

**DOUBLE  
EXPOSURE** Inc.



# 2016

## Playtest Listing

### 13 Souls

Presented by Angry Duck Games

Type: Board/Card Game

Ol' Scratch has a simple challenge for you: be the first to bring Him 13 souls. Choose your pacts wisely, tempt fate fearlessly, and weather your curses valiantly for your wish to be granted. All others will be damned for eternity!

Slots: Thu 12PM (Table 3), Thu 4PM (Table 3), Thu 10PM (Table 3), Fri 2PM (Table 3), Fri 8PM (Table 3), Fri 10PM (Table 3), Sat 12PM (Table 3), Sat 10PM (Table 3)

\*\*\*\*\*

### Adventure Deck System: Luminosity

Presented by Otherworldly Games, LLC

Type: RPG/Story Game

Defend the galaxy from an ancient threat in this innovative tactical RPG/deck-building hybrid. ADS: Luminosity is an exciting, fast-paced, tactical RPG, set 200 years in the future. Each character has their own heroic deck, helping you and your friends to overcome the chaos of battle. Try out the new Assault Rifle weapon type!

Slots: Thu 8AM (Tables 25,26), Thu 10AM (Tables 25,26), Thu 12PM (Tables 25,26), Thu 6PM (Tables 25,26), Thu 8PM (Tables 25,26), Fri 8AM (Tables 25,26), Fri 10AM (Tables 25,26), Fri 12PM (Tables 25,26)

\*\*\*\*\*

### Adventures of the Topsy Titan

Presented by Matthew Drieling

Type: Board/Card Game

Adventurers of the Topsy Titan is a fast-paced bluffing game where players take on the role of rival adventurers in the local Guild Hall. As adventurers the players are trying to win the right to engage in quests by playing cards face-down which represent their skill, other players can then counter with their own claims of skills or by calling out their rival's skills and see if they are lying. Upon completing their quest, the players gain rewards which help them finish one of their secret win conditions and be the best adventurer in the land!

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

\*\*\*\*\*

### Ambassador of the Wasteland

Presented by Jan Gonzalez

Type: Board/Card Game

Players take turns placing characters on unoccupied spaces on either their own bunkers or the shared city board to generate resources. These can be used for upgrading their home base, for aiding the city, or for exploring the Wasteland. Exploring new locations is risky, but the rewards can be substantial. The city demands resource contributions from players, and bad things will happen if these demands are not met. Players will have to negotiate or work together to avoid these negative outcomes. Whoever manages to please the city the most by gaining its favor and earning the most victory points wins.

Slots: Fri 6PM (Table 20), Fri 10PM (Table 20), Sat 10AM (Table 17), Sat 10PM (Table 18)

\*\*\*\*\*

### Arena Cosmachus

Presented by AmeriTreasure Games

Type: Board/Card Game

In Arena Cosmachus, play as a team of heroes in a diceless miniatures game. Each of the twelve heroes has a unique deck of cards representing their combat style and special abilities.

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

\*\*\*\*\*

### Bad Doctor!

Presented by Gameform Studios

Type: Board/Card Game

You are a doctor working nonstop to treat and cure patients while competing to be the next Chief Doctor. Make too many blunders and be dismissed for being a Bad Doctor or prove your prowess to be named Chief Doctor. Bad Doctor! is a light tile-laying puzzle game with deep strategy and engaging player interaction. Each player takes two of the following actions on their turn: draw a tile or place a tile. Strategic game-play decision points that make the game interesting and engaging for players of all experience levels. Don't be a Bad Doctor!

Slots: Fri 8PM (Table 16), Fri 10PM (Table 16), Sat 8AM (Table 15), Sat 10AM (Table 15)

\*\*\*\*\*

### Bad Dog! & Whiskers

Presented by Mark Kraatz

Type: Board/Card Game

In Bad Dog!, players try to score the most points by winning tricks of cards showing dogs getting into all kinds of mischief. On your turn, play a dog card from your hand onto the centre of the table. When it is not your turn, you can claim the trick - or should you wait? In Whiskers, players race to score 50 points by growing beards or cutting them off. Play takes place with beards that are growing in a shared playing area. On your turn, grow a beard by playing a beard card, or start a new one by playing a face card.

Slots: Sat 10AM (Table 4)

\*\*\*\*\*

### Battle Blakes

Presented by Cohio Games

Type: Board/Card Game

Each player will use a persona of Blake. You will be playing various types of cards to affect either your own stats or your opponents' stats. Each turn you will be playing as many Action and Buff cards as you would like. After the action phase, you will be engaging an opponent in either a Battle of Wits or a Verbal Assault where you can use additional Action cards. There are up to eight rounds per game with varying event cards (that can either hurt or help the players). May the best Blake win!

Slots: Thu 12PM (Table 7), Thu 10PM (Table 7), Fri 12PM (Table 7), Sat 6PM (Table 6)

\*\*\*\*\*

### Battle for the Universe - Slab City Beatdown

Presented by II.O.N.

Type: Board/Card Game

Battle For the Universe is a Superhero themed competitive card game for two players. Each player creates a playset consisting of a play deck, a location deck, a base card, and an objective card. The players take up the roles of heroes, villains, or anything in between, in their attempt to be victorious in the battle to control Slab City. Will the heroes thwart the plans of the villains? Will the villains accomplish their heinous goals? Which team will be victorious? The way you win, the way you play, and the story are all up to you!

Slots: Fri 10AM (Table 2), Fri 12PM (Table 2), Fri 6PM (Table 6), Sat 10AM (Table 16)

\*\*\*\*\*

### Battle Gnomes!

Presented by Branum Games

Type: Board/Card Game

This card game is cute, silly, and competitive. You don't need any experience to play. If you're looking to laugh and have fun, with some lighthearted competition, try it out! With 24 colorful gnomes in the deck, each player controls gnomes with different strengths and skills battling for neighborhood control. Select

your gnomes, arm them, and fortify your yard to become the top gnome household. At the end of the game, whoever has defeated the most gnomes has shown their might and wins!

Slots: Thu 2PM (Table 11), Thu 6PM (Table 11), Fri 8PM (Table 9), Fri 10PM (Table 9)

\*\*\*\*\*

### Beasts of Arcadia

Presented by Beau Rothwell

Type: Board/Card Game

A mythical/fantasy game about creating magical creatures.

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

\*\*\*\*\*

### Beneath Nexus

Presented by Silverclutch Games

Type: Board/Card Game

Beneath Nexus is an asymmetrical dungeon crawling card game where one player is the evil Blight Lord and all others are heroes who have come to reclaim the ancient ruins of Nexus from the Blight Lord. Heroes have unique decks of abilities, and the Blight Lord has one deck of monsters and another of spells to use against the heroes. Play consists of three encounters; two against the Blight Lord's minions and the last against the Blight Lord itself. Heroes win if they survive three encounters, and the Blight Lord wins if it can kill the heroes within one encounter.

Slots: Fri 10AM (Tables 30,31), Fri 12PM (Tables 30,31), Fri 4PM (Tables 30,31), Fri 6PM (Tables 30,31), Sat 8AM (Tables 30,31), Sat 10AM (Tables 30,31), Sat 4PM (Tables 30,31), Sat 6PM (Tables 30,31)

\*\*\*\*\*

### BetaBotz

Presented by Zagar Games LLC

Type: Board/Card Game

BetaBotz is a fast-paced bidding and negotiation game with a take-that element and virtually no player down time! In the game you play as a Betabot with one goal - earn your way to the robot promised land of Robotopia! Bitz are the currency of the robot world and will allow you to purchase upgrades and negotiate with other players - but spend wisely, because these are also your victory points which will ultimately prove whether you are worthy to enter Robotopia.

Slots: Fri 6PM (Table 13), Sat 2PM (Table 9), Sat 4PM (Table 11), Sat 6PM (Table 13)

\*\*\*\*\*

### Brass Empire

Presented by Rock Manor Games

Type: Board/Card Game

Brass Empire is a strategic deckbuilding card game where players battle and sabotage other companies to amass economic wealth and influence. Build your corporation from the ground up by hiring employees and researching powerful steampunk contraptions. Battle and challenge your friends in this game of corporate espionage.

Slots: Fri 8PM (Table 6)

\*\*\*\*\*

### Cake Duel

Presented by Sizigi Studios

Type: Board/Card Game

Cake duel is a 2 player strategy card game where you take turns commanding a horde of sheep to steal cake. The core mechanic is that you can bluff your sheep as any other type of sheep. The deck is just 20 cards but there is huge potential for deep plays and mind games. If you like Coup, mafia, texas hold'em, or cute and clever sheepie, come check us out!

Slots: Thu 2PM (Table 12), Thu 4PM (Table 12), Sat 4PM (Table 1), Sat 6PM (Table 1)

\*\*\*\*\*

### Candor

Presented by Nicholas Hannouche

Type: Board/Card Game

Be the first to collect a certain combination of jewels of differing shapes and colors (except your own color!) before your opponents. Draw from the deck or trade with your rivals for what you need. However, a trade has consequences. A bluff may net you more jewels, but you can lose everything if your opponent is dishonest as well! An honest trade may not be immediately beneficial, but it lets you gather honesty tokens which can be bid in the Comeuppance Round for powerful wild cards. Choose your tactics carefully!

Slots: Thu 2PM (Table 18), Thu 4PM (Table 18), Sat 8AM (Table 19), Sat 12PM (Table 19)

\*\*\*\*\*

### Castle Dukes

Presented by Medieval Lords

Type: Board/Card Game

As a Duke of the kingdom, you have decided to build the best castle in the land. The problem is, there are several other dukes looking to do the same! Compete with them to make your very own 3D castle, and gain reputation with every passing royalty who chooses to grace your castle over theirs. There are various styles that you can customize your castle – be it for comfort or for defence, or even a little of everything. Alas, beware! Royalties are not the only ones who will be passing through. The occasional hungry dragon will be certain to visit!

Slots: Sun 10AM (Table 10)

\*\*\*\*\*

### Cauldron: Bubble and Boil

Presented by Magic Circle Games

Type: Board/Card Game

Players are witches competing for to be the new coven leader. What better way to compete than by having a potion brewing contest! Be careful though, while you may be focused on growing, harvesting and brewing your best potions, your opponents might decide to meddle in your affairs by casting hexes that wither your gardens, corrupt your cauldron, or even steal your recipes. Perhaps you will hex your opponents instead? Multiple paths to victory await you when you play Cauldron: Bubble and Boil.

Slots: Thu 2PM (Table 25), Fri 6PM (Table 25), Sat 12PM (Table 28), Sun 8AM (Table 25)

\*\*\*\*\*

### Conquest of the 5th Dimension

Presented by Know Chance Games

Type: Board/Card Game

In Conquest of the 5th Dimension all players are playing space empires that all start with a deck of basic technology. As the game progresses, they'll use those basic tech to upgrade, explore, battle, bid on new technologies, and more.

Slots: Fri 2PM (Table 18), Sun 8AM (Table 5)

\*\*\*\*\*

### Court of Kings

Presented by Pawnjoker Games

Type: Board/Card Game

The King has fallen! With no heir to the throne the task of governing the kingdom falls to former King's advisers until a new King can be crowned. Play as one of the King's advisers as you argue and discuss outcomes to multiple scenarios trying to advance your own agenda all the while the fate the kingdom rests with every decision! Can you fulfill your agenda before the kingdom falls to turmoil or a new king is crowned? Find out in Court of Kings...

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

\*\*\*\*\*

### Defense Grid the Board Game

Presented by Forged by Geeks LLC.

Type: Board/Card Game

Protect the Cores! Defense Grid the Board Game is a Tower Defense board game using the official Defense Grid license for 1 to 4 players. Cooperatively and simultaneously construct, level up, load, and activate towers as you take on 7 waves of incoming aliens across 10 missions. Player Als level up from mission to mission, similar to the Pathfinder Adventure Card Game.

Slots: Fri 8AM (Tables 11,12), Fri 10AM (Tables 11,12), Fri 8PM (Tables 11,12), Fri 10PM (Tables 11,12), Sat 8AM (Tables 11,12), Sat 10AM (Tables 11,12), Sat 8PM (Tables 11,12), Sat 10PM (Tables 11,12)

\*\*\*\*\*

### Destiny Aurora

Presented by B&B Games Studio

Type: Board/Card Game

Fight as one of the good guys or bad guys, in an all out fight to discover the mysteries of the universe. Pick your crew members and fly your ship. Battles happen both in land and space. There are blasters, bounties, loot to get and mysteries to solve. There are surprises in every turn as world events happen every day. Encounter creatures, Dreggs, and Drones as you fight to complete your mission.

Slots: Thu 10AM (Table 16), Thu 6PM (Table 16), Fri 8AM (Table 16), Sat 8AM (Table 16)

\*\*\*\*\*

### Diabolical!

Presented by Idea Wall Games, LLC

Type: Board/Card Game

In Diabolical!, players simultaneously issue commands to gain resources and attempt to complete evil schemes. While everyone is working toward the same schemes, being the villain to complete a scheme earns that player bonus points and additional rewards. However, at any moment one of your vile compatriots might stab you in the back and take all the glory for themselves! Anticipate your opponents' moves and use your unique abilities to make sure that, when the dust settles, you're the one wearing the crown.

Slots: Fri 12PM (Table 22), Sat 10AM (Table 22), Sat 2PM (Table 22), Sat 6PM (Table 22)

\*\*\*\*\*

### DICE WARS: Heroes of Polyhedra

Presented by Brybelly Holdings

Type: Board/Card Game

DICE WARS is a roguelike turn-based tactics game in a fantasy setting. Because it features randomly generated armies and maps and asymmetric gameplay, you'll never play the same game twice. It rewards agile maneuvers, tactical outplays, and merciless combos. Your army is rag-tag band of jumbo polyhedrals, so give them a roll, deploy your forces, then command them to victory! With dual inspirations of classic SRPGs, like Final Fantasy Tactics, Disgaea, and Tactics

Ogre, as well as tabletop wargames like Battletech and Warhammer, both console and traditional gamers will find something to love.

Slots: Sat 10AM (Table 25), Sat 12PM (Table 25), Sat 4PM (Table 25), Sat 6PM (Table 25)

\*\*\*\*\*

### Dogs

Presented by Gray Mass Enterprises, LLC

Type: Board/Card Game

Players run Dog Shelters and go out into the city and countryside to gather stray and injured dogs and rescue them. Some dogs require medical attention and some are ready to be adopted right away. Some breeds are more in demand than others and can fetch a nice reward for the shelters that find them. You must balance the cost of running your shelter (food, medicine, kennels and staff) against the gathering of so many cute dogs. Can you help all your dogs find great homes?

Slots: Thu 12PM (Table 4), Sat 4PM (Table 4)

\*\*\*\*\*

### Dr. Livingston's Sports Dice

Presented by FoxMind Toys & Games

Type: Board/Card Game

Baseball, Football and Golf! Push your luck if your feeling lucky in this fast paced, easy to play game. Just roll and have fun. One quick reference card is all you need to determine the outcome of your play (no complicated instructions or charts). Players will be able to play all three games in one slot.

Slots: Thu 6PM (Tables 6,7)

\*\*\*\*\*

### Dread

Presented by Unbridled Games

Type: Board/Card Game

An innovate cooperative deck building game where every choice you make can have dire consequences. Fire the gun and risk drawing attention, or make a run for it and hope for better luck next turn? With the odds stacked against you, can you survive? Can you overcome your Dread?

Slots: Thu 8PM (Table 21), Fri 4PM (Table 21)

\*\*\*\*\*

### Dwarven Smithy

Presented by Flatworks Gaming

Type: Board/Card Game

Take on the role of a dwarven blacksmith gathering resources and crafting items in your workshop. Use a variety of metal, gem, and rune resources to create weapons, shields, and armor to sell for gold! Hire apprentices to change the game rules and forge tools so items need fewer resources to create. Also, craft special King's items in secret and reveal them at the end of the game. You'll need to refine your resources, choose which cards to use or sell, and strategically manage your hand and workshop well. Game play is easy with meaningful choices. Whoever has the most gold at the end of the game wins.

Slots: Fri 6PM (Table 1), Fri 10PM (Table 1), Sat 4PM (Table 9), Sat 8PM (Table 9)

\*\*\*\*\*

### Eco-Schism

Presented by Tangent Artists

Type: Board/Card Game

A game of weak links in the Food Chain. Its your team's duty to rebuild the extinct ecosystem of planet Earth; but you're not satisfied being just another cog in the machine. Prove that your "improved" fauna can dominate the food chain!

Slots: Fri 10AM (Table 3), Sat 10AM (Table 3)

\*\*\*\*\*

## Elemental

Presented by Kubik Games

Type: Board/Card Game

Elemental: A deck-building game, with a fantasy theme, where players compete to harness elemental power and overcome disasters. Players start with the same 10-card deck, but can quickly customize their deck to suite their play style. During game play, players can move cards they have acquired into a secondary resource pile to power abilities, allowing players to closely control their deck contents. Each turn, a disaster card is flipped that destroys a number of cards on the board. The game ends when the disasters destroy all the cards, or when the players defeat all the disasters.

Slots: Thu 10PM (Table 28), Fri 10AM (Table 29), Fri 6PM (Table 29), Sat 10AM (Table 28)

\*\*\*\*\*

## Emergency Dispatch

Presented by Jon Fromm

Type: Board/Card Game

Emergency Dispatch is an easy to learn co-op set collection dice game where players take on the roll of dispatchers in a 911 call center resolving emergencies. The game is played on a map of a city using dice representing various types of emergency equipment. Players move equipment around the city responding to various types of calls. Each call has a time limit and is resolved by rolling correct sets of dice symbols. Successfully resolving calls earns bonuses that can be used for future emergencies.

Slots: Thu 6PM (Table 19), Thu 8PM (Table 19), Fri 8AM (Table 28), Fri 10AM (Table 28)

\*\*\*\*\*

## Escape the Sanitarium

Presented by Greenbrier Games

Type: Board/Card Game

Escape the Sanitarium is a resource management game where your fellow wards may be in control of your next move. Fight for autonomy while strategically choosing your opponents roles in the game. Try not to gain any more conditions as you go through the harrowing halls of the institution that keeps you locked away from the rest of the world. Use your resources to acquire favoritism with the doctors, nurses, and orderlies, and use your wit wisely in order to escape the asylum!

Slots: Fri 12PM (Table 14), Sat 12PM (Table 2), Sun 10AM (Table 11), Sun 12PM (Table 11)

\*\*\*\*\*

## Eternal Kings

Presented by Frozen Orb

Type: Board/Card Game

Welcome to Eternal Kings - the game that combines the classic strategy of chess with the awesome combos of a card game! You control your experience in the game: first by constructing your own unique deck of cards, then by using their unique abilities to destroy your opponent on the field of battle! If you are already familiar with chess, you will recognize many of the mechanics in Eternal Kings, but you will find the experience to be totally new and exciting! The abilities of the playing pieces, the special Ability Cards, and even the whim of chance will make every encounter on the board a tense and exciting turning point.

Slots: Thu 10AM (Table 8), Thu 12PM (Table 8), Thu 2PM (Table 8), Fri 12PM (Table 8), Fri 2PM (Table 8), Sat 12PM (Table 7), Sun 8AM (Table 8), Sun 12PM (Table 15)

\*\*\*\*\*

## Explorador: The Original

Presented by Explorador Games LLC

Type: Board/Card Game

Explorador: The Original is a game where players are travelers in a new city and competing to make as many fun memories as they can! Each player has their own story – the entrepreneur has money and can move fast, but has a high risk of losing his way with a ‘doomsday’; the student gets student discounts but has to take cheaper, slower modes of transportation, and so on. But their backgrounds don’t define their experiences, players win by using what they have and their smarts to do activities like helicopter tours and cooking classes and collect memories along the way!

Slots: Fri 10PM (Table 18), Sat 8AM (Table 26), Sat 4PM (Table 26), Sat 10PM (Table 26)

\*\*\*\*\*

## Family Plot

Presented by WhiteCherry Games

Type: Board/Card Game

In Family Plot, each player strives to build their perfect family while keeping other Players from killing them off one by one. Complete your Family Tree and YOU WIN, but it’s not going to be THAT easy. During game-play, other Players will come after your family with REAPERS, WEAPONIZED FOOD and even ACTION CARDS that could unleash anything from a Zombie Apocalypse to a Psycho Killer, sending your beloved peeps to the graveyard! Anything’s possible, but you can always fight back! That’s the point, right? Protect your family and WIN THE GAME! I mean, that’s what Granny would want!

Slots: Thu 6PM (Table 29), Thu 10PM (Table 29), Fri 2PM (Table 29), Fri 8PM (Table 29), Fri 10PM (Table 29), Sat 6PM (Table 29), Sat 8PM (Table 29), Sat 10PM (Table 29)

\*\*\*\*\*

## Fantastic Creatures

Presented by Pencil First Games

Type: Board/Card Game

There is a great buzz of excitement throughout the halls of Kajar, School of the Arcane, as the high council has announced a Trial of Wizardry! The top students will compete in magical contest to demonstrate their skills with the most renowned, advancing to the rank of Wizard! As all magic in Xyleria is drawn from the land, the aspiring wizards must show their mastery of the four realms and their gifts, explore the many powerful landmarks about the campus, and draw upon the magical powers of the Fantastic Creatures if they hope to succeed!

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

\*\*\*\*\*

## Fate of the Norns: Lords of the Ash

Presented by Pendelhaven

Type: RPG/Story Game

Take on the role of the legendary Einherjar (Odin’s chosen in Valhalla) as well as the mighty Valkyries (the choosers of the slain) and embark on epic adventures in the lands of gods and giants. The Runic Game System (RGS) is used, so Viking runes replace dice for all game mechanics. Lords of the Ash is scheduled to be released this fall.

Slots: Thu 2PM (Table 20), Fri 2PM (Table 20), Sat 12PM (Table 20), Sat 2PM (Table 20)

\*\*\*\*\*

## Field Tactics

Presented by Gnork Games

Type: Board/Card Game

Field Tactics is a tactical card/board game that has been viewed by players as Magic meets Chess. Deck Customization with strategic maneuvering and a dash of finesse will win you the land! Will you Occupy; Dominate; or Destroy?

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

\*\*\*\*\*

## Flick Wars

Presented by Breaking Games

Type: Board/Card Game

Battle it out on the 3D board! Pick one of the 6 unique factions, Deploy your units and flick it out. Each turn, activate a unit to move and attack, all with your finger flicking skills. Get in range first and then make your attack shot!

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

\*\*\*\*\*

## Forestation

Presented by WonderTrunk Games

Type: Board/Card Game

You’re a tree. And you’re getting old. Not that you’re going to start decomposing tomorrow or anything, but your rings are adding up. If you want to leave a lasting leafy legacy, now is the time. With the help of squirrels, birds, and the wind, you disperse your seeds and grow forests in the shapes of your favorite things. You’re on the quest of a lifetime to create the most wondrous forestations known to plant-kind. There’s just one problem; so is everyone else.

Slots: Thu 6PM (Table 15), Thu 10PM (Table 15), Fri 10PM (Table 15), Sat 2PM (Table 15)

\*\*\*\*\*

## Frankenstein Academy

Presented by Guilderland Games

Type: Board/Card Game

Welcome to the famed Frankenstein Academy! All that stands between you and monster making glory is the dreaded final exam. You must carefully and quickly study the monster parts available in the stock room, fill out your cheat sheet, and then head to the lab where a team of Igor’s is waiting to assist you in collecting the parts you need to build the most creative monster possible. Watch your fellow students carefully, as they can rotate the lab, moving you to a new work station, and sending your Igors off to work for the competition.

Slots: Thu 8PM (Table 15), Fri 8PM (Table 15)

\*\*\*\*\*

## Galactic Debate

Presented by Road to Infamy Games

Type: Board/Card Game

In Galactic Debate, players argue over randomized sci-fi themed topics by making up facts and pandering to the other alien races to win votes and become the next President of the Galaxy. There is no wrong way to debate because anything you say in this game is automatically true. If a player states that the galaxy is at war with evil space oysters, then that is true for the rest of the game. As the debates go on, the players establish the galaxy and how it works, creating a unique experience every time you play.

Slots: Thu 2PM (Tables 15,16), Fri 12PM (Tables 15,16), Fri 2PM (Tables 15,16), Sat 12PM (Tables 12,13)

\*\*\*\*\*

## Gangs of the Wild West

Presented by Mark Kraatz

Type: Board/Card Game

In Gangs of The Wild West, players explore the frontier of the wild west, racing to be the first to get to 40 gold to win the game. Using tile exploration, your outlaws will scout and encounter the board of wilderness tiles. Your outlaws will rob trains, stagecoaches and wagon trains; take control of towns, homesteads, mines and ranches - while attempting to avoid the army, Indians and forts. The player who best combines smart exploration, 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 17), Thu 10PM (Table 17), Fri 10PM (Table 17)

\*\*\*\*\*



### **GANK!**

Presented by Sheep Stick Games

Type: Board/Card Game

GANK! is a hybrid card/board game like no other. A satirical spin on popular multiplayer games such as League of Legends or DOTA, two players must assemble a team of three quirky and unique characters each with their own roles and functions to outwit and outplay their opponent. With 10 different characters and hundreds of unique combinations and synergies there's virtually no end to the variety of ways to best your foe.

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

\*\*\*\*\*

### **Garden Brawl**

Presented by Matthew Drieling

Type: Board/Card Game

In Garden Brawl, each player is a tenant at the 123 Vine Street Apartment Complex, which has just opened a Tenant Garden in the apartment complex courtyard. This year you want to upstage your fellow tenement gardeners by having the largest garden. In order to do this, you need to race them in buying garden space from the landlord, by planting and selling your vegetables and using the profits to rent more garden space until all the space is gone! Then you can throw a party using your crop and enjoy the bragging rights for seasons to come.

Slots: Thu 8AM (Tables 9,10), Sat 12PM (Tables 10,11)

\*\*\*\*\*

### **Giga-Robo**

Presented by Cardboard Dynamo

Type: Board/Card Game

Giga-Robo is the card-driven miniatures game of giant anime robot combat! Choose a pilot and a robot, then build custom decks of powerful attacks, sly tactics, and devastating finishers to duel across a fully destructible city.

Slots: Thu 8PM (Table 14), Fri 8AM (Table 15), Fri 10AM (Table 15), Fri 2PM (Table 14)

\*\*\*\*\*

### **Gnosis Conflict**

Presented by HitMouse Productions

Type: Board/Card Game

Gnosis Conflict is a squad-based tactical board game for 2 to 4 players. It is aimed at players who are new to or averse to the wargaming genre by breaking down the barriers to entry in terms of skill, cost and time commitment. Gnosis is a stand alone game; everything you need to play full games, exploring multiple play styles in different scenarios is included.

Slots: Thu 4PM (Table 23), Fri 4PM (Table 23), Fri 6PM (Table 23), Sat 12PM (Table 23), Sat 2PM (Table 23), Sat 6PM (Table 23), Sat 8PM (Table 23), Sun 12PM (Table 23)

\*\*\*\*\*

### **Greedy Lil' Leprechauns**

Presented by Retrobot Games

Type: Board/Card Game

In Greedy Lil' Leprechauns, each player craves gold and gets it by stealing from the pot of gold or from each other. Match lucky charms drawn to a card to earn gold. The longer a player holds out, the more gold they may get. BUT watch out for the Black Iron Charm! A Gold Rush ends the game, and the player with the most gold is crowned King of the Leprechauns!

Slots: Thu 6PM (Table 9), Thu 8PM (Table 9), Fri 12PM (Table 5), Fri 4PM (Table 5)

\*\*\*\*\*

### **Harmonia**

Presented by Dark Da Vinci Games

Type: Board/Card Game

Harmonia is a strategic game where you can choose to team up or fight alone, in an elimination setting. It takes place in a world where the Glass Kingdom rules all, and you can either defend the kingdom, or rise against. Use magic, strength, or flight to eliminate your enemies, but most of all, wits and trickery. If you enjoy a game that is strategic and fast paced, yet brutal, then this is a game for you.

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

\*\*\*\*\*

### **Havoc Card Game**

Presented by Intense Gaming Logic, LLC

Type: Board/Card Game

Havoc Card Game is an RPG card game that revolves around the story between a Hero and Villain. One player plays as the Hero, and the other plays as the Villain. The first phase of the game is a deck-builder. The Villain studies new Hexes, acquires new Minions and Traps, builds his/her Dungeon, and Wreaks Havoc. Meanwhile, the Hero is gaining new Equipment and Supplies, training to learn new Attacks, and goes Adventuring. During the second phase of the game, the Hero takes the deck he/she built and traverses through the Dungeon that the Villain has been building.

Slots: Thu 2PM (Table 5), Fri 10AM (Table 5), Fri 4PM (Table 15), Sat 8AM (Table 14)

\*\*\*\*\*

### **Herbaceous**

Presented by Pencil First Games

Type: Board/Card Game

A Flavorful and Beautifully Designed Game. Everyone has a green thumb when playing Herbaceous. Relax while enjoying this beautiful and elegant game of picking and potting herbs. Pot the best collection of herbs in your containers, but don't wait too long or your friend might grab them first.

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

\*\*\*\*\*

### **Hero Flix**

Presented by Games Over Coffee

Type: Board/Card Game

Lights! Camera! CHAOS! You're in the Director's Chair! Hire the right talent, collect the required things, find a good location, and you should be good to go! Unless the someone gets in the way.

Slots: Thu 8AM (Table 1), Thu 10AM (Table 1), Fri 2PM (Table 31), Sat 2PM (Table 3)

\*\*\*\*\*

### **Heroes Cove**

Presented by Heroic Games LLC

Type: Board/Card Game

Pick your race, pick your class, gather your allies and prepare yourself for adventure and an all out good time. Aided by your special abilities, gather the required resources needed to complete each quest and take your share of the Loot.

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

\*\*\*\*\*

### **Hit the Deck**

Presented by Guilderland Games

Type: Board/Card Game

One of the powder kegs is rolling loose on the deck of your pirate ship and you must catch it before the trail of gunpowder it is trailing ignites and blows the whole ship to pieces. Players must quickly match the cards in their hand to a growing and changing path of gun powder cards in the center of the table. The pirate who matches the path fastest and catches the stray barrel will win the captains favor and the game. If no one catches it before the deck runs out the keg explodes and everyone loses.

Slots: Fri 8AM (Table 14), Fri 10AM (Table 14)

\*\*\*\*\*

### **Incantris**

Presented by RAINN Studios

Type: Board/Card Game

Incantris is a game of magical combat. Players control three wizards, each with unique spells and abilities. Rain down fiery meteors with the Sorceress, call upon the bear spirit with the Shaman, strike from afar with the Shadow Weaver, or pummel foes with the Druid's tempest. Decide how best to use these abilities to defeat your opponents. Incantris is fast-paced and thought provoking. It pairs strategy with a beautiful gaming environment. The modular board and 3D terrain creates a different arena for every game. Plus, the game's 27 different spells and abilities ensure that each game is a unique experience.

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

\*\*\*\*\*

### **Interstellar Envoys**

Presented by Gerlach Games

Type: Board/Card Game

Rule the Galactic Council! Pursue your audacious political objectives by maneuvering your envoys into key locations, winning you the loyalty of intelligent beings across the reaches of space. Interstellar Envoys is an interactive area majority game that demands strategic thought.

Slots: Thu 2PM (Table 3), Fri 4PM (Table 1)

\*\*\*\*\*

### **Just Face It!**

Presented by Party Hat Games

Type: Board/Card Game

Just Face It! is a party game that can be summed up in two words: Face Charades. In teams of two, players guess the scenario their teammate is trying to convey based only on their facial expression. Is your partner...looking at a piece of art and just don't get it? Or are they reading the lips of the person at the next table? Or maybe they can't remember the name of the person talking to them? Trying to hold your facial expression without cracking up might be the hardest part of this ridiculously fun party game.

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

\*\*\*\*\*

### **Kardeshev**

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 civilizations, each with their own unique strengths.

Slots: Thu 4PM (Table 1), Fri 8AM (Table 1), Fri 10AM (Table 1), Sat 10PM (Table 1)

\*\*\*\*\*

### King's Abbey: Lethal Steel

Presented by Breaking Games

Type: Board/Card Game

Lethal Steel is the first expansion to The King's Abbey. In Lethal Steel, one player will play the Vikings as they try to defeat the other players. Their reward? Gold, glory, and peasants, in hopes to have the most prestige by the end of the game. Worker placement, resource management for 2-5 players.

Slots: Sat 2PM (Table 2), Sat 4PM (Table 2)

\*\*\*\*\*

### Kung Fu Zoo

Presented by Trusty Lamp Games

Type: Board/Card Game

Kung Fu Zoo is a dice-flicking dexterity game for 2-4 players. You control a team of highly trained animals - from crocodiles to zebras - in a Kung Fu battle against your rivals. Who will be tonight's champions of the zoo? Grab your team and find out!

Slots: Thu 8PM (Table 16), Thu 10PM (Table 16), Fri 6PM (Table 16), Sat 8AM (Table 3)

\*\*\*\*\*

### Last Man Standing

Presented by Launchpad Games

Type: Board/Card Game

Last Man Standing is a card game that feels like Poker, but as you play you build hands in order to call out other players to duel in order to win the pot. When a duel is initiated those not involved can bet on who they think will win. You'll build your hand with ATTACK, DEFENSE, DISTRACTION, SCOUNDREL and JOKER cards. ATTACKs can be linked to create combos. DEFENSE cards can block attacks. DISTRACTION cards can nullify a move and allow for a follow up action. SCOUNDREL cards can be used to step into a duel and perform an action. JOKER cards provide all kinds of wild opportunities to players that come across them. Will you be the LAST MAN STANDING?

Slots: Thu 12PM (Table 21), Thu 4PM (Table 21), Fri 8PM (Table 19), Sat 2PM (Table 19)

\*\*\*\*\*

### Last Shot for Glory: Guardian Style

Presented by Reihon Games

Type: Board/Card Game

"Arthursburg is saved!" echoes throughout the city as the Guardians vanquish the leader of the army onslaught. With the forces shattered the summoning portal begins to destabilize, however monsters are still coming forth trying to destroy the city. As you look around to each of your party members, you each know what the other is thinking... Who can claim more trophies before the portal finally closes?

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

\*\*\*\*\*

### Legends of Vaeldiastr

Presented by Vaeldiastr Games

Type: Board/Card Game

Play as an immortal defender of the ancient world of Vaeldiastr. Develop your character and profession from a vast number of possibilities including elves, dwarves, and dragonborn, ninjas, pirates, and gunslingers. Collect gold and energy to upgrade your character and equipment or summon powerful spirits and add your own journey to the history of a legendary world.

Slots: Thu 8AM (Table 5), Thu 8PM (Table 5), Fri 8PM (Table 8), Sat 8PM (Table 8)

\*\*\*\*\*

### Loot & Lore

Presented by Rogue Wizard Publishing

Type: Board/Card Game

Embark on an epic journey to become a legend! Rise from your humble beginnings of mopping floors and bouncing drunken orcs, to the status of the most epic hero with over 90 unique quests! Race against your friends, make temporary allies and out-think your enemies by rolling the dice, choosing your own destiny, or simply being a victim of fate! Loot & Lore is a narrative-based card game focused on bringing the adventure to the table! Easy to learn and fast-paced, any time is a great time to play Loot & Lore: The Game of Big Stories on Little Cards!

Slots: Thu 8PM (Table 12), Fri 6PM (Table 12), Sat 8AM (Table 7), Sun 12PM (Table 14)

\*\*\*\*\*

### M.O.B. Mayhem

Presented by Mitten Mob Games

Type: Board/Card Game

The world has been overrun by evil, cybernetic animals that will stop at nothing to destroy the humans. Things seem grim, but your caravan brings resources and hope to the world's remaining bastions. You must defend your caravan at all costs! You and your allies must use arrows, spells, and bombs to thwart your enemies. Steal scrap from their armor to forge even more impressive ammunition. With any luck, your caravan will keep on rolling.

Slots: Fri 4PM (Table 14), Fri 6PM (Table 14), Fri 8PM (Table 14), Fri 10PM (Table 14), Sat 10AM (Table 14), Sat 12PM (Table 14), Sat 2PM (Table 14), Sat 4PM (Table 14)

\*\*\*\*\*

### Maximum Apocalypse

Presented by Rock Manor Games

Type: Board/Card Game

Maximum Apocalypse is a cooperative roguelike board game where a group of survivors attempts to survive one of many apocalypse scenarios. The game is highly flexible and expandable and features several different types of apocalypses ranging from Zombies, Nuclear Holocaust, and Alien Invasions. Players take on the role of a survivor and work together in their group to survive the monsters of the world by playing cards, scavenging locations and battling roaming monsters. Can you survive the Zombie Apocalypse?

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

\*\*\*\*\*

### Moonshot: Lunar Solace

Presented by Fisher Heaton Games

Type: Board/Card Game

Moonshot: Lunar Solace is a roll and move game, that incorporates strategic card play and "take that" mechanics. Players are in control of a fleet of four ships trying to make their way around the solar system and back to their Moon bases. On their turn, players will roll dice to move through the solar system, collecting Solace cards and bonus rolls to get them back before the other players. If their ships come in contact with rival ships, those rival ships are bumped back to their launch pads.

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

\*\*\*\*\*

### Mortals

Presented by Partial Arc

Type: Board/Card Game

Mortals is 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: Thu 4PM (Tables 27,28), Thu 6PM (Tables 27,28), Thu 8PM (Tables 27,28), Fri 4PM (Tables 27,28), Fri 6PM (Tables 27,28), Fri 8PM (Tables 27,28), Sat 2PM (Tables 27,28), Sat 4PM (Tables 27,28)

\*\*\*\*\*

### Mountains Out of Molehills

Presented by Guilderland Games

Type: Board/Card Game

Each of 2-5 players is trying to guide their mole around the underground board, destroying the lawn above. This is done by drafting 3 movement cards, using them to plan moves, resolving movement, adding dirt tiles to the board above. The player who controls the most valuable dirt towers wins!

Slots: Fri 8AM (Table 13), Fri 10AM (Table 13)

\*\*\*\*\*

### NAWAKWA

Presented by Black Locust Games

Type: Board/Card Game

A light card game with a Native American Indian theme. Players are members of the Chippewa tribe hunting wild game in preparation for winter. During your turn you may hunt for game, rest, or gather information by tracking animals. In game events will slowly trigger the change of seasons from fall to winter and the available animals for hunting will become scarce as they start to hibernate or migrate. Game ends when no animals remain for hunting. Points are scored for successful hunts with the more challenging hunts being worth the most points.

Slots: Thu 10AM (Table 19), Thu 12PM (Table 19), Thu 2PM (Table 19), Fri 2PM (Table 19), Fri 4PM (Table 19), Sat 4PM (Table 19), Sat 6PM (Table 19), Sat 8PM (Table 19)

\*\*\*\*\*

### Nephilim: Final Judgment

Presented by Bumble Bear Games

Type: Board/Card Game

Nephilim: Final Judgment is a cooperative, story-driven game in which each player controls one or more unique characters. The goal of each game is to complete the primary mission and secondary objective to the best of the players' abilities while scavenging relics, earning Soul Gems, and overcoming obstacles and enemies alike. As the campaign moves on, the Nephilim may gain access to new skills and equipment. With a customizable map, a randomized events deck that the players can manipulate, and a total of over 100 combinations of missions - every game is different than the last.

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

\*\*\*\*\*

### OathBound

Presented by Morning Fire Games

Type: Board/Card Game

OathBound is a card-based, dungeon-crawling adventure game in which players procedurally create a dungeon map through exploration during gameplay and in real time. This allows for room configurations, encountered monsters and triggered events that are completely different each time you play! A single dungeon should (ideally) take approximately 30-45 minutes to complete, allowing players to quickly setup and attempt another dungeon again multiple times in one sitting, making it a more streamlined alternative to heavier games in the dungeon-crawling genre.

Slots: Sat 10AM (Table 26), Sat 2PM (Table 26), Sun 10AM (Table 26), Sun 12PM (Table 26)

\*\*\*\*\*

### **Pancake House**

Presented by Accidental Cyclops

Type: Board/Card Game

As servers at a popular pancake house, players must work to rapidly and accurately fill orders for their patrons in order to accumulate tips. Using dice, players will roll to see what food comes up from the kitchen, and then get it out to their tables as quickly as possible. It is a family game, suitable for most ages and skill levels. We will be trying out several variants of the game, and will have time to play multiple games in the 2-hour slot.

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

\*\*\*\*\*

### **Penny-a-Pitch**

Presented by Tangent Artists

Type: Board/Card Game

A light worker placement game of Midway Moguls. Mama Maxie is retiring, and whoever buys her Ferris Wheel will literally run the show. Can you sucker enough rubes to make the cash, while still keeping Maxie happy?

Slots: Fri 12PM (Table 19), Sun 10AM (Table 19)

\*\*\*\*\*

### **PitchKit**

Presented by ElevateYourTalk, LLC

Type: Board/Card Game

A game that helps people tell great stories, fast? An icebreaker even introverts like? Welcome to PitchKit! Players focus on an aspect of storytelling to describe absurd objects in less than a minute. So far, students, entrepreneurs, office workers, and families have found PitchKit to be helpful AND fun. Help us make the game even better with your feedback!

Slots: Sat 8AM (Table 13), Sat 10AM (Table 13), Sat 10PM (Table 13), Sun 12PM (Table 13)

\*\*\*\*\*

### **PLANERAFTERS**

Presented by Paisley Board Games

Type: Board/Card Game

In PLANERAFTERS, two to four players assume the roles of competing airplane industrialists in the old Republic of Crumplehorn. 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. Compete for the glory of Crumplehorn! Or for the glory of your benefactor, Master Pennington B. Knickerknacker XVII! Or compete to line your own pockets. One thing's for sure, the player with the most money wins.

Slots: Thu 6PM (Tables 3,4), Fri 12PM (Tables 3,4), Sat 2PM (Tables 11,12), Sat 6PM (Tables 11,12)

\*\*\*\*\*

### **Prolix Redux**

Presented by Formal Ferret Games

Type: Board/Card Game

Prolix Redux is a new version of 2010's word game Prolix. Rules have been streamlined to be simpler while boosting the game's fun factor! Unlike other word games, you don't need all the letters of a word to be on the board to use it. So your words can be as long as you want. Now you can drop this big words you always wanted to use!

Slots: Thu 2PM (Table 9), Thu 4PM (Table 9), Fri 2PM (Table 9), Fri 4PM (Table 9)

\*\*\*\*\*

### **Psych**

Presented by Know Chance Games

Type: Board/Card Game

In Psych players will bid on different worker placement areas using their cubes. Then, everyone will get their rewards. Finally, for each cube you didn't use to bid you'll get a die to roll in secret. That's when the psychic match begins. Players will have to say how many dice rolled a number of their choosing. You might say, "I psychically see there have been 7 threes rolled among us." The next player can make a harder psychic prediction or say, "PSYCH!" Then all players reveal and we see who the true psychic really is. The best part is, the rewards from the worker placement areas help you psychic abilities.

Slots: Thu 10PM (Table 5), Fri 8PM (Table 5)

\*\*\*\*\*

### **Psycho-Kinetic: Ancient Wars**

Presented by Psycho-Kinetic

Type: Board/Card Game

Psycho-Kinetic: Ancient Wars is a Fantasy War card game that combines Battle Tactics with Strategic Actions. It is inspired by the Medieval 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 the misfortunes and lead their army legions in the heat of battle to victory!

Slots: Thu 8AM (Table 7), Thu 10AM (Table 7), Thu 2PM (Table 7), Thu 4PM (Table 7), Fri 8AM (Table 7), Fri 10AM (Table 7), Fri 2PM (Table 7), Fri 4PM (Table 7)

\*\*\*\*\*

### **Pulled into Darkness**

Presented by Dancing Giant Games

Type: Board/Card Game

You are the Director at one of the Mission Control Centers attempting the first manned research missions orbiting a black hole. Unfortunately, in competing to get the most comprehensive data from the centre of the black hole, all spaceship fleets are now doomed to being pulled into it. As the chaos ensues, you realize the only thing you can do is try to preserve your fleet for as long as possible to send the gathered information back to home base. There is no hope for survival, only watching your teammates be pulled into darkness.

Slots: Thu 8PM (Table 4), Sat 2PM (Table 5)

\*\*\*\*\*

### **QUADROKU Power Dice**

Presented by Nerdboxx

Type: Board/Card Game

QUADROKU Power Dice pits four Power Jockeys against each other as they race to extract precious Energy Bars and Power Cells from renewable energy fields at the world's most advanced Power Plant. Will your luck hold out in the race to refuel your Delivery Pod, launch and win? Can you plan far enough ahead to complete unique Booster Patterns, reset Sleeping Energy Fields and extract Bonus Power Cells? Are you nimble enough to outwit your friends? Quick like tic-tac-toe, challenging like Sudoku, risky like Yahtzee. Stay alert, think ahead. Refuel and launch first!

Slots: Fri 12PM (Table 11), Fri 2PM (Table 11), Sat 12PM (Table 16), Sat 4PM (Table 16)

\*\*\*\*\*

### **QUADROKU Power Play**

Presented by Nerdboxx

Type: Board/Card Game

QUADROKU Power Play pits four Power Jockeys against each other as they race to extract precious Energy Bars and Power Cells from renewable energy fields at the world's most advanced Power Plant. Will you work as a team or block your opponents in the race to refuel your Delivery Pod, launch and win? Can you plan far enough ahead to complete unique Booster Patterns, reset Sleeping Energy Fields and extract Bonus Power Cells? Are you nimble enough to outwit your friends? Quick like tic-tac-toe, challenging like Sudoku. Competitive AND cooperative. Stay alert, think ahead. Refuel and launch first!

Slots: Fri 12PM (Table 10), Fri 2PM (Table 10), Sat 12PM (Table 15), Sat 4PM (Table 15)

\*\*\*\*\*

### **Quest Up**

Presented by Mirror Box Games

Type: Board/Card Game

Band together for lite fantasy adventure (Quest Up) or desert each other in the dungeon (Rest Up).

Slots: Fri 12PM (Table 18), Sat 10AM (Table 18), Sun 10AM (Table 18)

\*\*\*\*\*

### **Quodd Heroes**

Presented by Wonderment Games

Type: Board/Card Game

Quodd Heroes is an adventure race, board game with unique cube-shaped characters and novel mechanics. Players take the role of a unique character racing into the unknown to complete the quest before their opponents do. In the Wilds the world and weather is harsh and ever-changing, deep chasms, raging rivers, traps and tunnels, and other obstacles abound. Fear not though, The Wilds are filled with the wonders of a lost civilization! While exploring the world and fending off your opponents you'll discover a variety of amazing devices, pets and food to help you along the way. Survive the world and your opponents and be a true hero!

Slots: Thu 8AM (Table 11), Thu 10AM (Table 11), Thu 12PM (Table 11), Thu 10PM (Table 11), Fri 8PM (Table 10), Fri 10PM (Table 10), Sat 6PM (Table 10), Sat 10PM (Table 10)

\*\*\*\*\*

### **Rise of Tribes**

Presented by Breaking Games

Type: Board/Card Game

In Rise of Tribes, you are a pre-historic people looking to grow in number, gather resources, and lead your tribe to victory. Use dice to choose 2 actions each turn. Build villages, discover advancements and control territories to win. 2-4 players.

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

\*\*\*\*\*

### **Rival Books of Aster**

Presented by Stitch Media

Type: Board/Card Game

Rival Books of Aster is a strategy card game inspired by real medieval grimoires that takes a unique approach to the fantasy genre. Based around an innovative combo mechanic, players build decks and then battle each other for control of the game board in head to head matches. Featuring 200 unique cards with bizarre and beautiful art that brings the world of Aster to life.

Slots: Thu 10AM (Table 24), Thu 12PM (Table 24), Fri 2PM (Table 25), Sat 6PM (Table 24)

\*\*\*\*\*

### Roadtrip!

Presented by VickieGames

Type: Board/Card Game

You've worked long and hard over this past year and it's time for some relaxation in the great American outdoors! But just how much fun do you think you can have... for a month... in your car... with your family? Grab your budget, plan your route, and try to keep a smile on your face. What was once just a humble summer vacation could turn into a road trip nightmare! Combine budgeting monetary and emotional resources with managing highway hazards to thwart other player-families as you compete to have the most FUN in this game of vacation hijinks and hilarity.

Slots: Fri 4PM (Table 3), Fri 6PM (Table 3), Sun 8AM (Table 1), Sun 10AM (Table 1)

\*\*\*\*\*

### Robit Riddle

Presented by Baba Geek Games

Type: Board/Card Game

Robit Riddle is an award winning story telling/intro to RPG's game. As one of 6 unique robot characters, players will set out for adventure as they hunt for their missing pets, the Robits. Along the way, they will need to make important decisions (and friends) while collaboratively creating an interesting shared story. With gameplay inspired by Choose Your Own Adventure books, and amazing art from John Ariosa of Mice and Mystics fame, Robit Riddle makes for an engaging narrative adventure game not to miss.

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

\*\*\*\*\*

### Roll Player: Monsters Expansion

Presented by Thunderworks Games

Type: Board/Card Game

In Roll Player: Monsters Expansion, players have many of new ways to construct their characters. In addition to buying weapons and armor or gaining skills and traits, players now have access to powerful magic scrolls and boost dice to that help them meeting their attribute goals. Earn XP my defeating minions and prepare for your hero's first adventure to defeat a boss monster by listening to rumors at the inn. Gain the highest reputation to prove to the leaders of the adventurer's guild that you are rightful owner of the title "Hero"

Slots: Thu 8PM (Table 7), Fri 8PM (Table 7), Fri 10PM (Table 7), Sat 8PM (Table 14)

\*\*\*\*\*

### Rum Runners

Presented by Broken Mask Games

Type: Board/Card Game

Rum Runners is 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: Thu 10AM (Table 6), Thu 12PM (Table 6), Thu 2PM (Table 6), Thu 4PM (Table 6), Sat 10AM (Table 6), Sat 12PM (Table 6), Sat 2PM (Table 6), Sat 4PM (Table 6)

\*\*\*\*\*

### S.E.E.R.

Presented by ClockTower Game Studios

Type: Board/Card Game

A universal skirmish scale miniature wargame for playing battles between two forces comprised of between 5 and 10 models. Create your own factions that determine what technologies, special rules, and tactics your force will have access to, then command your roster of troops from that faction against those of your friends. Conquer them with your superior tactics and strategy! Create! Command! Conquer!

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

\*\*\*\*\*

### Sausage Factory

Presented by FoxMind Toys & Games

Type: Board/Card Game

Build the perfect sausage grinding engine from beloved, docile farm animal all the way to the dinner plate. Then compete head to head for market share to sell your sausages. Can you buy cheaper ingredients, grind the fat faster and market to the public better then your competition? It's a cutthroat business, literally.

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

\*\*\*\*\*

### Scripture

Presented by Cram Games

Type: Board/Card Game

Long after the collapse of our civilization, would-be cult leaders vie for influence over the masses. Discover mysterious relics and attract followers to your cult in this resource management card game.

Slots: Thu 4PM (Table 8), Thu 6PM (Table 8), Fri 4PM (Table 11), Fri 6PM (Table 11)

\*\*\*\*\*

### Senatus

Presented by Gray Mass Enterprises, LLC

Type: Board/Card Game

In Senatus players are members of a secret cabal attempting to control the Senate from behind the scenes. By manipulating the system, passing Bills that improve their status, and gaining influence over the city's factions, the players gain control over various aspects of Rome. Victory points are earned by having influence over the Senate, factions, Senators, and Emperor's Favor. At the end of the game, the player with the most extensive power structure (i.e. victory points) wins.

Slots: Thu 6PM (Table 17), Fri 2PM (Table 17)

\*\*\*\*\*

### Sharknado: The Board Game!

Presented by Devious Devices

Type: Board/Card Game

The officially-licensed tabletop game of the hit cult franchise, Sharknado: The Board Game! is a cooperative scenario-based game in which you play as a brave citizen of a coastal city, collecting weapons and equipment, saving innocent bystanders, and battling hordes of man-eating sharks as you attempt to thwart the ultimate weather phenomenon. If you can beat the scenario - which may be to destroy a Sharknado, kill a number of sharks, or to simply survive - you'll maintain order in your city and win. If not, you'll become just another victim of the most bizarre catastrophe the world has ever seen!

Slots: Thu 12PM (Table 9), Fri 8AM (Table 9), Fri 12PM (Table 9), Fri 6PM (Table 9), Sat 8AM (Table 9), Sat 12PM (Table 9), Sun 8AM (Table 9), Sun 10AM (Table 9)

\*\*\*\*\*

### Shoot Cows 3: Chickenpocalypse

Presented by Milton Roe Creative

Type: Board/Card Game

Mad Cow Disease has started the next apocalypse. You've survived the bovine terrors of Shoot Cows and the martial arts mayhem of Shoot Cows 2: Swine Fu. Now test your mettle against the next great menace: The Killer Chickens of Chickenpocalypse! Explore more locations of Holstein City! Equip yourself with an arsenal of deadly weapons, including all new vehicles! Try not to get eaten by the killer, mutant, zombie cows, and their newest allies - the chicken horde!

Slots: Fri 12PM (Table 24), Fri 2PM (Table 24), Fri 4PM (Table 24), Sat 12PM (Table 24), Sat 2PM (Table 24), Sat 4PM (Table 24), Sun 10AM (Table 24), Sun 12PM (Table 24)

\*\*\*\*\*

### Shut Up, CAT!

Presented by Argyle Games

Type: Board/Card Game

A bit of dice allocation and a bit of memory/deduction on a board that changes every turn. Try to collect 40 winks for a full night's rest but watch out for the cat!

Slots: Fri 10AM (Tables 18,19), Fri 6PM (Tables 18,19), Sat 12PM (Tables 17,18), Sat 6PM (Tables 17,18)

\*\*\*\*\*

### Skeletons

Presented by Mirror Box Games

Type: Board/Card Game

This is an adult party game of anonymously admitting secrets and finding common ground.

Slots: Sat 8PM (Tables 17,18)

\*\*\*\*\*

### 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: Thu 8PM (Table 18), Fri 8PM (Table 18)

\*\*\*\*\*

### Spy Club

Presented by Foxtrot Games

Type: Board/Card Game

Something's awry in Smalltown, and the kid detectives are on the case! In this light cooperative game, players work together to collect clues, share ideas, solve the mystery, and tell a story together.

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

\*\*\*\*\*



### Spyzinger

Presented by Gerlach Games

Type: Board/Card Game

Your kingdom depends on you! War between the animal kingdoms is fast approaching. Give your kingdom the upper hand by sending agents to intercept secrets from your enemies. Spyzinger is a boisterous blend of dexterity and pick-up-and-deliver in which you physically transport Secrets with the Agents you flick.

Slots: Thu 6PM (Table 18), Fri 12PM (Table 1)

\*\*\*\*\*

### Storybook Battles

Presented by Lore Chase Games

Type: Board/Card Game

Welcome to the fables of old, where only the greatest characters are remembered in fairytales. For countless generations those who have fallen in battle have awakened to find themselves in this land of chaos and strife. Heroes and villains alike have formed factions, rallying to fight under the banners of only the strongest and most cunning. In this endless war of good and evil, will your faction reign supreme? Storybook Battles is a non-collectible card game in which factions compete for glory by maneuvering fantasy characters to surround and defeat their opponent's characters. The strategy in this game can be complex, but the object is simple: Eliminate all opposing leaders - and only then will your faction reign supreme!

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

\*\*\*\*\*

### Strangers in a Tavern

Presented by Smoke in the Tavern

Type: Board/Card Game

Take on the role of the Barbarian, Goat Mage, Blood Ranger, or Relic Hunter and struggle through weak alliances to achieve the goal of finding the Lost King's Cup. Form battle parties and fight powerful enemies to gain rewards that will help you on your journey. Help your allies or hinder them if you notice them getting too close to your goal. Don't be surprised if somebody goes back on their word. Just remember, you can never trust strangers in a tavern.

Slots: Thu 6PM (Table 22), Fri 10PM (Table 23), Sat 2PM (Table 21), Sun 10AM (Table 22)

\*\*\*\*\*

### Supply Sergeant

Presented by Rod Currie

Type: Board/Card Game

WWII army supply sergeants compete to keep their soldiers happy, healthy, and well-equipped. You earn victory points by satisfying the demands of colonels with a sweet tooth, cigar-chomping lieutenants, and wine-loving privates. But to satisfy these luxury demands, your unit must have the necessities to keep it running smoothly. Spend victory points to requisition necessities (and hope HQ gets it right) or to scrounge for luxuries (who knows what might turn up) Still don't have what you need? Trade supplies and favors with other units (your opponents) or the black market (expensive) to get what you want. Good luck.

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

\*\*\*\*\*

### Sweet Spot

Presented by Medieval Lords

Type: Board/Card Game

Take it to the courts with your trusty racquet as you battle it out in an intense tennis game. Sweet Spot is a strategic card game that sees players take on the role of a tennis pro battling it out in intense singles or doubles matches. Sweet Spot uses a uniquely designed 'numbers system' to simulate the tennis ball's position and allows players to feel a realistic strength

control of their swings where they can literally hit the ball lightly or drive it down hard. Powerful Tactic cards can tilt the balance and are at the same time highly thematic.

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

\*\*\*\*\*

### Swept Ashore

Presented by Dancing Giant Games

Type: Board/Card Game

You're on vacation taking a small biplane over the Indian Ocean when you hear a loud bang and see smoke billowing behind you. The plane is going down and you only have limited time to grab what you'll need to survive your time stranded. You all survive the crash and wash up on shore on what appears to be a small uncharted and uninhabited island. You could survive here for a time, but you need to find a way to get off sooner or later. Your only hope is to gather supplies for a long raft ride to rescue.

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

\*\*\*\*\*

### TableFlip

Presented by Gnork Games

Type: Board/Card Game

You know the term now experience the act! TableFlip is a fast paced game of anger management where you WANT to lose your cool. Relive the most frustrating/ annoying experiences in a typical game night adding to your frustration, all while your fellow gamers try to get you to "chill out." Find your tipping point and FLIP that table!

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

\*\*\*\*\*

### Temple Builder

Presented by Unbridled Games

Type: Board/Card Game

Your crazed emperor has decreed that a temple shall be built in his honor to display your cultural treasures. You are chosen, along with your rivals, to compete for the job. There's one problem; he wants traps. Lots of them. Deadly traps. Crazy traps. How can anyone safely appreciate the treasures with the number of traps you are supposed to install? Your job: Build a temple, set the traps, and wait - WHAT? See who can survive? Is he insane?

Slots: Fri 2PM (Table 21), Sat 12PM (Table 21)

\*\*\*\*\*

### Temple Dash

Presented by Harrison Pink

Type: Board/Card Game

Temple Dash is a board game in which you play a 19th century thief. You've stolen from four gods' temples, and in retribution they have thrown you into a cursed dream world with three other thieves. On your journey the gods will test you with trials that will force you to invent creative solutions using only the items in your pack and your on-the-spot storytelling skills. You must steal, cheat, and lie your way back to each temple and return the items you stole before the others!

Slots: Thu 4PM (Table 24), Fri 12PM (Table 17), Fri 4PM (Table 17), Sat 4PM (Table 23)

\*\*\*\*\*

### Terraform

Presented by Breaking Games

Type: Board/Card Game

In Terraform, players take the roles of various alien races, each with their own abilities and preferences for what makes an ideal planet. Players will move

around the planet, collect resources, develop unique biomes, and construct habitats for their civilization to thrive in.

Slots: Fri 12PM (Table 13), Sun 10AM (Table 5)

\*\*\*\*\*

### The Battles of War

Presented by Chris Peters

Type: RPG/Story Game

The heir is dead. The kingdom is in turmoil. Lead your army to victory and restore peace to the realm. Prepare yourself! These are The Battles of War. The Battles of War is a tactical turn-based strategy game featuring squad combat with light RPG and puzzle elements. From half-hour, tight-quarters skirmishes to weekend-long campaigns involving dozens of units and sprawling maps, setup takes only minutes. Fully customizable, its accessible, streamlined battle system provides endless complexity and expandability.

Slots: Thu 8PM (Tables 2,3), Fri 8AM (Tables 2,3), Sat 8AM (Tables 5,6), Sat 4PM (Table 21)

\*\*\*\*\*

### The Fox, The Witch, and The Mirror

Presented by Foxtrot Games

Type: Board/Card Game

A trick-taking game designed specifically for 2 players. Set in a fairy tale realm, players play cards and use the abilities of special characters (like the Fox or the Witch), to meet objectives, find treasure, and win tricks.

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

\*\*\*\*\*

### The Nuadan Chronicles

Presented by Broken Dice, LLC

Type: RPG/Story Game

Set 700 years after the Cataclysm flooded the world and broke the greater moon, The Nuadan Chronicles features highly customizable characters, a player-driven narrative, and a unique fusion of magic and technology; all built upon a blend of both classic d20 and d100 systems that bring a new twist to combat and skill challenges. It is up to you, the player, to discover ancient ruins and forgotten technology, save or overthrow nations, and reveal the hero or villain within. The overall outcome of these playtests will directly affect the world of Nuada!

Slots: Thu 12PM (Table 29), Fri 12PM (Table 29), Sat 10AM (Table 29), Sat 4PM (Table 29)

\*\*\*\*\*

### The Odin Stone: Rolling Thunder

Presented by Retrobot Games

Type: Board/Card Game

As a Viking, you must guard the Odin Stone! Stop anything from passing through this portal to alien worlds. Odin will show his favor to only ONE. So, do whatever it takes to make certain that it is you and not one of your comrades. The Odin Stone: Rolling Thunder dice/card game is just the beginning of The Odin Stone trilogy of games!

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

\*\*\*\*\*

**The Refuge: The Infused**  
Presented by B&B Games Studio

Type: Board/Card Game

This is the expansion to the casual zombie strategy game, The Refuge: A Race for Survival. Survivors who were racing to the finish and fending off zombies in a unique terrain activating game, are now playing together to defeat the infused. Co-op or compete with other players, as they fight their way to survival. Master the map and cards in order to advance, but every mission has a surprise. Get caught by a zombie and you become an infused. Trade and work with other players. Every decision you make will have a major impact you make with entirely new and well balanced mechanics. The game expands for a variety of players and scenarios.

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

\*\*\*\*\*

**Train Collector**  
Presented by Con Brio Games

Type: Board/Card Game

We need YOU! Train Collector is a unique, highly interactive game, rich with strategic and tactical choices. Quick paced, each of the 3 rounds in this game is different thanks to a random seeding of available tiles. Be part of the design process - help test this game!

Slots: Thu 8AM (Table 23), Fri 8AM (Table 23), Sat 8AM (Table 23), Sat 10AM (Table 23)

\*\*\*\*\*

**Treasure Trap**  
Presented by CarrotTop Games

Type: Board/Card Game

Players simultaneously draw and place dungeon tiles to develop an ever growing dungeon maze. At the same time, players will navigate their dungeon runner in a race to claim as much treasure as they can, while also avoiding the dreaded rats that call the dungeon home. The first player to claim three treasures, or the surviving player with the most treasure claimed at the end of the game, is crowned victor over the Treasure Trap!

Slots: Thu 6PM (Tables 20,21), Fri 8PM (Tables 20,21), Sat 6PM (Tables 20,21), Sat 8PM (Tables 20,21)

\*\*\*\*\*

**Trin'Dar: Continent of War**  
Presented by Panthos Entertainment

Type: RPG/Story Game

Trin'Dar: Continent of War is a fantasy table top RPG system with a rich immersive world combined with a quick action combat system and dynamic magic system. Join us to save the world from the defiled ones. Just bring your imagination to experience the war.

Slots: Thu 4PM (Table 19), Fri 8AM (Table 19), Sat 12PM (Table 26), Sat 8PM (Table 26)

\*\*\*\*\*

**True Messiah**  
Presented by Sinister Design LLC

Type: Board/Card Game

Years ago, scientists constructed the Belief Engine, a machine that warps reality based on subjective beliefs. During testing, however, it proved too sensitive: Widespread belief in the end times took on the full force of fact; civilization crumbled like a sand castle in the tide. From the ruins, cults arose led by charismatic figures with seemingly divine powers derived from the still-functioning Engine. You are one - the true one, the Messiah. You must build temples, marshal followers, and mold their beliefs to perform miracles and destroy your rivals. They'll do the same, but don't worry - God is on your side...

Slots: Thu 6PM (Table 13), Thu 8PM (Table 13), Thu 10PM (Table 13), Fri 2PM (Table 2)

\*\*\*\*\*

**Underlings of Underwing**  
Presented by The Pericles Group, LLC

Type: Board/Card Game

Once every century, the Dragons of Underwing return to their ancient brooding grounds for a Great Hatching. Armed with an array of colored Elements, players hatch a horde of Dragons by strategically placing Elements within nesting sites. Of course, different Eggs thrive in the presence of different Elements, so would-be Tamers must optimize the use of their Dragon Handler underlings to stake claim, imbue Eggs with Elements, and fetch more resources. At the end of the Great Hatching, the Tamer with the most Dragon Points is proclaimed Underwing's next great Dragonlord.

Slots: Thu 2PM (Table 22), Fri 10AM (Table 22), Fri 6PM (Table 26), Sat 4PM (Table 18)

\*\*\*\*\*

**Urban Tribes: A Game of Gentrification?**  
Presented by Richard Gurley

Type: Board/Card Game

Rednecks, hipsters, preppies, and soccer parents compete for control of a town in this combination negotiation, territory control, and resource management game. Build businesses and cultural institutions, secure city council seats, and watch your pile of cash and cultural influence grow over time. Strike deals with other players to launch joint projects one moment, like a Trucker Hat Store for the Hipsters and Rednecks or Swimming Pool for the Preppies and the Soccer Parents. In the next moment, use event cards to send lawsuits and testy bureaucrats to undermine your opponents' best laid plans. After all, only one tribe will end up with the city of their dreams.

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

\*\*\*\*\*

**War of the Mystics**  
Presented by Steven Riche

Type: Board/Card Game

It's war among the alchemists - channel hurricane gusts with the School of the Wind, or immolate your opponents for extra turns with the School of the Sacrifice. Bend space itself with the School of the Fold, or warp time to your bidding with the School of the Hourglass. Eight different groups, each with unique abilities, battle across a unique modular game board to capture one another and unlock the mysteries of magic itself.

Slots: Thu 4PM (Table 2), Fri 8PM (Tables 1,2), Sat 8PM (Tables 1,2), Sun 10AM (Table 2)

\*\*\*\*\*

**Warrior Clash**  
Presented by Clark Creative

Type: Board/Card Game

In Warrior Clash, players draft teams of warriors, defend their land, collect resources and develop strategies to conquer their enemies. These battles are played atop modular game boards which create hundreds of possible maps. As warriors are moved throughout the game board, the players will attempt to rely on relative strengths and exploit weaknesses of their enemies. When matching sides of two opponent warriors are aligned, they can battle. The trait scores determine the handicap of the fight, but rolls of the dice determine the victor. Will your team be the last one standing?

Slots: Sat 10AM (Table 7), Sat 2PM (Table 7), Sat 6PM (Table 7), Sat 10PM (Table 7)

\*\*\*\*\*

**Wunby**  
Presented by Boydac Product Design

Type: Board/Card Game

Wunby is a strategy and chance game played on a changing maze-like board. Players maneuver their markers across the board to safety while impeding their opponents by strategically rearranging maze patterns and repositioning markers. Wunby is colorful, easy to learn, and feels like a dynamic puzzle. Players experience "small wins" throughout the game, but apparent advantages can evaporate quickly, requiring strategic adjustments with each turn. A typical game lasts about 30 minutes. Great for family and friends, ages 8 and up.

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

\*\*\*\*\*

**Xenofera**  
Presented by Elizabeth Gattrra

Type: Board/Card Game

Xenofera is a strategic card game. You will compete with other players to create the best collection of creatures from across the galaxy. You must assemble a crew and build cages in order to capture creatures. The more appealing the creature, the more they are worth. Though, your employer, a member of the Royal Society of Xenofera Huntsmen, has requested you gather a specific collection they think will give them an advantage in the hunt. You'll need to recruit, capture, entice, and steal, what ever it takes to obtain the crew, cages and creatures you need to win.

Slots: Thu 8AM (Table 20), Thu 10PM (Table 20), Fri 8AM (Table 20), Fri 10AM (Table 20), Fri 4PM (Table 20), Sat 8AM (Table 20), Sat 10AM (Table 20), Sat 4PM (Table 20)

\*\*\*\*\*

**Yoga Retreat Turf Wars**  
Presented by Bitwise Games

Type: Board/Card Game

You and the other players run competing yoga retreats, but something terrible has happened and you are cut off from civilization. Use your workers to power up equipment and claim piles of yoga gear, then outsmart your opponents by secretly placing your meeples in yoga poses. Win battles and steal equipment cards to earn points and unlock new abilities.

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

\*\*\*\*\*

**Zoo Wild**  
Presented by Clark Creative

Type: Board/Card Game

In Zoo Wild, players select animals, create exhibits, rescue a species, design a zoo and get wild! From Reptiles to Birds, Asia to South America, Mustelids to Mollusks keepers earn points by constructing exhibits or buildings and bonuses by completing wild tasks. At the start of each round, keepers receive new species through either a Zoo Transfer or an Animal Rescue. Gameplay works simultaneously and dynamically as keepers play new animals, exchange animals from other exhibits complete wild tasks. Will your zoo be the most wild?

Slots: Sat 8PM (Table 7), Sun 8AM (Table 7), Sun 10AM (Table 7), Sun 12PM (Table 7)