

Updated on 6-18-09
(all information is subject to change at any time up to,
during and even after the convention...)

GAMING (BOARD, CARD, RPGs)

GAM - A Touch of Evil: The dawn of the 19th century; an age of science, superstition, and witchcraft. Howling fills the night and gruesome murders have become a daily occurrence. An evil creature has taken up residence here, but all is not lost...not yet. A small group of heroic individuals, with the courage and strength to fight this growing evil.

Thursday 10p-Midnight. Cloister Ivan E.

GAM - Acquire: Players invests in businesses, trying to retain a stock majority. As businesses grow they also start merging, giving the majority stockholders sizable bonuses. The game is a race to acquire the greatest wealth.

Thursday 4p-6p. Cloister Chris H.

Friday 4p-6p. Cloister Chris H.

Sunday 2p-4p. Cloister Jarred A.

GAM - Aliens: This Time Its War: Aliens allows players to recreate the key battle scenario from the 1986 science fiction/horror film. "The Reactor Room" (nine marines vs. the aliens in their lair), 1/2 second turns 5 levels of difficult can you last 10 seconds or even get out alive? Game Over Man!

Saturday 4p-6p. Cloister Ivan E.

Sunday 2p-4p. Cloister Ivan E.

GAM - Apples to Apples: Each turn, the referee selects a Description & players pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals most to him/her & awards the player who player it. Unusual combinations are extremely humorous..

Friday 2p-4p. Cloister Angie R.

GAM - Bang!: The Outlaws hunt the Sheriff. The Sheriff hunts the Outlaws. The Renegade plots secretly, ready to take one side or the other. Bullets fly. Who among the gunmen is a Deputy, ready to sacrifice himself for the Sheriff? And who is a merciless Outlaw, willing to kill him? If you want to find out, just draw (your cards)!

Thursday 4p-5p. Cloister Justin P.

Friday 4p-5p. Cloister Justin P.

Friday 9p-10p. Cloister Tiffany H.

Saturday 4p-5p. Cloister Jarred A.

Sunday 3p-4p. Cloister Tiffany H.

GAM - Battle Cattle: TCG: Moo-ve over people 'cause the cows are comin' home and they're packin'! The udder devastation continues with a new evolution of Battle Cattle as a Card Game. So gather all the cud available as your cow prepares to fire a Moo-ssile! Can you be the last cow standing?

Friday Noon-2p. Cloister Loup D.

GAM - Brass: Your goal in Brass is to build cotton mills, coal mines, iron works, canals, railways, ports, and shipyards, and to have them be used so that they score points. Your choices will be limited by the cards you draw, but not as much as by the plans you make. Lots of interesting detail in the historical Lancashire setting.

Thursday 3p-6p. Cloister Antonio C.

Saturday 11a-2p. Cloister Antonio C.

GAM - Burn in Hell: Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! Try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals . . . or just steal the ones you need.

Thursday 6p-8p. Cloister Jessie F.

GAM - Car Wars: TCG: Battle other players in armored cars with missiles, machineguns and more. Breach their armor and knock out the driver to score. When only one car is left, the duel is over. New duels continue until one player has scored 60 points to become an Ace!

Friday 10a-Noon. Cloister Loup D.

Saturday 10a-Noon. Cloister Cindy D.

GAM - Chez Goth: Beer. Nookie. Roommates. Just another Friday night at Chez Geek. It's the hit Chez Geek, moved to a frat house. (Or sorority. Or both.) Pick your major. (Botany? Babes? Beer?) Tap a keg or two. Party hard, and try not to think about Finals Week.

Saturday 4p-6p. Cloister Angie R.

GAM - Colossal Arena: In Colossal Arena there is a group of eight creatures that are fighting. Each round, one of the creatures will die. Players make 5 bets throughout the game which may allow a creature's to use its special power and gives the game a method of scoring at the end.

Thursday 2p-3p. Cloister Antonio C.

Friday Noon-1a. Cloister Antonio C.

GAM - Cow Poker: You control a ranch in a humorous cow town. The game consists of a series of card plays in which players try to accumulate the most points and form the best poker hands by playing valuable cards, making good choices, and winning tricks called "Gunfights" and "Roundups."

Friday 10a-Noon. Cloister Angie R.

Friday 2p-4p. Cloister Loup D.

GAM - Domain: Players form domains by placing walls on the modular board. Completed domains can then be expanded, even into your opponents'. Protect domains by placing knights. Actions are taken by playing cards which have a cost associated with them.

Saturday 7p-9p. Cloister Jarred A.

GAM - DungeonQuest: Players raid Dragonfire Castle trying to escape with as much treasure as possible. Limited turns & random tile-laying system creates a maze-like dungeon. There is a 15% change that the average player will survive the game; get ready to Die for Treasure!

Friday 11a-1p. Cloister Ivan E.

Saturday 11a-1p. Cloister Ivan E.

GAM - Dungeonville: You are a mad wizard who own a dungeon. You recruit parties of adventurers and send them into the dungeons, earning points by defeating other parties in combat and by killing other players' characters in your own dungeon.

Thursday 4p-6p. Cloister Tiffany H.

Friday 10p-Midnight. Cloister Tiffany H.

GAM - Fluxx: A card game where the cards themselves determine the current rules of the game. By playing cards, you change numerous aspects of the game: how to draw cards, how to play cards, and even how to win.

Friday Noon-2p. Cloister Angie R.

Saturday Noon-2p. Cloister Angie R.

GAM - Formula De: A fast-paced racing game in which the cars' top speeds are limited by having to end a certain number of turns in each curve of the racetrack. This can be tricky, as players try to regulate their speeds by choosing which gear to be in.

Friday 9p-Midnight. Cloister Chris H.

Sunday 1p-4p. Cloister Chris H.

GAM - Greed Quest: Race to the bottom level of the dungeon to grab The Hoard. Now all you have to do is get out with it... and everyone else is between you and the exit! This is a fast, unpredictable, easy game, with lots of quick replay value. Illustrated by Phil Foglio!

Thursday 8p-10p. Cloister Jessie F.

Friday Noon-2p. Cloister Cindy D.

Saturday 2p-4p. Cloister Loup D.

GAM - Guillotine: As executioners pandering to the masses, the players are trying to behead the least popular nobles during the French Revolution is the macabre subject of this light card game. Each day the nobles are lined up and players take turns killing the ones at the front of the line until all the nobles are gone.

Saturday 3p-4p. Cloister Bridgit L.

Sunday 2p-3p. Cloister Bridgit L.

GAM - Hex Hex: A game of Magical Hot Potato. Using cards in the wizardly duel players turn bounce and redirect a hex before it "blows up" on them. There are some interesting strategies that are not immediately apparent, but which become obvious after the first couple of rounds.

Friday 5p-6p. Cloister Ivan E.

Sunday 10a-11a. Cloister Ivan E.

GAM - High School Drama: Play as a student in a high school drama. Hookup with other students, spread vicious rumors about your rivals and pretend to bond with your fake friends. Only the player with the most yearbook signatures at the end of graduation wins!

Saturday 4p-6p. Cloister Bridgit L.

Sunday Noon-2p. Cloister Bridgit L.

GAM - King's Blood: Marriage. Royalty. Tragedy. Will your line reign supreme? King's Blood is a fast-paced multi-player card game. Build the family tree by arranging marriages, exiling rivals, and crowning new royalty.

Saturday Noon-2p. Cloister Loup D.

Saturday 2p-4p. Cloister Angie R.

GAM - Last Night on Earth: A survival horror board game that pits small-town Heroes head-to-head against a limitless horde of Zombies. Fast Paced Game Play with Easy To Learn rules allows players to jump right into the action, while Strategic Depth and Strong Cooperative Play keeps the game interesting.

Friday 10p-Midnight. Cloister Ivan E.

GAM - Laughing Moon Chronicles: 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 magic 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 the fantasy series, The Laughing Moon Chronicles, by Todd VanHooser. Seek items of power, battle creatures of darkness, and uncover the mysteries beneath the Laughing Moon in this tabletop role-playing game.

Friday 10a-Noon, Noon-2p, 2p-4p, 4p-6p. Cloister Todd V.

Saturday 10a-Noon, Noon-2p, 2p-4p, 4p-6p. Cloister Todd V.

Sunday 10a-Noon, Noon-2p, 2p-4p. Cloister Todd V.

GAM - Lord of the Fries: Players choose orders from the figuratively colorful Friedey's menu, and try to fill them with cards from their hands. Some orders are easy, like the Cowabunga. One Cow Meat, one Bun. Some are a little harder. Sound easy? Then try your hand at a Lord of the Fries.

Thursday 7p-9p. Cloister Loup D.

GAM - Mille Bornes: Famous old French card game, players compete to drive 1000 km, dealing with hazards along the way. Draw a card to your hand, play or discard. You must

lay a green traffic light to start, play cards showing mileage, dump hazards on the other players, and try to be the first to clock up the distance.

Friday 10a-11a. Cloister Ivan E.

GAM - Monsters Menace America: Play 1 of 6 Giant Monsters, stomping across a map of the USA in search of cities to destroy. The monsters run the gamut from the classic (enormous lizards and gargantuan apes) to the slightly more unconventional (giant walking eyeball), and each has its own set of attributes and powers.

Thursday 5p-7p. Cloister Justin P.

Friday 8p-10p. Cloister Justin P.

GAM - Munchkin Booty: Munchkin Booty is yet another stand-alone game in Steve Jackson's Munchkin line of games. This time, the Munchkins take to the high seas in their quest for swag, plunder, and of course, booty. Yarr!

Saturday 10a-Noon. Cloister Angie R.

Saturday Noon-2p. Cloister Cindy D.

GAM - Munchkin Firefly: Kill the monster, grab the treasure, stab your buddy. But this is Good Bad and Ugly in Space! This is our Firefly / Serenity tribute game of Munchkin. Do you Aim to Misbehave?

Thursday 7p-9p. Cloister Cindy D.

Friday 2p-4p. Cloister Cindy D.

GAM - Munchkin Quest: Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to us as a board game. Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . .can you get out alive!

Saturday 4p-6p. Cloister Loup D.

GAM - Ninja Burger: You against your fellow trainees. Learn the secrets of stealth, swordsmanship, and customer service as you deliver burgers and fries to some very unusual places. Bring honor to your franchise and you will be promoted. Ninja Burger 2:Sumo Size Me included!

Friday 2p-4p. Cloister Jessie F.

GAM - Pandemic: You are specialists at the CDC / Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand.

Thursday 8p-10p. Cloister Chris H.

Sunday 10a-Noon. Cloister Chris H.

GAM - Race for the Galaxy: In Race for the Galaxy, players build galactic civilizations by game cards that represent worlds or technical and social developments. Will you command New Sparta, Alpha Centauri, or Earth's Lost Colony. Bring your civilization into the space age and spread across the stars!

Friday 11a-Noon. Cloister Antonio C.

GAM - Risk: Godstorm: The Classic Game of Risk in mythical proportions. Armies and gods fight for domination of ancient Earth, when your armies die, they can fight for control of the underworld. The gods will not sit idle in this war for ancient earth.

Friday 9p-Midnight. Cloister Jarred A.

Sunday 11a-2p. Cloister Jarred A.

GAM - Robo Rally: Move your robot through a series of factory floors full of doom. What is more fun than steering around doom? Why, steering around doom within a reasonable time limit. Oh, and this is the original board game, not the plastic 1 that was released a bit ago.

Friday 5p-8p. Cloister Justin P.

Saturday 6p-9p. Cloister Justin P.

GAM - Rocketville: In the retro-future Hometown USA known as Rocketville, there's no greater honor or privilege than being Mayor. Traveling via rocket, players campaign for votes- making promises, garnering endorsements, and recruiting robotic assistance to win at the polls.

Thursday 8p-10p. Cloister Tiffany H.

Sunday 1p-3p. Cloister Tiffany H.

GAM - Rumis: Players construct an Inca building with their three-dimensional pieces made of wood. Cubic, wedge-shaped or pyramidal volumes are different building limitations, which are imposed by the various building scenarios.

Friday 6p-7p. Cloister Tiffany H.

Sunday 10a-11a. Cloister Tiffany H.

GAM - Settlers of Catan: Players try to be the dominant force on the Island of Catan by building settlements, cities, & roads. Dice are rolled to determine production on the island. Players collect raw materials to build up their civilizations to gain victory pts to win the game.

Friday 8p-10p. Cloister Bridgit L.

Saturday 11a-1p. Cloister Bridgit L.

GAM - Settlers (Das Buch): Expansion kit for Die Siedler von Catan (The Settlers of Catan). Includes expansion scenarios and many variants along with pieces. This will flip everything you know about settlers on its head.

Saturday 3p-5p. Cloister Antonio C.

GAM - Spooks: A fast-playing party game. The first player to empty his hand escapes the haunted house... and the spooks get everybody else! Spooks is easy to learn, so kids will enjoy it too. You don't have to outrun the monsters... if you can outrun your friends.

Thursday 7p-9p. Cloister Angie R.

Friday 10a-Noon. Cloister Cindy D.

Saturday 10a-Noon. Cloister Loup D.

Saturday 2p-4p. Cloister Cindy D.

Saturday 2p-4p. Cloister Jessie F.

GAM - Strange Synergy: Built around 100 different Power Cards... superpowers, mutations, skills, gadgets. Each warrior starts with three different powers. You choose the combination! Can you create the unbeatable team? Can you win against superior powers?

Saturday 6p-10p. Cloister Jessie F.

GAM - Super Munchkin: Be a Mutant, an Exotic, a Mystic, or a Techno. The higher your Level, the more Powers you can have. Battle dastardly masterminds, devastating monsters, and invading aliens from the next dimension Fly through the city. Smash the villains.

Saturday 4p-6p. Cloister Cindy D.

GAM - The Great Dalmuti: A light card game where no score is kept. Players gain status by going out first to do this you get rid of your cards as fast as possible. The person who first got rid of all his cards becomes The Great Dalmuti. Seat positions change and the cards are re-dealt.

Friday 6p-8p. Cloister Chris H.

GAM - Ticket to Ride: Europe: Take a train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow. The game is elegantly simple, can be learned in 5 minutes, and appeals to both families and experienced gamers.

Friday 4p-6p. Cloister Tiffany H.

Sunday 11a-1p. Cloister Tiffany H.

GAM - Tikal: Explore the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers deep into the jungle. Along the way, you find temples and treasures can you hold onto your treasure?

Saturday 1p-3p. Cloister Jarred A.

GAM - Tiki Mountain: Players are trying to be the first to sacrifice themselves to the Volcano God and save their island from destruction. Using a little Tiki Magic to help them climb the volcano. The first player to throw themselves into the volcano (and be accepted as a sacrifice) will win the game.

Saturday 7p-9p. Cloister Bridgit L.

Sunday 10a-Noon. Cloister Bridgit L.

GAM - Tomb: Tomb pits opponents against one another in a fast-paced action game of monsters, traps, treasures, and spells. Tomb captures the dungeon crawl experience without hours of preparation. Just grab your party and go! Every Time you Play, the Game is Different.

Thursday 8p-10p. Cloister Antonio C.

Friday 1p-3p. Cloister Antonio C.

GAM - Tribes: Tribes is a roleplaying game that simulates the way our ancestors lived long ago. Players re-create the earliest human societies, and see what effects the rules of society have on their ability to survive and reproduce. You must face the challenges of nature and make the best use of your abilities within the rules of your tribe... or convince your fellow tribespeople to change those rules.

Friday 6p-10p. Cloister Jessie F.

GAM - Vegas Showdown: Build your own hotel/casino, but labor is stretched as rival casinos bid for the same upgrades to the casinos. Grow your casino to increase your revenue, services, and fame. The player who builds the most famous hotel/casino wins the game.

Thursday 2p-4p. Cloister Chris H.

Thursday 7p-9p. Cloister Justin P.

Saturday 9p-11p. Cloister Justin P.

GAM - Zombie Fluxx: Zombie Fluxx is the zombie uprising card game with ever-changing rules. Like Fluxx, players start off with the basic rules: draw 1, play 1. After that, everything changes! There are now Zombies to overcome; Fail and the Zombies can win!

Thursday 9p-10p. Cloister Ivan E.

Saturday 10a-11a. Cloister Ivan E.

GAM - Zombieddon: Well, it was nice while it lasted! Armageddon is tonight! Can you gather the supplies you need or will your pesky neighbor take it? The rest of the game is spent trying to survive. (Whoever has the most stuff at the end of the game wins!)

Friday 8p-9p. Cloister Jarred A.

Saturday 3p-4p. Cloister Jarred A.

Sunday 10a-11a. Cloister Jarred A.