Fri 10AM (Table 22), Fri 12PM (Table 22), Fri 6PM (Table 22), Fri 10PM (Table 22), Sat 10AM (Table 22), Sat 4PM (Table 22), Sat 6PM (Table 22)

CON521: The Game Convention Game

Presented by CATTULHU.com

Type: Board/Card Game

Players compete to claim seats at the best combination of events over a three-day game convention. The 42 unique Events include six game types: Board Games, Roleplaying Games, Video Games, Train Games, Miniatures Games, and Cosplay. Each Event also has a Theme: Cats, Cthulhu, Knights, Old School, Pirates, Space Wars, and Zombies. Players manage limited hours at the con, limited Stamina for playing events, and limited money to buy snacks and shop in the Exhibit Hall. Score Nerd Cred by dominating game areas, while also roaming the board to collect as many of each Theme as you can!

Slots: Fri 10AM (Table 10), Sat 10AM (Table 10), Sat 2PM (Table 10), Sun 10AM (Table 9)

Copuntdown Chernobyl

Presented by Elixir Games

Type: Board/Card Game

Players take on the role of plant workers convinced that they need to stop the test that eventually led to the worst nuclear disaster in Earth's history. Players will work together to seek out evidence, persuade other workers, and resolve problems in an effort to avert the disaster in under 30 minutes. The game features a historically accurate perspective on the event, allowing players answer the question...what could we have done?

Slots: Thu 8PM (Table 23), Thu 10PM (Table 23)

Crab Dash

Presented by Cohio Games

Type: Board/Card Game

A fast paced racing game where you are betting on which crab will finish first. The game emulates a hermit crab race where each crab starts in the center of the board and races towards the edge. Players roll dice to see which crabs will move and how far, then place a bet on their favorite. You also use cards and re-roll tokens to change the die rolls and which crabs will move. The player who makes the best bets will take home the most money and win.

Slots: Thu 10AM (Table 6), Thu 12PM (Table 6), Fri 10AM (Table 6), Fri 12PM (Table 6)

Craft Dreams

Presented by Sizigi Studios

Type: Board/Card Game

A cooperative deck builder about crafting armors, weapons, and items to fulfill the wishes of despondent spirits. Each player controls a shrine maiden tasked with gathering resources in a race against the clock.

Slots: Thu 6PM (Table 31), Fri 6PM (Table 32), Sat 6PM (Table 29), Sat 8PM (Table 29)

Cubicle Raiders

Presented by Myrmidon Games

Type: Board/Card Game

You wrote your resume, you nailed the interview and now you're a manager at your new company. There's just one thing, the only way to earn your seniority is by trading for it; with office supplies. You'll need to recruit a team and search through desks on your break to find the supplies you need. Trade the supplies to the department requesting them in the break room and try not to break any drawers in the process. You have one work week to get your seniority and you'll need to get it by any means necessary.

Slots: Thu 10AM (Table 13), Thu 6PM (Table 13), Thu 8PM (Table 13), Fri 8PM (Table 8), Sat 10PM (Table 8)

Diaspora: Fight

Presented by Kingbreaker Games

Type: Board/Card Game

A competitive engine building game in which each player captains a generation ship fleeing the doomed Earth towards a promising new exoplanet. As each generation passes, the crew modify their ship to better prepare the colonists for the different biomes of the landing zones on the new planet. With available ship upgrades and landing zones randomly selected each game, each flight will be a new, unique adventure. Good luck Captains, humanity must survive!

Slots: Thu 8PM (Table 28), Fri 2PM (Table 28), Fri 4PM (Table 28), Fri 6PM (Table 28), Sat 10AM (Table 28), Sat 12PM (Table 28), Sat 8PM (Table 28), Sat 10PM (Table 28), Sun 10AM (Table 28)

Dice Age: The Hunt

Presented by Hobbyjapan Co., Ltd.

Type: Board/Card Game

We are dice, We are hunters! It is a family game that needs to consider strategy moderately, not just luck. Roll the dice and earn prey cards for 6 areas. It is a game of area control and set collection.

Slots: Thu 12PM (Table 23), Sat 8AM (Table 23)

Dollars to Donuts

Presented by Flatout Games

Type: Board/Card Game

Donuts deserve to be made whole! Purchase and match fresh pastries to create the most delicious spread. Sell miss-matched donuts in order to buy more expensive new tiles and score

victory points for your most pleasing creations. Dollars to Donuts is a quick and simple resource management and spatial tile-laying strategy game for the whole family!

Slots: Thu 10AM (Table 11), Thu 8PM (Table 11), Sat 2PM (Table 11), Sun 8AM (Table 11)

DRINKS with FRENEMIES

Presented by BE game LLC

Type: Board/Card Game

The game of creating friends out of enemies & enemies out of friends. If you like games, drinking and sabotaging your friends, this game is for you! DRINKS with FRENEMIES is a card game that brings the worst out of you and rewards you for it.

Slots: Fri 10AM (Table 26), Fri 12PM (Table 26), Fri 4PM (Table 26), Fri 6PM (Table 26), Sat 10AM (Table 26), Sat 12PM (Table 26), Sat 4PM (Table 26), Sat 6PM (Table 26)

Dual Powers: Revolution 1917

Presented by Thunderworks Games

Type: Board/Card Game

In February of 1917, Tsar Nicholas II abdicated the throne of Russia. In his place, a conservative Provisional Government formed, representing the official authority of the state. Opposed to the newly formed government stood the Petrograd Soviet, an elected council of workers organized by socialist activists. Each player directs the forces on one side of this struggle through political action, social maneuvering, and military conflict. The player with greater support at the end of the game will shape Russia's future and either launch or suppress the impending Civil War.

Slots: Thu 10AM (Table 15), Thu 10PM (Table 15), Fri 10PM (Table 15), Sat 8PM (Table 15), Sat 10PM (Table 15)

Dwarven Smithy

Presented by Flatworks Gaming LLC

Type: Board/Card Game

A unique crafting card game with hand and area management. Take on the role of a dwarven smith refining resources and making items in your workshop! Hire Apprentices to change the game rules or forge Tools to make the crafting process easier. Gain gold coins by completing Items or by selling Resources. Make special King's Items in secret and reveal them at the end of the game. The player with the most gold coins wins!

Slots: Thu 10AM (Table 12), Thu 12PM (Table 12), Thu 2PM (Table 12), Fri 12PM (Table 12), Fri 2PM (Table 12), Fri 4PM (Table 12), Sat 12PM (Table 12), Sun 10AM (Table 12)

End of the Trail

Presented by Elf Creek Games

Type: Board/Card Game

Prospectors search for Gold during the California Gold Rush. Each player will be managing a hand of cards that will allow them to prospect for Gold on the grid of tiles representing California. Players will also have the opportunity to continue prospecting if the first location is not good enough for them. The cards that each player uses also are used in a poker hand for the final showdown, which will allow the winner to claim a 4th tile. The game ends after 3 rounds and the player with the most gold wins.

Slots: Thu 4PM (Table 10), Fri 12PM (Table 10), Fri 4PM (Table 10), Fri 8PM (Table 10), Sat 12PM (Table 10), Sat 4PM (Table 10), Sat 6PM (Table 10), Sun 10AM (Table 10)

EPIC SIX: MONSTERS

Presented by Rude Ridge Games

Type: Board/Card Game

Start by flipping over a Showdown card. This is how many minions come out that round. Attack minions with matching dice rolls, mark your hits. When a minion is defeated, the last player to hit the minion draws a search card. The player with the highest die attack keeps the minion. After a round any remaining minions escape to the boss and cause 1 damage. When a boss has 5 minions he attacks! Defeat the mastermind to win.

Slots: Thu 6PM (Table 17), Fri 12PM (Table 17), Fri 4PM (Table 17), Sat 12PM (Table 16)

Fairies VS Monsters

Presented by Milton Roe Creative

Type: Board/Card Game

Choose a side - Fairies or Monsters. Choose your team of 3 creatures. Set up the battlefield with the reversible game boards and then duke it out! In this family-friendly battle game featuring a simple dice mechanic, the Fairies are trying to heal the Monster's broken hearts, and vice-versa. Will the Fairies prevail and bring happiness to the land? Or will the Monsters succeed and turn everyone into meanies? It's up to you!

Slots: Fri 2PM (Table 29), Sat 10AM (Table 31), Sun 10AM (Table 29), Sun 12PM (Table 29)

Family Game Night!

Presented by Boom!

Type: Board/Card Game

Play through three games, great for families, parties, and groups. Boom! Is a fast-paced set building card game with total player engagement at all times. Vomit, try to fill your vomit first in this dicey game of chance. Dino Run, play a dinosaur in search of eggs in the ever expanding jungle of turning tiles.

Slots: Thu 12PM (Table 24), Thu 2PM (Table 24), Fri 8AM (Table 24), Fri 10AM (Table 24), Fri 2PM (Table 24), Sat 8AM (Table 24), Sat 10AM (Table 24), Sat 2PM (Table 24)

Far Foreign Frontier

Presented by A to Z Gaming

Type: Board/Card Game

Cooperate with other Frontiersmen, to establish and protect your new city. Collect resources, recruit settlers, and build up your town to make it stronger. And if you do hold off the life claiming failures pounding at your gate, hold it off with more grit and gumption than any other denizen, earn your statue at the center of town. For this is your town, your legacy.

Slots: Thu 8AM (Table 1), Thu 10AM (Table 1), Thu 2PM (Table 1), Fri 8PM (Table 1), Sat 10PM (Table 1)

Farms & Factories with the Technologies & Inventions Expansion

Presented by Sam Browning Productions

Type: Board/Card Game

This isn't an Industrial Revolution - it's an Industrial RACE! Check out Farms & Factories, a fast-paced card game where the goal is to get as many cards as possible into your point pile before the deck runs out. Profit off buildings like Gold Mine while keeping your opponents down with actions like Blackmail or Gerrymander. Our new expansion, Technologies & Inventions lets you spend your hard-earned points to gain unique bonuses with Technology cards like Bicycle or Typewriter. The patent system stops others from using your inventions, so choose wisely to get the most bang for your buck!

Slots: Thu 8PM (Table 17), Fri 8AM (Table 17), Fri 10AM (Table 17), Sat 8AM (Table 20), Sat 10AM (Table 20)

Faster than You

Presented by Crafty Games

Type: Board/Card Game

"In the end kid, I don't have to be fastest. I only have to be faster than you." In the glory days of high adventure, treasure hunters and their adversaries descend on a remote jungle island to steal a mysterious idol that commands the power of fate itself. As these factions rush to escape with the idol it's every man, woman, monkey, and manservant for themselves in a fast-paced, light-hearted game of escape and betrayal.

Slots: Sat 4PM (Table 6)

Feline Frenzy

Presented by Mark Kraatz Games

Type: Board/Card Game

Score the most points by rescuing cats from the house of the "crazy old cat lady." Draft a hand of cards representing training, objectives and equipment you use during the game. Your rescuer will explore house tiles, discovering cats (cubes) in each room that are drawn from a bag - which then scatter! Dice determine which cats scatter where - and if you are able to "bag" them. It's better to "herd cats" toward your truck. You are sure to have a fun-filled time trying to catch the most cats and ultimately win the game of Feline Frenzy!

Slots: Fri 10AM (Table 4), Sat 8AM (Table 4)

Fight! Fight!! Fight!!!

Presented by Zilla Gaming

Type: Board/Card Game

A fast-paced light card game with a board full of eccentric characters that are abducted by aliens which want you to fight each other. The goal is to advance through the spaceship by fighting other characters, driving opponents backwards, using special character abilities, jumping through portals and ultimately reaching the final control room portal, and escaping the spaceship. If you love to prevent your opponents from winning the game, and have fun while doing it, this game is for you! And who knows, you just may win!

Slots: Fri 12PM (Table 32), Fri 2PM (Table 32), Fri 8PM (Table 32), Sat 12PM (Table 32)

Fighting Spirit!

Presented by Connor Meislahn Games

Type: Board/Card Game

Your goal is to prove that you are the strongest fighter by defeating all of your opponents. To help do this, you can gain new abilities, like Fire Attacks or Time Stopping. But here's the kicker: whenever you gain an ability, you gain it face-down, and you can't use it until you turn it face-up. Combine this core concept with things like built-in Downsides, Weaknesses with built-in Upsides, Events, and an interesting combat system, and Fighting Spirit proves to be a secretive, yet intense experience like no other.

Slots: Thu 8PM (Table 6), Fri 8PM (Table 6), Sat 8PM (Table 6), Sun 12PM (Table 5)

Galactic Infamy

Presented by 2simpletons

Type: Board/Card Game

Each player takes on the role of a Bounty Hunter in search of the galaxy's most notorious crime lord. Capture and turn in bounties to collect credits and infamy. Spend credits on equipment and training to battle more difficult bounties. Turn in the crime lord and the player with the most Infamy is the winner!

Slots: Thu 10AM (Table 21), Thu 4PM (Table 21), Fri 8AM (Table 21), Fri 4PM (Table 21), Sat 8AM (Table 21), Sat 4PM (Table 21), Sun 8AM (Table 21), Sun 12PM (Table 21)

Gambler Grifter Smuggler Spacer

Presented by BardShark LLC

Type: Board/Card Game

Hybrid of poker and space strategy board game. Each turn starts with a hand of poker, which determines movement order and speed. Players build a movement network and vie for smuggling routes among ever-shifting planets. Players can build ships, upgrade their fleets, and accumulate crew cards with one-shot special abilities. Win the game by proving yourself the most cunning smuggler by accumulating a high stack, completing a secret mission, completing a smuggling run, and setting a speed record.

Slots: Thu 6PM (Table 24), Thu 8PM (Table 24), Thu 10PM (Table 24), Fri 4PM (Table 24), Fri 6PM (Table 2), Fri 8PM (Table 24), Sat 4PM (Table 24), Sat 6PM (Table 24), Sat 8PM (Table 24)

GameCon

Presented by Winsmith Games

Type: Board/Card Game

Players are attendees at a gaming convention and are playing various mini-games to try and get the most victory points. Players will be collecting merchandise that provide asymmetric abilities and using actions to influence dice rolling and mini-game outcomes.

Slots: Fri 8AM (Table 12), Sat 10AM (Table 12)

Gangs of the Wild West

Presented by Mark Kraatz Games

Type: Board/Card Game

Race to be the first to get to \$80,000 in cash, or have your "wanted" poster hit \$40,000. Your outlaws will scout and encounter wilderness tiles - robbing trains, stagecoaches and wagon trains by winning gunfights, taking control of homesteads, mines and ranches - while avoiding sheriffs, bounty hunters, the army, Indians and forts. As the game progresses, risk increases, as does the reward. The player who best combines smart exploration, savvy management of bullets, timely expansion of their gang and control of the right locations will win the game of Gangs of the Wild West!

Slots: Thu 8AM (Table 27), Thu 10PM (Table 27)

Get With The Program

Presented by Jordan Nardick Games

Type: Board/Card Game

A team based, deduction, deception, dice and card game. Five to Eight robots have been programmed with opposing code and only one team can survive being deleted. Their is only one problem, no one knows how they have been programmed! Hack and deceive your way to victory as you Get With The Program.

Slots: Fri 8PM (Table 28), Fri 10PM (Table 28), Sun 10AM (Table 25), Sun 12PM (Table 25)

Gimmicks & Grapplers: A Pro Wrestling Deckbuilder

Presented by Forced Perspective Entertainment

Type: Board/Card Game

Prove that you are the cream of the crop! Build up your wrestling move deck with maneuvers that best compliment your natural attributes, get assistance from your managers, and get pumped up by the crowd to put yourself over your opponent. Weaken your opponents' stipulation deck to leave them unable to kick-out, and put 'em down for the 3-count.

Slots: Thu 10PM (Table 1), Fri 12PM (Table 1), Fri 2PM (Table 1), Sat 12PM (Table 4), Sat 2PM (Table 4)

Gravity Warfare

Presented by Bemaia Ideas, LLC

Type: Board/Card Game

The most nerve-wracking game yet! In Gravity Warfare you must choose your challenge cards and use your ability strategically against other players on their turn, and have the dexterity to make it through yours. To win in Gravity Warfare

you must be the first player to run out of pieces. But if you make any piece fall from the platform, you lose! Are you ready to master gravity?

Slots: Thu 2PM (Table 6), Thu 6PM (Table 6), Fri 2PM (Table 6), Fri 4PM (Table 6), Sat 2PM (Table 6), Sat 6PM (Table 6), Sun 10AM (Table 6), Sun 12PM (Table 6)

Hero: Tales of the Tomes

Presented by Jimmy Ellerth Games

Type: Board/Card Game

A multiplayer card game in which each of the players takes the role of a unique hero and battles it out until only one is left standing. The gameplay is fast and exciting, and with all the potential for twists and comebacks, you'll never truly feel out of the game. All players play off of one deck, so no prior deck building or collecting is required. The goal is for you to be able to just grab a few friends, sit down, and play a game.

Slots: Fri 2PM (Table 22), Fri 8PM (Table 22), Sat 12PM (Table 22), Sat 2PM (Table 22)

Hexes and Henchmen

Presented by Plow Games

Type: Board/Card Game

Send your henchmen, goons, minions and evil creations to smash your rivals' laboratories! Spawn, move and swap your way across the board without being eliminated first. Coming to Kickstarter this winter!

Slots: Thu 8AM (Table 29), Fri 8AM (Table 29), Fri 10PM (Table 29), Sun 10AM (Table 24)

Homicide Bureau

Presented by JetRunner Games

Type: Board/Card Game

You play as Homicide detectives working at the headquarters of the Big City Police Department. A promotion is on the line and you have the chance to become "Lead Detective". The Sergeant is having a difficult time deciding and has narrowed his choices down, and you are among them. He decided the promotion would be awarded to the detective who shows the most progress during the next month. Do your best to solve the incoming cases as efficiently as possible to earn the most end game points.

Slots: Thu 8PM (Table 12), Thu 10PM (Table 12), Fri 8PM (Table 12), Fri 10PM (Table 12)

Hump Yard (Train Shuffle)

Presented by Bryce Summers Games

Type: Board/Card Game

A tile laying game about processing, moving, and shuffling train cars. To do so, players build wacky track networks, order incoming sequences of train cars, and ultimately fulfill more complicated demands for specific ordered sequences of cars.

Slots: Thu 8AM (Table 30), Fri 8AM (Table 30), Sat 8AM (Table 30), Sun 8AM (Table 30)

Iago, A Tragedy in Five Acts

Presented by No Drama Games

Type: Board/Card Game

Immerse yourself in Shakespeare's The Tragedy of Othello by progressing the tale according to the evil plan of villainous Iago! Control Iago in Act I - IV to maximize your opportunities to score victory points. Then control Othello in Act V so you can strike the final, tragic blow. However, be aware that your opponents, playing the cast of other characters in the story, are doing their best to thwart you and to steal your victory points, take control of Iago or Othello, while also working to gain their own victory points by progressing the tale! No Shakespeare knowledge required.

Slots: Thu 12PM (Table 4), Thu 6PM (Table 4), Fri 10AM (Table 5), Fri 12PM (Table 5)

Ignite

Presented by Ginger Snap Gaming

Type: Board/Card Game

There has been peace for ages, but no longer. Six races must battle for control over the land of Oshos. In a never-before-done twist on deck-building, take control of your units in a fight to survive. Build your deck to maximize movement, damage, and honor. Will you invest in melee weapons and mounts? Will you become an archer, firing from a safe distance? Or will you be a spell-caster, looked down upon by the towns-folk, but extremely deadly in combat?

Slots: Thu 2PM (Table 18), Thu 4PM (Table 18), Thu 10PM (Table 18), Fri 10AM (Table 13), Fri 2PM (Table 13)

In-App Purchases

Presented by Ironmark Games

Type: Board/Card Game

This game moves the popular (and infuriating) match three puzzle genre from the phone to the table. Players can "pay for power" just like in any "free" app, but they may end up getting more than they bargain for. In-App Purchases is perfect for families and children, and features intuitive mechanisms, and meaningful decisions.

Slots: Fri 8AM (Table 7), Sun 12PM (Table 9)

Kardashev

Presented by Asteri Games

Type: Board/Card Game

An inventive strategy game where you compete to build the most advanced space civilization by expanding your territory, researching new technology, and conquering your foes. Play as one of six roles, each with their own unique strengths. *The Kardashev scale is used to measure the technological advancement of a civilization.

Slots: Fri 12PM (Table 4), Fri 2PM (Table 4), Sat 10AM (Table 4), Sat 4PM (Table 4)

Kickin' Your Ass

Presented by Cravon Studios

Type: Board/Card Game

A party card game where you try to build your Ass, while kicking other players' Asses. It's great to play with friends and family gatherings. You try to collect each Piece O' Ass you can get your hands on to complete your Ass. Along the way, other players are trying to kick your Ass. We're kind of riffing on a theme here. Come have some ass kicking fun!

Slots: Thu 12PM (Table 21), Thu 2PM (Table 21), Thu 10PM (Table 21)

Lifespan

Presented by Red Warrior Games

Type: Board/Card Game

Live an entire life in thirty minutes. Play cards to improve aspects of your life: Physical, Education, Career, Family and Spiritual. Play negative events on your opponents. Just like in life, you don't know how long you have. Should you try for that PhD or focus on spiritual clarity? A child will slow you down for a while, but the family rewards are large. Every turn is chance to play it safe or live boldly. If you do the most with your Lifespan, you'll be the winner.

Slots: Thu 6PM (Table 5), Fri 10AM (Table 12), Fri 10PM (Table 5), Sat 10AM (Table 6)

Lords of Shadowtree

Presented by Grim Fantasy Games

Type: Board/Card Game

A fantasy adventure strategy game. Players strive to win by claiming the majority of lands or, slaughtering all monsters or fellow players, through means of diplomacy, magic, or war.

Slots: Thu 10AM (Table 31), Thu 12PM (Table 31), Thu 8PM (Table 31), Sat 2PM (Table 32), Sat 4PM (Table 32)

LORESHADOW: A Dwarven Legacy

Presented by Adam's Apple Games

Type: Board/Card Game

A deeply thematic legacy worker placement game that writes the origin story of the dwarves. Each player controls a tribe competing for rule of the great mountain and their name immortalized in their people's origin story. The game board is persistent and evolves as a 3D topographical map as you dig for precious resources resting inside the mountain. Each game will contain compounding surprises and obstacles as players greedily delve below.

Slots: Fri 4PM (Table 1), Fri 6PM (Table 1), Sat 10AM (Table 1), Sat 12PM (Table 1)

Love Battle! High School

Presented by LPR Games

Type: Board/Card Game

Awkward Hiroshi finds himself being chased around his high school by five girls who normally wouldn't give him the time of day. Players choose one girl (or even two) and boost her Love and Hiroshi's Ki before it's Date time.

Manipulate the action by moving Hiro and the girls to participate in typical anime high school activities. The girls can flirt, seduce, enchant, and even punish Hiroshi, while displaying their jealousy to their rivals. Who will have the most energy left at the end of an exhausting day of harem cat and mouse?

Slots: Thu 2PM (Table 20), Thu 4PM (Table 20), Fri 10AM (Table 19), Sat 2PM (Table 20)

Ma No Umi

Presented by Road to Infamy Games

Type: Board/Card Game

On a voyage to Japan a storm tears your vessel apart, leaving you trapped on a makeshift raft in the middle of Ma No Umi, a mysterious stretch of sea where countless voyagers have sailed, but never returned. Here you encounter ancient ships whose ghostly crews will share their star charts with you. You'll have to complete your star chart to navigate out of the sea or forever be trapped.

Slots: Fri 10AM (Table 28), Fri 4PM (Table 23), Sat 8AM (Table 31), Sat 4PM (Table 29)

Major League Dungeon

Presented by Sunday Night Games

Type: Board/Card Game

Adungeon crawling sports game. Set in a present that combines the magic and fantasy of old and the 'all about me' attitude of the Running Man. The players will start on a single panel of dungeon and expand the it. Fight monsters and collect glory. The players are struggling to achieve their goal as a team. But at the end of the day every team has an MVP.

Slots: Thu 6PM (Table 21), Fri 10AM (Table 21), Sat 6PM (Table 28), Sun 12PM (Table 28)

Mars Needs Cows

Presented by Hefty Wrenches

Type: Board/Card Game

A quick-paced board game where you play as UFO intent on abducting cows and upgrading your flying saucer. You will chase off humans and complete for a dwindling number of cows as the night progresses.

Slots: Thu 2PM (Table 8), Thu 4PM (Table 8), Fri 10AM (Table 2), Sat 10AM (Table 2)

Master of Respect

Presented by Hobbyjapan Co., Ltd.

Type: Board/Card Game

In this game, the players are old masters of martial arts, who want to expand their schools. However, without the respect of other masters, your school will not last too long...

Slots: Fri 12PM (Table 28), Sun 8AM (Table 28)

Master of Wills

Presented by Stormcrest, Inc.

Type: Board/Card Game

In the distant future, the world is a dangerous place where the balance of power rests between opposing forces. Warring factions push and pull the citizens of the Community to join their side and vanquish the opposition. Master of Wills is a competitive game that pits two Factions against each other. Players build their Faction card deck to manipulate and influence sectors of the Community to join their side. With each move, more Community characters are drawn into battle and most will join one Faction or the other. By expanding control over the Community, power can be acquired. Choose a side and become the Master of Wills.

Slots: Thu 10AM (Table 16), Thu 4PM (Table 16), Thu 8PM (Table 16), Fri 10AM (Table 16), Fri 12PM (Table 16), Fri 2PM (Table 16), Sat 10AM (Table 16), Sat 2PM (Table 16), Sat 8PM (Table 16)

Maya

Presented by Crafty Games

Type: Board/Card Game

Become an ancient Mayan architect in this light Euro-style city building game. Buy, sell, and trade with a monopoly system that lets you manipulate and extort your opponents as you race to build the most glorious city in all the Empire.

Slots: Sun 10AM (Table 21)

Mead, Money and Mischief

Presented by Tangent Venture Games

Type: Board/Card Game

Stuck in the village for the weekend, what is a group of young adventurers to do? Sneak into the local tavern and get into some mischief, of course! Get some drinks, steal some gold, and cause some trouble, sometimes at your friends' expense. Collect drinks, gold, and treasure to see who can have the best night!

Slots: Thu 2PM (Table 26), Fri 10AM (Table 25), Fri 8PM (Table 25), Sat 2PM (Table 21)

Mech Wars

Presented by Winsmith Games

Type: Board/Card Game

Players begin the game by drafting pieces of their mech suit. Each player's mech will have asymmetrical abilities to use during the game (e.g. hit points, weapons, movement abilities, etc). During gameplay, players will have a hand of energy cards with which to move, attack, recharge, and repair. Players each select 2 actions secretly to perform each turn. The winner is the last player standing.

Slots: Thu 8AM (Table 12), Sat 8AM (Table 12)

Men of Parts

Presented by Red Barchetta Games

Type: Board/Card Game

The theaters of Elizabethan London have just reopened after a wave of plague has swept through the city. As owners of those theaters, players must now compete to find new actors to rebuild their depleted troupes and claim fame and fortune for their own, using any number of underhanded tricks to get the best actors for themselves, while forcing the competition to take on the dregs. Men of Parts is a fast playing, highly competitive card game involving treachery, double-dealing, backstabbing, and other fun activities worthy of a Shakespearean tragedy.

Slots: Thu 2PM (Table 7), Fri 12PM (Table 2), Sat 12PM (Table 2), Sat 8PM (Table 1)

Mentors

Presented by Elixir Games

Type: Board/Card Game

Players are trying to each mentor 3 new Disciples to maturity. You must guide your charges through struggles of life and deal with thorns that hinder you. You will need to rely on each other for encouragement and inspiration, and you'll need to rely on a higher power through Prayers. Mature up 3 Disciples each to win the game! But watch out that you don't let any slip and become lost.

Slots: Fri 8PM (Table 2), Sat 8PM (Table 23)

Mining Colony

Presented by SI BG Group

Type: Board/Card Game

A Worker placement type game where each turn players are taking an action to help contribute to the Colony as a whole. At the end of the game the person who has contributed the most (gotten the most Victory Points) will have won. Players gain VP by Reproducing, Constructing Buildings, Crafting Items, Slaying Monsters, Gathering Animals, or creating Farms for the Colony. It's your adventure to do as you see fit. Inspired by Minecraft, the video game.

Slots: Thu 8AM (Table 15), Thu 4PM (Table 15), Fri 8AM (Table 15), Fri 2PM (Table 15), Fri 6PM (Table 15), Sat 10AM (Table 15), Sat 12PM (Table 15), Sat 2PM (Table 15), Sun 8AM (Table 15)

Monster Highway

Presented by One Day West Games

Type: Board/Card Game

A board game where players are building roadways using tiles to get to your Home Base. After a nuclear meltdown at a power plant, the lake next to it was quickly saturated with radioactivity. An alligator in the lake transforms into a road smashing, car crushing monster. Be the first to build your roadway and drive your car from ground zero to your home base to win the game. Beware of the monster and of your opponents. No one is safe on Monster Highway!

Slots: Fri 10AM (Table 27), Fri 4PM (Table 27), Sat 10AM (Table 25), Sat 4PM (Table 25)

Mortals

Presented by Partial Arc

Type: Board/Card Game

A cooperative battle arena where you play as once famous Greek, Norse, or Egyptian gods, but in a modern setting. These gods have been made Mortal by Death himself. Now, with the world coming to an end, you and your fellow once-gods are being called out of ambiguity to fight and unlock Death's secret within the walls of a museum. Only here can you halt the engine of Earth's destruction.

Slots: Fri 2PM (Tables 30,31), Fri 4PM (Tables 30,31), Fri 6PM (Tables 30,31), Fri 8PM (Tables 30,31), Sat 12PM (Tables 30,31), Sat 2PM (Tables 30,31), Sat 4PM (Tables 30,31), Sat 6PM (Tables 30,31)

Nailed It!

Presented by The U.S. Playing Card Company

Type: Board/Card Game

An adult party game for players 18+ where every stereotype has a story. When it comes to LOCATIONS for a Pothead, would you be more likely to find them dazed and confused in the SEX SHOP or at a DRIVE THRU with a bad case of the munchies? Plead your case to the judge as to why your category Nailed It as the best fit for the stereotype. It's funny 'cause it's true.

Slots: Thu 12PM (Table 22), Thu 4PM (Tables 22,23), Fri 2PM (Table 23), Fri 6PM (Tables 23,24), Sat 10AM (Table 23), Sat 2PM (Table 23)

New Beeginnings

Presented by Blue Fairy Games

Type: Board/Card Game

It is Springtime in the local beehive and the queen is ready to swarm to seek out and establish a new home. To prepare, she is holding a competition for the hive to see which bees are best fit to go with her. As a player, you take on the role of a team of bees competing in this game. Can you be more efficient than your opponents in collecting resources for the hive, manage new growth, and protecting the hive from danger and disease? Only the best will get to go with the queen on this new adventure!

Slots: Thu 4PM (Table 26), Fri 2PM (Table 26), Sat 2PM (Table 26), Sun 10AM (Table 26)

Of War and Men: World War 2

Presented by NetherHavyn Game Works

Type: Board/Card Game

A squad level, card-based tabletop wargame. What makes the game unique, is its focus on the individual in terms of strengths and weaknesses. Soldiers must fight together as a unit, and still overcome the challenges of their personalities (often to entertaining results). It is entirely card based and does not use dice or other materials to initiate combat and scenarios.

Slots: Thu 2PM (Table 10), Thu 6PM (Table 10), Fri 4PM (Table 2), Sat 2PM (Table 1)

Ogre Cheerleaders

Presented by Paw-Warrior Games

Type: Board/Card Game

In this fun, fast-paced game, each player is trying to create the best team of Ogre Cheerleaders. Each turn, play an Ogre Card from your hand onto the field. The card will have an effect that can modify the order of the cards on the field into various "scorable formations" that can be collected for points. Play to find out who will assemble the best team of Ogre Cheerleaders!

Slots: Thu 8PM (Table 3), Fri 8AM (Table 3), Fri 8PM (Table 9), Sat 8PM (Table 3)

On the Bus

Presented by Just Because Games

Type: Board/Card Game

You've ridden on a bus, right? You've been crammed in with a bunch of people who seem to go out of their way to annoy you. They're loud. They carry bulky things that get into your personal space. Maybe they smell...unique. You can't wait for the ride to be over. Not this time! Get On the Bus for a trip filled with strategy and fun, where you have the power to change your seat, move other passengers, or even kick them off the bus.

Slots: Thu 10AM (Table 19)

ORDS

Presented by EverTech Products

Type: Board/Card Game

Win the game by eliminating all opponents and becoming Emperor/Empress of the Milky Way Galaxy. Players move their token pieces around the board by throwing two or three dice and follow the instructions on the playing spaces: Purchase spaceships, weapon cards, Star Systems (Star cards), and win Yeps (monies), etc. Players will transport, at a cost, spaceships into Galactic Quadrants to challenge opponents to battle to control Galactic Quadrants, Star Systems, destroy opponents' spaceships and win Quadrant prizes. Develop Galactic Strategies and Quadrants' Tactics. Players start the game with Yeps, Spaceships, Star and Weapon cards, etc.

Slots: Thu 8PM (Table 27), Fri 8AM (Table 27), Fri 10PM (Table 26), Sat 8PM (Table 27)

Paragons: Legends of Danosa

Presented by Space Pig Games

Type: Board/Card Game

A cooperative card game in a comic-book inspired fantasy setting where groups of powerful heroes (think X-Men!) battle the forces of evil. Sling spells, chop with your axe, or feast upon your foes' flesh as one of four unique heroes and destroy your enemies.

Slots: Fri 10AM (Table 11), Fri 12PM (Table 11), Sat 2PM (Table 18), Sat 4PM (Table 18)

PlaneCrafters

Presented by Paisley Board Games

Type: Board/Card Game

Players assume the roles of competing airplane industrialists. Earn money by selling planes - the better the plane, the more money you'll earn. Hiring employees will cost money, but they can also speed the production of planes, help you build better planes, sabotage your opponents' factories, or receive money from the bank. The player with the most money at the end of the game wins!

Slots: Thu 8AM (Table 9), Fri 10AM (Table 9), Fri 4PM (Table 4), Sat 6PM (Table 9)

POTUS SOS

Presented by Just Because Games

Type: Board/Card Game

Just a quiet getaway in the forest. But a nuclear power plant, dark matter research facility, genetic engineering complex, and mother nature have other plans. Now all the cute little forest creatures are mutants, hell bent on destroying the leader of our nation. Can you save the President from the animal horde? Using skill, cunning, and lots of bullets, get POTUS out of the forest before it's too late!

Slots: Sat 8AM (Table 28), Sat 12PM (Table 27)

Psycho-Kinetic: Ancient Wars

Presented by Psycho-Kinetic

Type: Board/Card Game

A Fantasy War card game that combines Battle Tactics with Strategic Actions. It is inspired by the Dark Fantasy, Sword & Sorcery genre of video games especially the old school classics. The game is set in an era of an Ancient Civilization that has been waging wars using their powerful and vicious magical weapons, while players assume the role of an Army Commander engaging in deadly skirmishes with their opponents as they manage their resources, revise their strategies, adapt to their misfortunes and lead their Army Legions in the heat of battle to victory!

Slots: Thu 8AM (Table 4), Thu 10AM (Table 4), Thu 2PM (Table 4), Thu 4PM (Table 4), Sat 8AM (Table 8), Sat 10AM (Table 8), Sat 2PM (Table 8), Sat 4PM (Table 8)

Quest Quest

Presented by 4 Onions Game Dev

Type: Board/Card Game

A worker placement game where the workers are adventurers. Each player controls a party of adventurers. The objective is to complete quests. Each quest requires some combination of Weapon, Armor, and Accessory and gives a reward. Each character has a bonus when they go on quests and a bonus when they go to town. Inspiration for the core mechanic is heavily drawn from party based MMO's and RPGs.

Slots: Thu 6PM (Table 9), Thu 8PM (Table 9), Fri 2PM (Table 9), Fri 4PM (Table 9), Sat 10AM (Table 9), Sat 2PM (Table 9), Sat 8PM (Table 9), Sun 8AM (Table 9)

Reject Squad

Presented by Smiling Mythos Games

Type: RPG/Story Game

Players assemble heroes by pairing powers like "Supersonic Flight" and "A Stupidly Convenient Utility Belt" with restrictions like "But only while your eyes are closed" or "But you are a banana." Once your squad has been assembled, the crisis is revealed, and everyone has to secretly decide which part of the crisis their hero should take care of!

Slots: Fri 10AM (Table 20), Fri 2PM (Table 20), Fri 4PM (Table 20), Fri 6PM (Table 20)

Rescue at Mt. Etna

Presented by GNB Games

Type: Board/Card Game

The hikers are trapped and the volcano is erupting! Fly helicopter rescue missions and pick up the stranded hikers before the lava gets to them. Each pilot has special skills, and the pace is quick. Great family game, easy to learn.

Slots: Thu 10AM (Table 30), Fri 10AM (Table 30), Sat 10AM (Table 30), Sun 10AM (Table 30)

Rise of the Exiled

Presented by J&E Innovations

Type: Board/Card Game

You are a warrior, equipped with unique weapons and magics. But beware, your skill in this contest will not be determined by the roll of a die, but by the throw of a card. Hitting your opponent with your weapon card deals 1, 2 or 3 damage depending on where it hits. A player who takes 7 combined damage is eliminated. Last team with characters still in play, wins. The only question is, do you have what it takes to defeat your friends?

Slots: Thu 8PM (Tables 7,8), Thu 10PM (Tables 7,8), Fri 10PM (Tables 7,8), Sat 8PM (Table 8)

Ritual

Presented by Once in a Blue

Type: Board/Card Game

A fun and unpredictable card game of cutthroat tactics. In Ritual, you always have the chance to come back and steal the win. Easy to learn and quick to play; you will be plunged into the darkest of decisions: Who to attack first? When to make your move? Or to lie in wait and bide your time? How to cruelly crush your rival Necromancers? Mwah ha ha. Ahem.

Slots: Thu 8AM (Table 18), Thu 10AM (Table 18), Fri 8AM (Table 18), Fri 10AM (Table 18), Sat 8AM (Table 17)

Robotech: Attack on SDF-1

Presented by Strange machine Games

Type: Board/Card Game

You are playing the heroic characters of the venerable Super Dimension Fortress One, also known as the SDF-1. Players must defend the SDF-1 against the continuous waves of Zentraedi attackers. As a Hero, you will be forced to do battle, repair damage and manage your resources. Tough decisions and sacrifices

will be required to protect the SDF-1.

Slots: Thu 12PM (Table 27), Fri 8AM (Table 25), Fri 6PM (Table 25), Sat 8PM (Table 25)

ROY G. BIV

Presented by Hurd Family Games

Type: Board/Card Game

Do you want to find the pot of gold at the end of the Rainbow? You can't find it until you build your rainbow first, then the pot of gold will be your reward! Your goal is to stop your opponents from building their rainbow and be the first to complete yours. ROY G. BIV is an interactive card game that teaches players the color of the rainbow while adding up their gold!

Slots: Fri 8AM (Table 9), Fri 6PM (Table 9)

Rum Runners

Presented by Broken Mask Games

Type: Board/Card Game

A game of board & hand management, market manipulation, and timing. It's the 1920's and prohibition is in full swing - what better way to make money and impress your boss in the Mob than by smuggling booze? Load crates onto ships to sell to various clubs - but since they might not have enough money to pay for the whole load, make sure your stuff is off the ship first! Players compete by loading and manipulating crates from your hand onto the smuggling ships, or by selling the same booze at the speakeasy. Smash your opponent's crates, bribe the cops, and earn more than your opponents to win the game!

Slots: Fri 10AM (Table 8), Fri 12PM (Table 8), Fri 2PM (Table 8), Fri 4PM (Table 8)

Rurik: Dawn of Kiev

Presented by PieceKeeper Games

Type: Board/Card Game

A 4X medieval realm building euro-style game set in an 11th century Eastern European kingdom. Rurik features "auction programming" (new mechanic), resource management, and area control. You play as one of several potential heirs to the throne, and although warfare seems to be the easiest path, you must win over the hearts and minds of the people. Establish your legacy by constructing buildings and performing great deeds or pursue your own agenda by ruling land and collecting tribute. Only then will you earn the right to rule Kievan Rus' as the Grand Prince(ss)!

Slots: Thu 10AM (Table 14), Thu 4PM (Table 14), Fri 10AM (Table 14), Fri 12PM (Table 14), Fri 2PM (Table 14), Sat 8AM (Table 14), Sat 12PM (Table 14), Sat 4PM (Table 14), Sun 10AM (Table 14)

Rush Hour Race

Presented by Dunsmore and Nichols

Type: Board/Card Game

Be the first driver to reach the exit. Advance down the highway by maneuvering through traffic and predicting which lane will move the quickest. Press your luck, but remember that aggressive drivers get pulled over!

Slots: Fri 8AM (Table 4), Fri 12PM (Table 25)

Sabotile: Isles of Hexoté
Presented by Grizzly Forged Studios

Type: Board/Card Game

The sacred totem of your people has been stolen, and as tribe chieftain you must trek across the island to reclaim it. Shape your path to victory and your rivals' defeat by changing the landscape and activating the mystical energies it holds. With a well-timed strategy and adaptability only you possess, you can restore balance and prove your tribe's place in the world.

Slots: Thu 12PM (Table 13), Thu 4PM (Table 13), Fri 12PM (Table 13), Fri 8PM (Table 13), Sat 8AM (Table 13), Sat 12PM (Table 13), Sat 6PM (Table 13), Sun 10AM (Table 13)

Scherzando!
Presented by Bellisario Games

Type: RPG/Story Game

Scherzando! is unlike anything you've played before - it's a setting-agnostic game about empathy and growth that revolves around musical improvisation. Work together to sway the direction of the story through musical communication and emotional performance. It's an RPG and a jam session rolled into one! No musical experience is necessary; instruments will be provided.

Slots: Fri 10PM (Table 32), Sat 8AM (Table 32), Sat 6PM (Table 32), Sun 8AM (Table 32)

Secret Unknown Stuff: Escape from Dulce
Presented by Sentient Cow Games

Type: Board/Card Game

Choose one of 8 hilariously bizarre characters, who have been imprisoned on the bottom level of Dulce Base and have awoken after a Cryo-Pod malfunction. Players must blast their way through a base full of self strategizing human/non-human enemies, as they traverse the seven nefarious levels of Dulce and escape to freedom. You'll collect zany items, incredible weapons and level up your characters, while working to keep the alarm from reaching critical levels and releasing the dreaded Man in Black. The game is more than just blasting enemies, as a tale unfolds in the form of story themed Encounter Cards.

Slots: Fri 4PM (Table 19), Fri 6PM (Table 19), Sat 10AM (Table 19), Sat 12PM (Table 19)

Set a Watch
Presented by Rock Manor Games

Type: Board/Card Game

A cooperative fantasy game where each player chooses a class (Dwarf, Ranger, Elf, Mage, etc) and works to defend the camp from the dangers of the night. Every round, one player will rest and tend to the camp with some light worker placement while the other 3 players patrol and face a line of monsters who are working to resurrect a big baddie.

Slots: Thu 8AM (Table 11), Fri 6PM (Table 11), Sat 8PM (Table 11), Sat 10PM (Table 11)

Shoot Cows 4: Goodbye Dolly
Presented by Milton Roe Creative

Type: Board/Card Game

Shoot Cows is a survival horror comedy card game - with cows! Goodbye Dolly is the final expansion, introducing Dolly - the world's first cloned sheep - and her army of technologically enhanced murder lambs. In this expansion, you'll find a bevy of new items and weapons to take the fight to the bovine horde. You'll need every advantage you can get - Dolly is the strongest creature in the game and eats Survivors (like you) in a single bite!

Slots: Thu 6PM (Table 29), Thu 8PM (Table 29), Fri 8PM (Table 29), Sat 8AM (Table 29)

Sigil: Powers of War
Presented by Breaking Teeth Games

Type: Board/Card Game

A strategic battle game that pits asymmetrical factions against each other on a customizable hex map. Each player starts the game with a powerful Warlord and controls a deck of cards they use to spawn units, cast powerful spells, and advance the front line to attempt to destroy their opponent's Sigil. Each Sigil faction plays differently than the next and each has multiple paths to victory. Choose your Sigil - Build your Army - Prepare for War!

Slots: Fri 4PM (Table 5), Fri 6PM (Table 5), Sat 10AM (Table 5), Sat 12PM (Table 5), Sat 2PM (Table 5), Sat 4PM (Table 5), Sat 6PM (Table 5), Sat 8PM (Table 5)

Singularity
Presented by Dunsmore and Nichols

Type: Board/Card Game

Hack your way to fame and fortune, a cyberpunk fusion of worker-placement and puzzle elements. Use your Avatars to work jobs for clients increasing your reputation. Program software cards and install hardware on your player board to give you the edge on your net-runs. Run the net when you need more resources. Shift, rotate, and unlock gates on the net tiles to form connections to the resources you need.

Slots: Sun 8AM (Table 25)

Spiorit Realms: Tengoku-SR
Presented by The Raven & The Widow, LLC

Type: Board/Card Game

A re-telling of the gods as Animal Warrior Spirits who turn to infighting after their leader is dies defeating the Ancients. Each warrior has a Throne that you must protect using Forts, Barriers, Environments and Armies while at the same time trying destroy enemy Forts to capture their Throne. You can play offensively, defensively or passively or combination of the three. Each of the 9 Thrones have strategies unique to their deck.

Slots: Thu 10AM (Table 17), Thu 12PM (Table 17), Thu 2PM (Table 17), Thu 4PM (Table 17), Fri 10PM (Table 17), Sat 10AM (Table 17), Sat 12PM (Table 17), Sat 2PM (Table 17), Sat 4PM (Table 17)

Spirit of the Trees
Presented by Guilderland Games

Type: Board/Card Game

For generations, small tribes of peaceful shaman have lived in the forest of spirits. These shaman draw on the magical spirit energy within the trees of the forest to cast spells which aid them and their tribes. Recently, malevolent spirits have begun to infect the trees of the forest. Now, the benevolent spirits cry out for aid. It is up to the shaman to pacify the forest by quelling the evil spirits by training mighty warriors and casting pacification spells. Each tribe vies to save more of the forest than their rivals to win the everlasting favor of the spirits.

Slots: Fri 8AM (Table 2), Sat 8AM (Table 2)

Spy Club
Presented by Foxtrot Games

Type: Board/Card Game

"We could start a Spy Club," Beatrice suggested. "You know - search for clues and try to find mysteries to solve!" In Spy Club, players work together as young detectives to solve neighborhood mysteries. It's a cooperative game with a light storytelling element, and it includes a new campaign format for playing a series of games connected together to tell a larger story.

Slots: Thu 2PM (Table 13), Fri 4PM (Table 13), Sat 2PM (Table 13), Sun 12PM (Table 13)

Stardust
Presented by Dunsmore and Nichols

Type: Board/Card Game

Forge a trade empire in the new space frontier. A sci-fi twist on pickup & delivery because 5 rotating planet boards change cargo production and sale price. Build and dispatch your fleets to pick-up cargo cubes from landing pads. Land on trade pads to sell cargo cubes for credits.

Slots: Fri 12PM (Table 24)

Stat! It's an Emergency!
Presented by Corbo Games

Type: Board/Card Game

You and up to three other emergency department team members have 12 hours in your shift (it will feel like one hour), with a mission to cure as many patients as possible, keeping them happy and preventing your hospital from closing down. So, chug down an energy drink, recite the ER motto of "treat em' and street em'" and count on Dr. Dreamy, Nancy Nurse, Randy Rescue, Chuckles the Clown and other characters to save the day! Oh, and please be careful for exploding rooms, bedmites and any zombies lurking in the hallways!

Slots: Fri 2PM (Table 18), Fri 4PM (Table 18), Sat 8AM (Table 18), Sat 12PM (Table 18)

Succession

Presented by MAP Board Games

Type: Board/Card Game

You are a prince or princess in line of succession behind an ailing monarch. Secure your power base with the military, clergy, and nobility, maybe even help the old man to shuffle off the mortal coil. Beware the machinations of your siblings, you may find yourself excommunicated by the church, black-balled by the nobles, or on the sharp-end of an assassin's blade. It's time to resolve the matter of Succession.

Slots: Fri 10PM (Table 23), Sat 10PM (Table 23)

Summer of Rock

Presented by MAP Board Games

Type: Board/Card Game

You just saw the most-awesome rock concert, like, ever. You and your friends decide right then and there you are going to follow this band around the country during their summer tour. Hustle up some cash as you hitch-hike your way across the country and make the next tour stop. Who can rock the hardest during the Summer of Rock?

Slots: Fri 2PM (Table 11), Sat 2PM (Table 14)

Summiteers

Presented by Wildcat Games

Type: Board/Card Game

Players race to be the first climber to reach the top of the mountain. Climbers take turns playing cards to ascend towards victory. However, the climb won't be that easy, as other players and even the mountain itself may have other plans.

Slots: Fri 4PM (Table 25), Sat 10AM (Table 29), Sat 12PM (Table 29), Sun 10AM (Table 32)

Super Powered Smash Masters

Presented by Dark Unicorn Games

Type: Board/Card Game

A comical superhero-smashing card game. Your hero team faces off against all the other hero teams. Win the game by defeating all rival heroes. Each hero has a special power that can be used during a turn instead of playing a card from your hand. Example: 'The Quitter' has the power to quit, which is funny, but it's also an advantage because you can bring back a more desirable defeated hero. Each hero belongs to one of four power types: Nature, Mutant, Gad-get, or Magic, which is the root of their powers.

Slots: Thu 8AM (Table 25), Thu 10AM (Table 25), Thu 6PM (Table 25), Fri 8AM (Table 26), Sat 8AM (Table 26)

Superbeings Jumbo Card Game

Presented by Alienplay Games

Type: Board/Card Game

A relaunch of the anime-styled Humaliens Trading Card Game released in 2003 by AEG with a new design and storyline by creator Rick Medina. Superbeings features a 6-Super Team concept of playing with multiple frontline attackers and multiple backline reinforcements with the objective to win by one of three ways: (1) knocking out your opponent's entire frontline, (2) knocking out a total of 5 Supers, or (3) knock-

ing out 15 rank points worth of Supers. The game uses a variety of D6, D12 and D20 dice-rolling mechanics for establishing turn actions, attacks, and more.

Slots: Thu 10AM (Table 3), Thu 12PM (Table 3), Fri 4PM (Table 3), Fri 6PM (Table 3), Sat 4PM (Table 3), Sat 6PM (Table 3), Sun 10AM (Table 3), Sun 12PM (Table 3)

The 7 Swords of Qin

Presented by Con Brio Games

Type: Board/Card Game

In this exciting and interactive worker placement game, players compete to forge the 7 swords that will ensure the emperor lives and rules China for another 1000 years. Using a unique self-bidding mechanism, players recruit warriors, philosophers and traders, and race to gain the various resources required to complete each sword. With this game's unusual method for "delivering" actions, the benefit of each turn's actions varies depending on which players choose the same actions, and who has committed the most 'workers' to each.

Slots: Thu 8AM (Table 6), Fri 8AM (Table 6), Sat 8AM (Table 6), Sun 8AM (Table 6)

The Duel: Point of Honor

Presented by Ironmark Games

Type: Board/Card Game

"...a story of dueling, which became a legend in the army, runs through the epic of imperial wars. To the surprise and admiration of their fellows, two officers, like insane artists trying to gild refined gold or paint the lily, pursued a private contest through the years of universal carnage." - Joseph Conrad, The Duel: Point of Honor, 1908 ...also robots.

Slots: Thu 8PM (Table 5), Fri 12PM (Table 7)

The First Annual Protanic Games

Presented by Michael Ghaussy Games

Type: Board/Card Game

A unique combination of the champion-based team combat of Overwatch with the deck-based strategic depth of Magic: The Gathering. Each player takes the role of one or more 'Protagonists' from around the world, each with their own vibrant history and powerful abilities, and must work with their teammates to claim victory in this Olympics-style sport blessed by the very Gods themselves.

Slots: Thu 8PM (Table 10), Fri 8AM (Table 10), Sat 2PM (Table 3), Sat 10PM (Table 3)

The Networks: Executives

Presented by Formal Ferret Games

Type: Board/Card Game

So you've proven your worth in the past. We know you can run an ordinary TV network. We have a challenge for you, then. Here are 12 unique Network Executives, each with their own weird characteristics. Every Executive has powers, but they also have significant flaws. Can you master each network's idiosyncrasies and come out on top?

Slots: Thu 12PM (Table 19), Thu 2PM (Table 19), Fri 12PM (Table 19), Fri 2PM (Table 19)

The Peloponnese

Presented by Nobody Games

Type: Board/Card Game

Modeled after the Peloponnesian Wars of Ancient Greece, this strategy game combines a modular game board with individualized deck building components, to guarantee players 'never step in the same river twice'. You must mobilize your citizens to the farthest regions of the empire to participate as warriors, farmers and politicians to expand the state and exploit the land. Your opponents will know what armaments your warriors could have but, you must decide to which battles they will go. Can you outwit your opponents and rule the Peloponnese?

Slots: Thu 8PM (Table 25), Thu 10PM (Table 25), Fri 8PM (Table 26), Sat 10PM (Table 24), Sun 12PM (Table 24)

The Pirate's Flag

Presented by CardLords

Type: Board/Card Game

A dice-rolling, card-playing, capture the flag adventure! Players battle through the Serpent's Pass trying to be the first player to escape back to the Dread Sea with The Pirate's Flag. Each player takes the role of a unique Pirate Captain and commands their ship as they move through the pass, gathering cards that will help them manipulate dice, modify rolls, and even move other ships!

Slots: Fri 2PM (Table 10), Fri 6PM (Table 10), Fri 10PM (Table 10), Sat 2PM (Table 12), Sat 6PM (Table 12)

The Sprawl: Black Market IPO

Presented by HutChu

Type: Board/Card Game

You are a guild leader competing to dominate the market for illegal goods. Your reputation soars as you win black market business from your rivals. Through a deck building component you recruit and task an army of rogues and fighters to get your goods to market while simultaneously making your goods more competitive. The Sprawl: Black Market is an area of influence game where worker placement is driven by deck building. Winners and losers are determined by a sophisticated supply & demand mechanic.

Slots: Thu 10PM (Table 31), Fri 8AM (Table 31), Sun 8AM (Table 31), Sun 10AM (Table 31)

The Witcher Table Top Role-Playing Game

Presented by R. Talsorian Games, Inc.

Type: RPG/Story Game

The world is a sea of blood and steel as the 3rd Nilfgaardian War rages in the north. You've been dodging bandits and ravenous monsters for 3 weeks now, heading for the safety of Kovir and Poviss. But in the little town of Blaviken you've hit a snag and you may not even make it to the morning. Join us for a night of terror in the world of The Witcher, based on the best selling video games and novels! Will you survive the night? Will you uncover the truth of Blaviken? Only time will tell!

Slots: Thu 12PM (Table 30), Fri 12PM (Table 31), Sat 10AM (Table 32), Sat 8PM (Table 32)

Three Dead Fish

Presented by Hurd Family Games

Type: Board/Card Game

This is not your Grandpa's fishing trip – it's go fish "dead" style. Race your fishing buddies to be the first to fill your stringer with dead fish! With a little luck, a little bluffing and some savvy play you can try to avoid the Game Warden and thwart that pesky Cat. You'll find tools to help your cause along with some other surprising events that'll keep you guessing and will keep it close 'til the end. Happy casting!

Slots: Thu 12PM (Table 9), Fri 12PM (Table 9)

Time-Travelling-Cyber-Roaches

Presented by Think Adventure Games

Type: Board/Card Game

Cybernetic-enhanced roaches are sent back through a lightning bolt time-gate to collect a sample of Ben Franklin's DNA. Imagine the classic board game of "Snakes & Ladders" with branching routes, multiple objectives and strategic choices for how to move. Plan for and deal with the blustery weather that threatens to blow your hearty crew of bugs off course and sweep you all down the rivulets of running storm water. There isn't much time. Return to the lighting-gate by the 60th turn or be trapped in the past forever!

Slots: Thu 4PM (Table 9), Sat 10PM (Table 9)

Trick-or-Treat

Presented by Pretend Toys

Type: Board/Card Game

Want to go trick-or-treating on more than just one night a year? Well now you can! In Trick-or-Treat, players are trying to collect more candy than their opponents. Turn order is unique determined by playing a trick-taking game with a couple simple twists to determine who reaches the next house faster. Players will then be drafting different colored dice representing popular candy types, with end-game bonuses and penalties determining if players got more or less candy than initially thought! This a quick-to-learn, but tactical game for the whole family!

Slots: Fri 10PM (Table 21), Sat 10PM (Table 21)

Troll Bridge

Presented by Cravon Studios

Type: Board/Card Game

A game where you play an intrepid messenger competing to deliver your message across a rickety, Troll-infested bridge. But these aren't your normal Trolls. That would be boring. There are two types of Trolls, Ug Trolls that smash holes in the bridge to stop you from crossing and Trollosophers who will ask you questions before you can pass. You can collect treasure along the way to assist you. Will your message help or harm the kingdom? Are you the best messenger in the land? Come find out!

Slots: Thu 8AM (Table 2), Thu 10AM (Table 2)

Wayward Crowns

Presented by Thursday Games

Type: Board/Card Game

A land of four kingdoms. A shattered empire. A balance to be restored. Chaos has spread and the courts are scattered. In Wayward Crowns, you must hunt down your kingdom's missing nobles, repair your ancient artifact and restore balance before the other players and before chaos takes over completely. In this board game, players will choose a kingdom (Diamonds, Hearts, Clubs or Spades), each with different skills. Players will then face encounters, earn magical items and explore the kingdoms to find and rescue their nobles. Players must be careful in their journey though, or the chaos could corrupt them.

Slots: Thu 10PM (Table 2), Fri 10AM (Table 1), Fri 2PM (Table 17), Sat 8AM (Table 19), Sat 8PM (Table 19)

Weimar Student Council

Presented by Richard Gurley Games

Type: Board/Card Game

A social deduction game of where 5 political parties work to simultaneously influence the ideology and level of chaos in their school. Copy homework, commit pranks, bully other students, and pass policies. Work to figure out who your ideological allies are, and be aware as your own ideology may shift over time.

Slots: Thu 10AM (Table 32), Thu 6PM (Table 32), Sat 10AM (Table 21), Sat 12PM (Table 21)

Welcome Island

Presented by Tangent Venture Games

Type: Board/Card Game

Do you like the idea of being trapped on a desert island with a slim chance of survival? Play through a deck of humorous cards to find a way off the island, fighting through obstacles on the way. Or you can choose to make the most of a bad situation and create a settlement with other survivors you find on the island. Either way, it's bound to be a good time playing Welcome Island!

Slots: Thu 12PM (Table 26), Fri 2PM (Table 25), Sat 6PM (Table 21), Sun 10AM (Table 27)

Wraith

Presented by Epic Geek, LLC

Type: Board/Card Game

You must recruit Champions and use your magic to reach into the Afterlife and bring powerful spirits back to the land of the living. Once summoned your Wraiths may fight along side you or merge with you and your Champions to give you supernatural abilities, armor, and more! Face off against your friends with competitive battles or team up to stop the encroaching darkness with both Campaign and Defense co-op play.

Slots: Thu 6PM (Table 26), Thu 10PM (Table 26), Fri 12PM (Table 23), Fri 8PM (Table 3)

XENO

Presented by Vanquisher Games

Type: Board/Card Game

A fast paced, single-blind, sci-fi horror game set in deep space or inside a remote research station. Up to four players play the Crewmen that must struggle to survive. Opposing them is the unknown creature referred to as the Xeno. The Xeno player creates his creature and has full customization including special abilities such as a psychic attack or teleportation. As the Crewmen attempt to accomplish the scenarios objectives, the Xeno player hunts them down tracking his movement on a sheet of paper and revealing himself only when its time to kill.

Slots: Fri 10PM (Table 13), Sat 4PM (Table 13), Sat 8PM (Table 13), Sun 8AM (Table 13)

Xenoplicity

Presented by DH Publishing

Type: RPG/Story Game

A tabletop role playing game that models itself after a television series. The game emphasizes cinematic gameplay and collaborative storytelling among the players. The setting of Xenoplicity provides a unique blend of sci-fi and fantasy while, offering an innovative dice system that is simple to learn, easy to run, and fast to play.

Slots: Thu 2PM (Table 27), Fri 10PM (Table 27), Sat 8AM (Table 27), Sat 10PM (Table 26)

Zoey's Car Café

Presented by Four Paws

Type: Board/Card Game

As an employee at Zoey's Cat Café, you'll build and customize your cat tree and compete to attract the cats that roam the cafe. Every cat has a unique personality and will only join your tree when its preferences are met. Be careful: Cats are fickle and your coworkers may try to steal them away with laser pointers and treats.

Slots: Thu 4PM (Table 30), Thu 6PM (Table 30), Thu 8PM (Table 30), Fri 4PM (Table 29), Fri 6PM (Table 29)

Zombie Food Fight

Presented by Pendragon Games

Type: Board/Card Game

A Party Card gamewhere players compete against each other for the most points. Players choose a card from their hand and using a Rock Paper Scissor mechanic players take Eat, Throw, and Draw actions. Game ends when all cards have been devoured or thrown. Who will come out Top Zombie in this Zombie Food Fight?

Slots: Thu 6PM (Table 8), Fri 8AM (Table 8), Sat 8PM (Table 10), Sat 10PM (Table 10)
