

LepreCon Gaming Events (as of 3/17/10)

FRIDAY

10AM-1PM

Game Title: **Risk Board Game (BRD-5)**

Game System: Risk Game Master: Cyndi Zilkie

Number of Players: 2-6

Game Duration: 3 hours

10AM-1PM

Game Title: **Battletech Card Game (CRD-7)**

Game System: Battletech CCG Game Master: Amon Zilkie

Number of Players: 2-6

Game Duration: 3 hours

Game Description: Decks will be provided for players who want to play.

NOON-2PM

Game Title: **Tile Chess (BRD-1)**

Game System: Tile Chess Game Master: Jessie Foster

Number of Players: 2-6

Game Duration: 2 hours

Game Description: In *Tile Chess*, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex; as you conquer each of your opponents, you take over their pieces! To win, you'll have to think outside the board.

3PM-7PM

Game Title: **Laughing Moon Chronicles (RPG-1)**

Game System: Laughing Moon Chronicles Game Master: Todd VanHooser

Number of Players: 2-6

Game Duration: 4 hours

Game Description: The Laughing Moon Chronicles introduces players to the world of Mythren where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers—everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, seekers who make a living by uncovering relics and riches from the lost ancient world, reiners who have the power to strip a rogue wizard of their chaotic powers forever, Nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games.

Players have the opportunity to experience the action and interact with characters found in Todd VanHooser's Laughing Moon Chronicles. Seek items of power, battle creatures of darkness, and uncover the mysteries beneath the Laughing Moon in this tabletop role-playing game.

2PM-4PM

Game Title: **Munchkin Cthulhu (CRD-5)**

Game System: Munchkin Game Master: Jessie Foster

Number of Players: 2-6

Game Duration: 2 hours

Game Description: *Munchkin Cthulhu* is a stand-alone game in the *Munchkin* line, this time lampooning Lovecraft's Mythos and the horror gaming that surrounds it. Brought to you by Steve Jackson and John Kovalic, this set features four new Classes – including the Cultist – and a lot of classic monsters from outside reality. And they all have Stuff you can take from their twitching bodies.

5PM-9PM

Game Title: **They must be stopped! (RPG-5)**

Game System: **Hunter: The Reckoning RPG** Game Master: Sarah Kramer

Number of Players: 2-8

LepreCon Gaming Events (as of 3/17/10)

Game Duration: 4 hours

Game Description: Get ready to go on the hunt as unnatural creatures seem to be taking over the world!

6PM-9PM

Game Title: **Anima:Tactics (MINI-1)**

Game System: Anima: Tactics Game Master: David Ivey

Number of Players: 2 per game

Game Duration: 30 minutes to an hour a game

Game Description: Anima: Tactics is a heroic skirmish miniatures game. Players control teams of individual characters rather than large armies. For a standard 300-Level Game, each player will have around six miniatures.

SATURDAY

10AM-2PM

Game Title: **Laughing Moon Chronicles (RPG-2)**

Game System: Laughing Moon Chronicles Game Master: Todd VanHooser and Josh Dockall

Number of Players: 2-6

Game Duration: 4 hours

Game Description: The Laughing Moon Chronicles introduces players to the world of Mythren where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers—everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, seekers who make a living by uncovering relics and riches from the lost ancient world, reiners who have the power to strip a rogue wizard of their chaotic powers forever, Nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games.

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10AM-NOON

Game Title: **Phase Ten (CRD-1)**

Game System: Phase Ten Game Master: Joey Boyer

Number of Players: 2-6

Game Duration: 2 hours

Game Description: Phase 10 is a Rummy-type card game with challenging and exciting twists! The object of this card game is to complete each of the ten specific phases. If you complete the phase you advance to the next phase, but if you do not you must try again.

NOON-3PM

Game Title: **HeroClix (MINI-4)**

Game System: HeroClix Game Master: Cyndi Zilkie

Number of Players: 2-6

Game Duration: 3 hours

Game Description: Old Marvel rules, flyers can carry flyers. Pieces provided for newcomers.

NOON-5PM

Game Title: **Battle Royale!! (RPG-6)**

Game System: 4th Ed D&D Game Master: Sarah Kramer

Number of Players: 2-8

Game Duration: 5 hours

Game Description: Fight to the death

LepreCon Gaming Events (as of 3/17/10)

1PM-3PM

Game Title: **Zombie Fluxx (CRD-2)**

Game System: Zombie Fluxx Game Master: Joey Boyer

Number of Players: 2-6

Game Duration: 2 hours

Game Description: Zombie Fluxx takes the award-winning card game Fluxx (the game with ever-changing rules) and cranks up the fun with a Zombie uprising. The Zombies arrive in the form of a new type of card, called the Creeper, which hangs around in front of you, preventing you from winning.

3PM-6PM

Game Title: **Battletech Double Blind (MINI-5)**

Game System: Classic Battletech Game Master: Amon Zilkie

Number of Players: 2-6

Game Duration: 3 hours

Game Description: Any book mech can be played. Players will form two teams by BV and go at it. One mech per player, with Gunnery and Piloting being 4/5. Minis and sheets provided but players encourage to bring their own.

3PM-7PM

Game Title: **Laughing Moon Chronicles (RPG-3)**

Game System: Laughing Moon Chronicles Game Master: Todd VanHooser and Josh Dockall

Number of Players: 2-6

Game Duration: 4 hours

Game Description: The Laughing Moon Chronicles introduces players to the world of Mythren where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers—everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, seekers who make a living by uncovering relics and riches from the lost ancient world, reiners who have the power to strip a rogue wizard of their chaotic powers forever, Nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games.

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3PM-5PM

Game Title: **Munchkin (CRD-3)**

Game System: Munchkin Game Master: Joey Boyer

Number of Players: 2-6

Game Duration: 2 hours

Game Description: The goal of each player is to get to level 10. The players of *Munchkin* compete to kill monsters and grab magic stuff. During the game the players can become part of any of the fantasy races. This status is also likely to change due to chance, misfortune or other players' moves. Several fun rules make *Munchkin* a very entertaining game. Cheat cards give players permission to cheat. Bribe cards allow them to bribe others and move up levels!

4PM-7PM

Game Title: **Anima:Tactics (MINI-2)**

Game System: Anima: Tactics Game Master: David Ivey

Number of Players: 2 per game

Game Duration: 30 minutes to an hour a game

Game Description: Anima: Tactics is a heroic skirmish miniatures game. Players control teams of individual characters rather than large armies. For a standard 300-Level Game, each player will have around six miniatures.

LepreCon Gaming Events (as of 3/17/10)

5PM-7PM

Game Title: **Revolution! (BRD-2)**

Game System: Revolution! Game Master: Jessie Foster

Number of Players: 3-4

Game Duration: 2 hours

Game Description: Secretly bid against your opponents to gain the support of the people, win territory...and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise.

5PM-8PM

Game Title: **Phase Ten (CRD-4)**

Game System: Phase Ten Game Master: Joey Boyer

Number of Players: 2-6

Game Duration: 3 hours

Game Description: Phase 10 is a Rummy-type card game with challenging and exciting twists! The object of this card game is to complete each of the ten specific phases. If you complete the phase you advance to the next phase, but if you do not you must try again.

7PM-9PM

Game Title: **Greed Quest (BRD-3)**

Game System: Greed Quest Game Master: Jessie Foster

Number of Players: 3-6

Game Duration: 2 hours

Game Description: Greed Is Good!and there's treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it.....but everyone else is between you and the exit!

9PM-11PM

Game Title: **The Stars Are Right (CRD-6)**

Game System: The Stars Are Right Game Master: Jessie Foster

Number of Players: 2-4

Game Duration: 2 hours

Game Description: In *The Stars Are Right*, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space. You'll start small, bringing ghosts and ghouls back to our reality. Invoke minor creatures to flip over a tile or push a row, creating the correct patterns to summon more and more powerful ones. Eventually, you'll build a horde of Servitors who can chain flips, pushes, and switches together, rearranging the entire grid to your whims. Change the skies, summon a Great Old One, and win!

SUNDAY

11AM-3PM

Game Title: **Laughing Moon Chronicles (RPG-4)**

Game System: Laughing Moon Chronicles Game Master: Todd VanHooser and Josh Dockall

Number of Players: 2-6

Game Duration: 4 hours

Game Description: The Laughing Moon Chronicles introduces players to the world of Mythren where the shadow of ancient prophecy and forbidden magic has darkened the light of day. Players may choose from a broad range of adventurers—everything from Senduan Mystics whose magic is trusted to battle evil throughout the lands, seekers who make a living by uncovering relics and riches from the lost ancient world, reiners who have the power

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to strip a rogue wizard of their chaotic powers forever, Nijants who work in secret to bring justice to the wronged, and a cast of many other character types common to tabletop role-playing games.

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NOON-3PM

Game Title: **Star Wars Miniatures Open Play (MINI-6)**

Game System: Star Wars Miniatures Game Master: Cyndi Zilkie

Number of Players: 2-6

Game Duration: 3 hours

3PM-6PM

Game Title: **Battletech Arena (MINI-7)**

Game System: Classic Battletech Game Master: Amon Zilkie

Number of Players: 2-6

Game Duration: 3 hours

Game Description: Player will have 2,000 BV to build one book mech (or several if player chooses). As long as combined they do not exceed the set BV level. All Gunnery and Piloting will be 4/5. Play will be free for all or changing temporary alliances. Minis and sheets provided but players encourage to bring their own.

1PM-4PM

Game Title: **Anima:Tactics Demo (MINI-3)**

Game System: Anima: Tactics Game Master: David Ivey

Number of Players: 2 per game

Game Duration: 30 minutes to an hour a game

Game Description: Anima: Tactics is a heroic skirmish miniatures game. Players control teams of individual characters rather than large armies. For a standard 300-Level Game, each player will have around six miniatures.

1PM-3PM

Game Title: **Apples to Apples (BRD-4)**

Game System: Apples to Apples Game Master: Emma Youngdale

Number of Players: 4-8

Game Duration: 2 hours

Game Description: The name of the game is a play on the phrase "apples to oranges," and the game is about making comparisons between different things. General game play is as follows: players are dealt red cards which have a noun printed on them, and the judge (a different player in each turn) draws a green card on which an adjective is printed and places it for all players to see. Each player then chooses a red card they are holding that they think best describes the green card. The judge then decides which adjective she likes best. The fun is in the variety of unexpected comparisons people make, sometimes apt, funny, creative, or simply absurd.