

The Team



CLASH OF STEEL
www.clashofsteel.biz

Jason Youngdale - Owner

Tim Smith - Game Central

Victor Bugg - Gamer Olympics

Paul Tanton - Shadowfist

Robert Lee - Webmaster

Emma Youngdale - Photographer



Join us every August for all your favorite card games, board games, RPGs, and miniature war games!



Maricopa Con

Arizona's First Kickstarted Gaming Convention

MARICOPACON 2014



www.maricopacon.com
E-mail: clashofsteel@yahoo.com



Arizona Gaming Convention

August 2nd and 3rd
Mesa Convention Center

The 2014 convention will be even bigger than last year, with 11 vendors and over 200 attendees. There will be over 125 events on the schedule prior to August 2nd. We are a convention for gamers by gamers.

Whether you like board games, card games, RPGs, miniature war games, or dice games there will be something for you.

The Cosplay Contest returns with a cash prize again for First Place!

Follow us on Facebook!

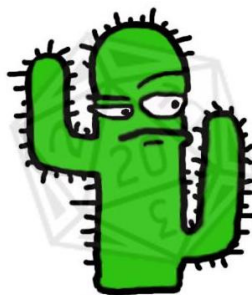
The team hopes to see you there at Mesa Convention Center this August!

2014 Kickstarter Guest of Honor GILEAD



<https://www.facebook.com/GileadArt>

www.maricopacon.com



*"Thank you Jason for putting on MaricopaCon. It was way more than I expected! I was able to play my games with a plethora of people and meet some of my backers. It was an experience I will look forward to every year."
Michael Scott - Home Run Games*

*"This is a well organized convention that feels like a local game night with friends. The pre-signups ensure that you will have people there to challenge and try out new games with."
Nick Pace - Raiding Parties*

*"In a city where there are simply not enough Gaming conventions, MaricopaCon is exactly what the valley of the sun needs"
Ian Stedman - G.U. Games*

"MaricopaCon 2013 was very enjoyable to say the least. It was very well organized and the staff was very helpful and friendly. I am very proud to have been a supporter and exhibitor from its inception and am really looking forward to next year's event."

Kip Mussatt - Kipsworld

KICKSTARTER

