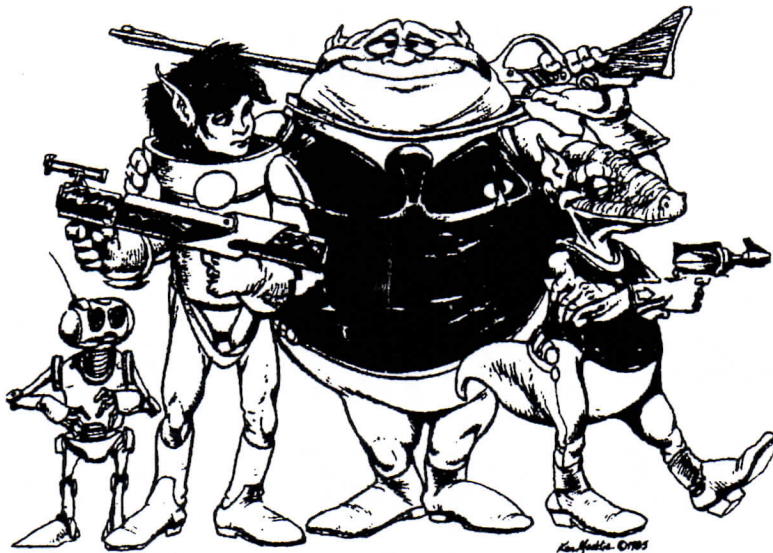


ConAdian  
52nd World Science Fiction Convention

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# GAMES PROGRAM GUIDE



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Place Louis Riel Hotel - Winnipeg, Manitoba Sept 1-5, 1994

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WE WOULD LIKE TO THANK THE FOLLOWING SPONSORS FOR  
DONATING TOURNAMENT GAME AWARDS:

**T.S.R.**

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**DEATH EDGE GAMES**

**DUFFERIN GAME ROOM**

**PENDRAGON GAMES**

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## GREETINGS GAMERS!

Welcome to the wonderful multiverse of gaming. After some six months of preparation, consisting of a megaton of scheduling conflicts, bureaucratic backstepping, and telephone tag, the Games Program has become a finely tuned engine ready to take you for the gaming-ride of your life.

Though I must admit that the vast majority of the games programming was my doing, this program would never have been possible without the continued support of highly intelligent and imaginative Game Referees, and ever so devoted volunteers. I would like to thank all of you who have helped me in any beneficial way to give life to the gaming portion of this ConAdian WorldCon.

Comments, suggestions, and criticisms should be dropped off at the Games Registration Counter in Place Louis Riel Hotel during the convention, or be mailed to:

ConAdian - Games Programming  
c/o Brian Myhre  
P.O.B. 2430  
Winnipeg, Manitoba R3C 4A7

Now sit back and hold fast to your imagination... Let the games begin!!!

**BRIAN MYHRE**  
**GAMES PROGRAM DIRECTOR**



## GAMES PROGRAMMING VOLUNTEERS

**PROGRAM DIRECTOR:**

Brian Myhre

**OPS DEPUTIES:**

Bill Avery

Herman Shouten

**GAME REFEREES:**

Bill Avery, Ray Bacala, Shane Barratt, Arlo Bates, Bob Baxter, Warren Beaudry, Steve Bishop (WofC), Walter Chan, Chris Cockery, Greg Costikyan (Creator of TOON), Rick Dick, Dean Duncan, Bil Dunlop, Carl Enns, John Enzinas, Don Fryza, Mark Gnoinski, David Harborne, Dallas Hollett, Tim Huckelbery (Games Workshop), Carlos James, Candace Jonasson, Rolland Kerr, Doug Kemp, Jamie Koehler, Darren Kotyluk, Rick Little, Darren Lodge, Mike Mackinnon, Michael Major, Dave Malinski, Brian Mitchell, Mark Moffatt, Victor Moreira, Brian Myhre, Mike Neufeld, Stan Olson, Michael Phillips, Steve Porter, Thomas Puhlmann, William Tamre, Doug Thompson, Chris Reddy, Lincoln Russell, Craig Russells, Craig Shaw, Herman Shouten, Marcus Steeds, Dan van de Laar, Kelly Whelan-Enns, Robin Whiddan.

**OTHER VOLUNTEERS:**

Shane Barrett, Arlo Bates, Erika Carmody, Bil Dunlop, Isaac Evans, Terry Fong, Don Fryza, Larry Gel, Mark Gnoinski, William Gordon, Kevin Grummett, James Hood, Tim Huckelbery, Murray Hunter, Candace Jonasson, Danny and Serge Krenz, Jennet L'Esperance, Mary Lameg, Rick Little, Trevor Lockhart, Larissa McCutcheon, Mike Mckinnon, Mark Moffat, Trevor Mueller, Steve Porter, Ken Oberlin, Hollis Ross, Jennifer Rondeau, Lincoln Russell, Pam Shaw, Greg Shoen, Marcus Steeds, Dave Strang, William Tamre, Stuart Thompson, Terryl Young, Michael VanRooy, Daniel van de Laar, Joey Wensel, Tanya Zamzoy, and others that I hope will join us during the convention.

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# GAMES REGISTRATION:

**LOCATION:** Florida Room Foyer Area  
1st Floor, Place Louis Riel Hotel

**FULL WORLDCON MEMBERSHIP:** \$ 200  
Allows for entrance into ALL program areas of the convention including free access to all open gaming, game demonstrations, and all tournament games (except for MAGIC the GATHERING "Intermediate Tourney"), all other WorldCon programming. This membership is needed to gain access to the convention centre activities.

**\*\*\* Purchased ONLY at Convention Centre WorldCon Registration Table.**

**GAMERS POVERTY PASS:** \$ 30  
Allows free entry into all open gaming, demonstration games, and some tournament games. Incidental registration fees are attached to some tournament games. Tournament fees will be between \$1 and \$5, depending on the size of the tournament. Entrance into the Convention Centre and other NON-gaming areas (besides the Dead Dragon Inn) is prohibited.



## RULES OF CONDUCT:

### BADGES:

Wear your badge (Full WorldCon Badge or Gamers Poverty Pass Bracelet) at all times. Many of the function rooms and events will have people checking badges at the door. Convention centre security and Place Louis Riel Room Monitors have been instructed to check for badges.

### LOST BADGES:

We cannot replace lost convention materials (badges, tickets, programs, etc.). Do not lose your

badge/bracelet. If you lose it they will have to be replaced at the full cost of the membership.

### REFUNDS:

Refunds are administered only for cancelled events. All other sales are final (including the Gamer Poverty Pass and tournament fees).

### ETHICS & CONDUCT:

Please respect other people's property and humanity. Stealing, cheating, breaking any law or rule, rowdiness, harassment, or failure to conduct yourself in a mature manner will be grounds for removal from the convention without refund.

### SMOKING:

Smoking is NOT allowed in any of the gaming areas in the hotel. Smoking in hotel hallways is permitted, barring intervention by hotel security.

### ALCOHOL:

Alcohol is NOT allowed in any of the gaming areas or hallways. Note also that drinking and driving are serious offenses in Manitoba. Have a designated (non-drinking) driver, take a cab or stay in the hotel. Blood alcohol levels of .08 is considered "under the influence" by Manitoba law. The legal drinking age in Manitoba is 18.

### WEAPONS:

Weapons or weapon replicas are NOT allowed in convention areas (incl: swords/knives/firearms).

### WORLDCON LAW:

ConAdian reserves the right to revoke or refuse convention membership or passes and expel any member. See **WORLDCON POCKET PROGRAM BOOK** for further **POLICIES**. (Copy available at Games Registration Counter for your perusal.)



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# WHAT'S HAPPENING?

## OPEN GAMING!

We have over 400 square feet of open gaming space, that will (barring supervision) remain open 24 hours a day for the 5 days of the convention. Anyone with either a legal full WorldCon membership or a Gamers Poverty Bracelet will be allowed access to this space. This space may be used to play most table top playable games (RPG's, Boardgames, Wargames, etc.) Dice, paper, and pencils are available to be utilized in this space at the Games Registration Area. Note that the entire Florida Room area will become open game space at 8:00pm Sunday, September 4th.

**LOCATION:** ATLANTIC ROOM

**HOURS:** 24 Hours per day.

(Please allow hotel cleaning staff access to this room between 6am and 8am daily. We must remove the trash occasionally.)

## DEMONSTRATION GAMES!

Learn how to play a new game. Pass the time with friends (or enemies) in these non-tournament scheduled games events. No advanced sign-up is required. Players who arrive first at each scheduled game will be selected to play in each game. Many of these games are promotional, and some are even "experimental".

## TOURNAMENT GAMES!

Tournament games are games, usually sponsored by either Game Manufacturers or by WorldCon Games Programming, where players and/or groups of players compete for prizes or awards. Such games usually attract gamers who have some experience with the game they will compete in, and understand the rules fairly well. Tournament registration fees listed in this guide are applicable only to barers of the **GAMERS POVERTY BRACELET**. People with **FULL WORLDCON MEMBERSHIPS** gain free access to all tournament games, except for the 'Intermediate' Magic the Gathering tourney. Please sign-up, in advance, for these games at the **GAMES REGISTRATION COUNTER** in the Florida Room Foyer. Space in these tournaments are limited, so sign-up early to guarantee your spot.

## MINIATURE PAINTING CONTEST

Enter your painted lead/graphite miniatures into this, the official Games Programming WorldCon contest. Figures will be displayed in a display case at the Games Registration Counter.

**CLASSES:** Master ● Novice ● Judges ●  
Best-of-Show ● People's-Choice.

### **CATEGORIES:**

☛ **SINGLE FIGS:** SciFi, Fantasy, Battle Squad (SciFi or Fantasy), mounted (horse, bike, etc.).

☛ **DIORAMA:** Two or more figs on any base; should related theme or story.

☛ **VEHICLE:** Any scale, from Epic to WH FB/40K or under.

☛ **YOUNG BLOODS COMPETITION:** Single figs: for ages 14 and under.

**JUDGE:** Tim Huckelbery - Games Workshop

**SIGN-UP AREA:** Games Registration Counter

**FINAL ENTRY DATE:** 8pm - Saturday - Sept. 3rd

# GAME AUCTION !!!

**DATE/TIME:** 10am - 2pm Sunday - Sept. 4th

**LOCATION:** Manitoba Room, 1st Floor PLR

## TYPES OF ITEMS TO BE AUCTIONED:

Games (RPG, Boardgames, Wargames, video games, etc.), Game Magazines, Game Oriented Novels and Books.

**CHECK IN:** Thursday, Friday, and Saturday:  
September 1-3 (10am - 6pm)  
Games Registration Counter

## POLICIES:

- pay-outs with cash only.
- limits on selling 20 items per individual
- You need to pick-up a Buyers Card (for those that want to buy at the auction) and/or a Sellers Card (for those that wish to enter goods in the auction). These can be picked up at the Games Registration Counter during the above check-in times.
- An auction item card must be filled out for each product entered in the Auction.

## BIDDING:

- Hold your buyers bidders card up until the price of the item is too high and then lower it.
- Auctioneer's will record winning bidder's card number.

## PAYMENT:

- Buyers must use CASH only to pay for their goods. Sellers will likewise be payed in cash when possible.

**CONADIAN - WORLDCON COMMISSION:** 10%

[This comes out of sellers proceeds.]

## CHECK-OUT & PAYOUTS:

- Purchase Pick-up: 2:00pm - 3:30pm
- Unsold Item Pick-up & Payouts: 3:30 - 4:30pm
- Items left past 5:00pm Sunday, Sept 4th will be claimed by ConAdian without payment to seller.

## RESTRICTIONS:

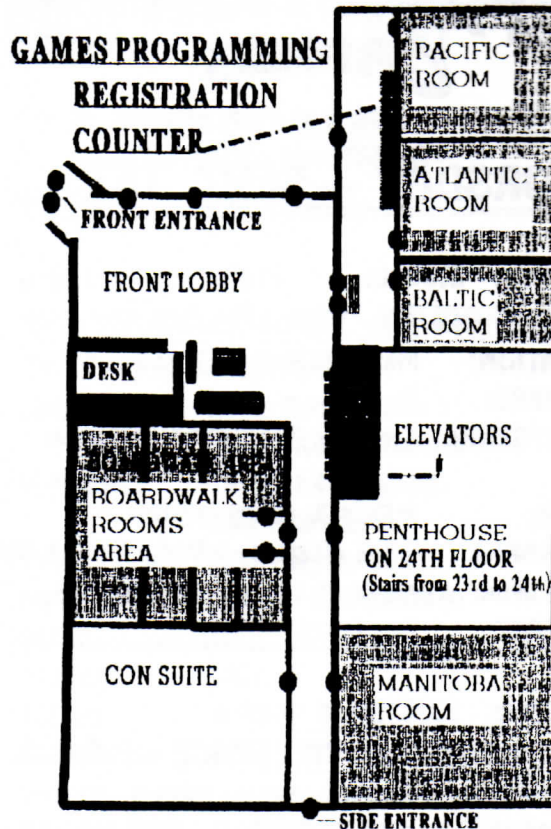
- Auction staff reserve the right:
  - to refuse to sell any item they consider offensive or otherwise unacceptable.
  - remove anyone being disruptive.
- Photocopied versions of written material will be

returned to seller.

• Staff accepts no liabilities for loss or damage to products submitted to auction.

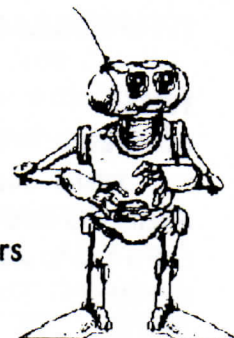
• Goods are sold AS IS. All sales are final.

## MAP OF 1ST FLOOR PLACE LOUIS RIEL HOTEL:



## NOTE:

In order to get to the PENTHOUSE ROOM you have to take the elevator up to the 23rd floor, get out of it, and take the stairs up to the 24th floor. Look for the signs pointing the way.



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# SCHEDULED GAMES

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## DEMONSTRATION GAMES

**THURSDAY – SEPT. 1ST**

10:00am - 2:00pm

**AXIS & ALLIES** – Milton Bradley

**LOCATION:** Manitoba Room, Table 2

**PLAYERS:** 2 - 5

**TYPE/GENRE:** Strategic Boardgame/Historical

**TITLE:** ● **Axis & Allies Demo** ●

**SCENARIO:** A&A diceless 'introduction to the game demo'. Come down and learn how to play.

**REFEREE:** Don Fryza

---

10:00am - 2:00pm

**BATTLETECH-BATTLESPACE – F.A.S.A.**

**LOCATION:** Manitoba Room, Table 1

**PLAYERS:** 2-10

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● **Defence of the Dropship** ●

**SCENARIO:** It's Capitalships vs. Capitalships as you defend your battlemech dropships as they attempt to land planetside with your unit's mechs. Learn how to play the game!

**REFEREE:** Herman Schouten

---

10:00am - 2:00pm

**CARWARS** – Steve Jackson Games

**LOCATION:** Manitoba Room, Table 3

**PLAYERS:** 2-10

**TYPE/GENRE:** Strategic Boardgame/AutoDuel

**TITLE:** ● **Learning to Play with Cars**

**SCENARIO:** Barbarians start your cars! Get ready for the meanest, roughest, down right metal rending, bullet flying battle in history. Its 50 years in the future and drivers of souped up armoured artillery barring automobiles compete for victory in this CarWars demonstration. Join the mayhem and learn how to play CarWars. You will never look at a car in the same way again.

**REFEREE:** Mark Moffatt

---

10:00am - 2:00pm

**TEENAGERS FROM OUTERSPACE**

–R.Talsorian Games

**LOCATION:** Baltic Room, Table 1

**PLAYERS:** 2 - 6

**TYPE/GENRE:** RPG/SciFi Comedy

**TITLE:** ● **Luststones & Zapguns** ●

**SCENARIO:** That's right folks, its those wacky T.F.O.S. (Teenagers from OuterSpace). If you like Hitchhikers Guide, Monty Python, and 90210 then you will like this interesting, provocative game of mayhem! And who knows, McJagger may even be there.

**REFEREE:** Richard Little

---

2:00pm - 6:00pm

**CASTLE FALKENSTEIN** – R.Talsorian

**LOCATION:** Boardwalk Room, Table 4

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/Steam Punk

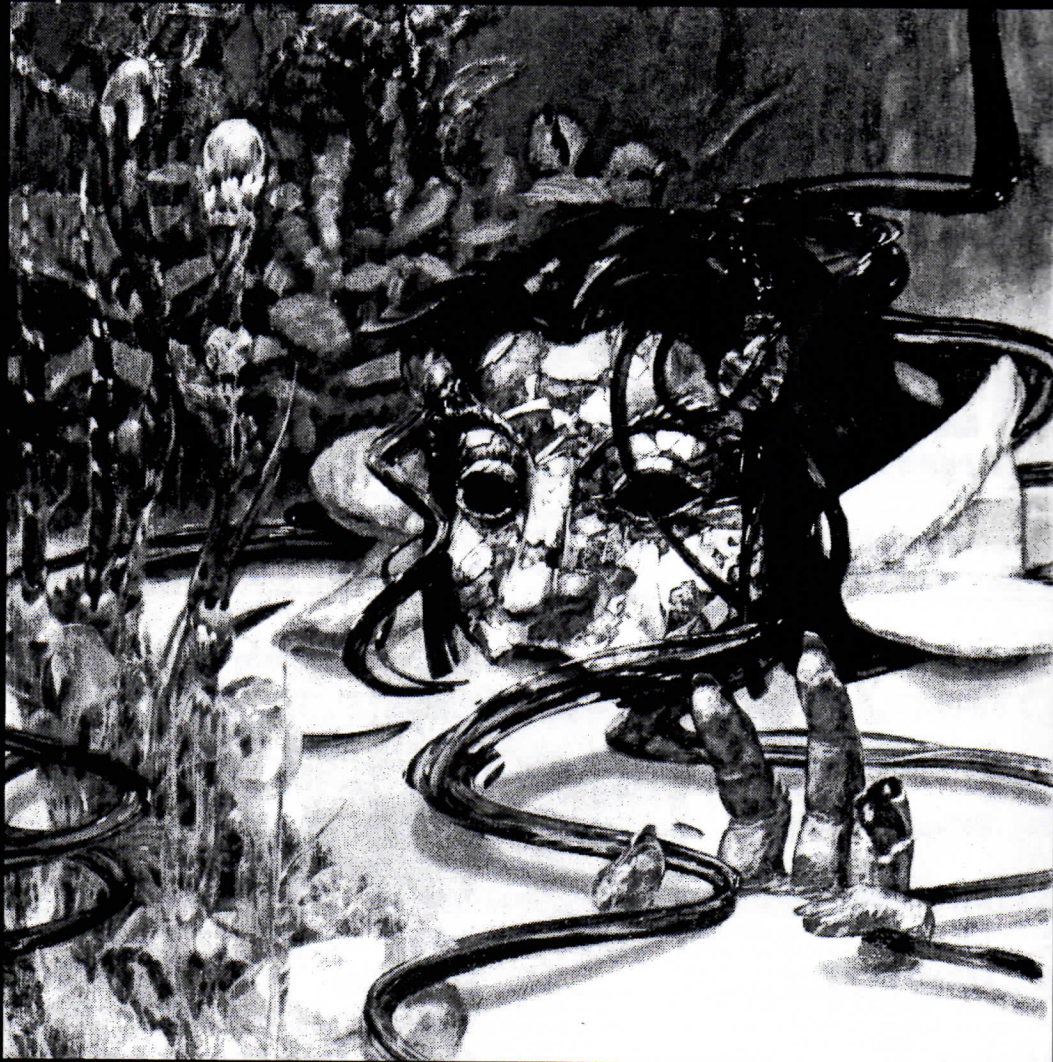
**TITLE:** ● **TBA** ●

**SCENARIO:** T.B.A.

**REFEREE:** Chris Reddy

---





**A NEW WAY TO LOOK AT FANTASY ROLEPLAYING.**

# **EARTH DAWN**

**ON SALE NOW!**

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---

2:00pm - 6:00pm

**EARTH DAWN - F.A.S.A.**

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/High Fantasy

**TITLE:** ●Political Horrors●

**SCENARIO:** Monsters, magic, magistrates in a battle of the mind and body. The Horror threatens to rule with a bloody fist. Wits and wisdom will win the day. Do our heroes have it in them? There is only one way to find out...

**REFEREE:** Anthony Gallela -Back Stage Press  
Representing F.A.S.A.

---

2:00pm - 10:00pm

**ADVANCED SQUAD LEADER - Avalon Hill**

**LOCATION:** Manitoba Room, Table 1

**PLAYERS:** 1-3

**TYPE/GENRE:** Wargame/Historical

**TITLE:** ●A Great Battle!●

**SCENARIO:** T.B.A.

**REFEREE:** William Tamre

---

2:00pm - 10:00pm

**TALISMAN 3RD ED - Games Workshop**

**LOCATION:** Manitoba Room, Table 3

**PLAYERS:** 1-8

**TYPE/GENRE:** Boardgame/Fantasy

**TITLE:** ●The Quest Begins●

**SCENARIO:** The Crown of Command is your goal in the new edition of the most popular fantasy board game of all time! Pick your character and start your quest, but beware of magical attacks, monsters, and other dangers in your path (not to mention other players!).

**REFEREE:** Tim Huckelbery  
Representing Games Workshop

---

2:00pm - 2:00am (run sporadically)

**MEGA - Home Made Special**

**LOCATION:** Atlantic Open Game Room

**PLAYERS:** 3 - ∞

**TYPE/GENRE:** RPG/Superheroes

**TITLE:** ●MEGA III●

**SCENARIO:** If you have a favourite Hero or Villain chances are you'll find them in MEGA. All that's needed to play this game is one die six and a sense of humour. No previous gaming experience needed. Come out and see how your favourite character does in a battle against all others!! Players need only 1D6 to play.

**REFEREE:** Shane Barratt

---

6:00pm - 10:00pm

**BATTLESUIT DOES WARHAMMER 40K**

- Home Made Special

**LOCATION:** Penthouse Room, Table 2

**PLAYERS:** 1 - 4

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ●40K M.C.S.●

**SCENARIO:** Care to try out an experimental new system for the 40k universe? This is your chance. Based on Steve Jackson's Battlesuit, this system runs fast and clean.

However, Battlesuit is a great system in itself. It was missing some key elements of the "40K" feel, however, so new vehicle rules and a point cost system that works for any science fiction universe were built.

Tired of the rules and army lists changing like the wind? Come try something new! Rules will be available at the games registration counter so that players may read them prior to the actual game.

**REFEREE:** Michael E. Major

---

6:00pm - 10:00pm

**BERZERKER - Flying Buffalo**

**LOCATION:** Baltic Room, Table 1

**PLAYERS:** 2 - 6

---

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**TYPE/GENRE:** Strategy/SciFi

**TITLE:** ● Save the Earth From the 'Zerkers ●

**SCENARIO:** Save the earth from the vileness of the 'Zerkers! Based on Fred Saberhagen's Berzerker series, this game can pack a wallop! Come see and perhaps participate in this great demonstration.

**REFEREE:** Rick Dyck

---

6:00pm - 10:00pm

**THEATRIX** - Back Stage Press

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 3 - 6

**TYPE/GENRE:**

RPG/Vampire, Masquerade Universe

**TITLE:** ● Severed Bloodlines ●

**SCENARIO:** Since the dawn of civilization man has been plagued by Vampires. Now it's the vampires who are the prey. Can a group of neonates stop their all powerful master? There is only one way to find out...

**REFEREES:** Anthony Gallela & Travis Eneix  
-Games Designers

---

6:00pm - 2:00am

**BATTLETECH** - F.A.S.A.

**LOCATION:** Penthouse Room, Table 1

**PLAYERS:** 5 - 10

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● MegaTon Stomp-Out! ●

**SCENARIO:** A free-for-all of epic proportions. Ten mechs, the same tonnage, different weapons... Can you be the last one standing at the end?

**REFEREE:** Michael Phillips

---

6:00pm - 2:00am

**FULL THRUST** - Ground Zero Games

**LOCATION:** Manitoba Room, Table 2

**PLAYERS:** 4 - 10

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● Flush the Pirates ●

**SCENARIO:** The Space Fleet's job is to flush the Pirates out of an asteroid field and demand their surrender or destroy them. Learn how to play the game!

**NOTES:** 15mm miniatures and game stats provided.

**REFEREE:** Herman Schouten

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6:00pm - 2:00am

**VAMPIRE 2ND ED** - White Wolf

**LOCATION:** Boardwalk Room Area, Table 1

**PLAYERS:** 3 - 6

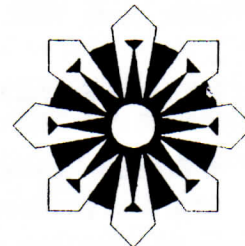
**TYPE/GENRE:** RPG/Horror

**TITLE:** ● Night Life ●

**SCENARIO:** In New Paris only the hunters welcome the night. The people of this metropolis feel safe behind their stone walls and iron gates, and only the most unfortunate souls walk the streets after dark. Like a silent, deadly curfew, the setting sun calls the hunters to the hunt. Death is only a doorway...

**REFEREE:** Bil Dunlop

---



## **FRIDAY - SEPT. 2ND:**

10:00am - 2:00pm

**EARTH DAWN** - F.A.S.A.

**LOCATION:** Baltic Room, Table 1

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/High Fantasy

**TITLE:** ● The Hour of Horrors ●

**SCENARIO:** A desperate struggle to hold back the Chaotic onslaught of Horrors. The hour of reckoning is upon our Heroes. Can they save the city? The

---

region? The world? There's only one way to find out...

**REFEREE:** Travis Eneix - Back Stage Press  
-Representing F.A.S.A.

---

10:00am - 2:00pm

**SPACE 1889 / SOLDIER'S COMPANION**

- Game Design Workshop

**LOCATION:** Manitoba Room, Table 1

**PLAYERS:** 2 - 8

**TYPE/GENRE:** Miniatures/Victorian SciFi

**TITLE:** ● Siege of Fadath Minor ●

**SCENARIO:** The Martian's want guns to defend themselves and push human intrusion. They have laid siege to the trading outpost at Fadath minor. Will the garrison hold out until help arrives? Join the team, and learn how to play the game!

**REFEREE:** Herman Schouten

---

10:00am - 2:00pm

**TALES FROM THE FLOATING VAGABOND**

- Avalon Hill

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/Beer & Prezels Comedy

**TITLE:** ● Excedrin Headache #186,000 ●

**SCENARIO:** What does simultaneous dimensional teleportation, your local Pub, and nakedness have in common? Well the *Floating Vagabond* of course! Welcome to The *Floating Vagabond*, the Pub at the centre of the multiverse. What do you wish to drink? [NOTE: This game is meant for mature gamers who want to let loose and have a few laughs. Dead heads need not apply.]

---

10:00am - 2:00pm

**THEATRIX** - Back Stage Press

**LOCATION:** Manitoba Room, Table 1

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/1920's Pulp

**TITLE:** ● Heroes, Gerrys, & Zeppelins ●

**SCENARIO:** Heroes are sent on a secret mission to discover and destroy the Reich's new super zeppelin. Trills, spills, and adventure await you in Nazi Germany, as does the infamous "Colonel" of the Nazi Lutwaffe...

**REFEREES:** Anthony Gallela & Travis Eneix  
-Game Designers

---

10:00am - 2:00pm

**WARHAMMER FANTASY BATTLES**

- Games Workshop

**LOCATION:** Manitoba Room, Table 2

**PLAYERS:** 2 - 6 (max 3 players per side)

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● 'D' - Day ●

**SCENARIO:** The Empire has dispatched an army to fend off troop ships full of sinister Chaos Dwarfs! Can you prevent their evil steam-powered landing barges, from chugging their way into the interior of the Empire? Or, as the maniacal Chaos Dwarf Lord, will your fiendish war machines and short but determined troops, put an end to the free rule of man ...forever?

In honour of "D" (Dwarf) day, a demonstration game, of Warhammer Fantasy Battle (GW) using the Battle Magic supplement (ie. magic ).

**REFEREE:** Stan Olson

---

10:00am - 6:00pm

**OVER THE EDGE**

**LOCATION:** Baltic Room, Table 3

**PLAYERS:** 4 - 6

**TYPE/GENRE:** RPG/Gothic Punk Horror

**TITLE:** TBA

**SCENARIO:** TBA

**REFEREE:** TBA

---

10:00am - 2:00am (runs sporadically)

**MEGA - Home Made Special**

**LOCATION:** Atlantic Open Game Room

**PLAYERS:** 3 - ∞

**TYPE/GENRE:** RPG/Superheroes

**TITLE:** ●MEGA III!●

**SCENARIO:** If you have a favourite Hero or Villain, chances are you'll find them in MEGA. All that's needed to play this game is one die six and a sense of humour. No previous gaming experience needed. Come out and see how your favourite character does in a battle against all others!! Players need only 1D6 to play.

**REFEREE:** Shane Barratt

---

2:00pm - 6:00am

**TEENAGE MUTANT NINJA TURTLES**

- Palladium

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 5 - 10

**TYPE/GENRE:** RPG/Alternate Universe

**TITLE:** ●The Revenge of Feral●

**SCENARIO:** In this scenario, the ninja turtles and/or other mutants face Dr. Feral again and a few other familiar favourites from TMNT, TMNT adventures and perhaps a few others! An end befitting the master of mutations (or perhaps it will be 'curtains for you, the Turtles/Mutants adventurers'.)

**REFEREE:** Thomas Puhlmann

---

2:00pm - 6:00pm

**WARHAMMER 40K - Games Workshop**

**LOCATION:** Penthouse Room, Table 2

**PLAYERS:** 1 - 6 (new game every 2 hours)

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ●Hold the Line●

**SCENARIO:** Imperial Space Marines from the Dark Angel Chapter must defend their ground against the invading bio-engineered Tyranid Horde in this special demo scenario of the classic tactical warfare game. Success for the marines means escape for the

colonists of the doomed planet, while failure will only bring death for all as the Tyranid break them down for genetic breeding material.

**REFEREE:** Tim Huckelbery

-Representing Games Workshop

---

6:00pm - 2:00am

**BATTLETECH - F.A.S.A.**

**LOCATION:** Penthouse Room, Table 1

**PLAYERS:** 4 - 12

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ●Reserve at Agrabar●

**SCENARIO:** Learn to play BattleTech. You are a member of a company of Mechs searching for the lost commander of your battalion.

**REFEREE:** Doug Kemp

---

6:00pm - 2:00am

**CIVILIZATION - Avalon Hill**

**LOCATION:** Penthouse Room, Table 4

**PLAYERS:** 3 - 7

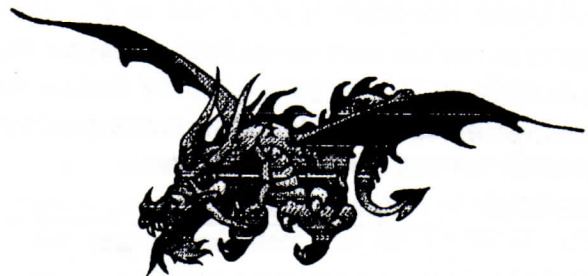
**TYPE/GENRE:** Boardgame/Historical

**TITLE:** ●Intro to Civilization●

**SCENARIO:** Genghis Khan, Adolf Hitler, Hannibal the Terrible, Cleopatra... If any of the above appeal to you, then come and check out this Civilization game Demo in preparation for the Tournament.

**REFEREE:** Carl Enns

---



6:00pm - 2:00am

**WARHAMMER 40K : DARK MILLENNIUM**

- Games Workshop

**LOCATION:** Penthouse Room, Table 2

**PLAYERS:** 1 - 4 (new game every 2 hours)

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● **Psychic Overload!** ●

**SCENARIO:** Psychers attack as the Space Marines invade a Genestealer/Chaos infested planet! The Dark Angels and their Space Marine Librarian are aided by a powerful Admetus Psyker against the genestealer and Chaos Magi and their vile Pure strain Genestealers and Chaos Nurgle Marines. A great introduction to psychic rules from the WH40K expansion Dark Millennium. New games every hour.

**REFEREE:** Tim Huckelbery

-Representing Games Workshop

---

6:00pm - 2:00am

**CALL OF CTHULHU - Chaosium**

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/Horror

**TITLE:** ● **Snow Dog** ●

**SCENARIO:** A missing Archaeologist. A dead English Lord, a number on a scrap of paper. It was a strange beginning to an investigation. It was difficult to decide where to start, that is until the mystery came to us. It wasn't so much the sight of her rictous contorted mouth or open brain pan, as it was the stench that made us ill. It was an Evil smell, almost so that you could feel the hellish presence that engineered the ghastly death. With the death of our employer, it was time to decide whether to continue, or to get out with our lives and sanity...

**REFEREE:** Warren Beaudry

---

6:00pm - 2:00am

**MIDDLE EARTH RPG - I.C.E.**

**LOCATION:** Penthouse Room, Table 10

**PLAYERS:** 4 - 8

**TYPE/GENRE:** RPG/Fantasy

**TITLE:** ● **Elrond's Mission** ●

**SCENARIO:** "Elrond, Half Elven, Lord of Rivendell: I ask for your immediate presence for council. Agents of the Dark One are abroad, and even as I write this I fear his servants may be crossing the Misty Mountains. Goblins are raiding ever farther from their lairs in the mountains. The Enemy is on the move and we must muster our strength against him. Make haste to Rivendell and gather those about you. Trust no one you meet, for as Gandalf is fond of saying: All that glitters is not gold, and all that's gold does not glitter. I say again, make haste and trust no one...

Safe journey.....E"

**REFEREE:** Tony Hart

---

10:00pm - 2:00am

**BLOOD BOWL - Games Workshop**

**LOCATION:** Penthouse Room, Table 2

**PLAYERS:** 2 (new game every 2 hours)

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:**

● **Blood Bowl: Sponsored by Blutwisser!** ●

**SCENARIO:** The game of Fantasy Football is back in a new edition! Its the most popular spectator sport in the WarHammer world, as the Orc and the human teams take to the field to score as many touchdowns (and knockouts) as the can! Sponsored by Games Workshop and Blutwisser Bheer!

**REFEREE:** Tim Huckelbery

-Representing Games Workshop

---

10:00pm - 2:00am

**PARANOIA - West End Games**

**LOCATION:** Pacific Room, Table 6

**PLAYERS:** 4 - 6

**TYPE/GENRE:** RPG/SciFi

**TITLE:** ● **Big Brother is Watching!** ●

**SCENARIO:** Tired of those dull old RPG's that want you to work together. Want to kick some of the other player's butts. In Paranoia you are a troubleshooter out to execute any and all Commie

mutant traitors. The Computer is in charge and it knows and sees everything (just ask it) Reason's for summary execution are easiest after the fact. Oh, by the way, other troubleshooters will consider you a Commie mutant traitor as well. Enjoy!

**REFEREE:** David Harborne

---

## **SATURDAY - SEPT. 3RD**

**10:00am - 2:00pm**

**JURASSIC PARK** - Milton Bradley  
[Hasbro]

**LOCATION:** Pacific Room, Table 9

**PLAYERS:** 2 - 5

**TYPE/GENRE:** Boardgame/Prehistoric

**TITLE:** ●Dinosaurs in the Park!●

**SCENARIO:** Game about dinosaurs in Jurassic Park. Suitable for players 10 years of age and up.

**REFEREE:** Candace Jonasson

---

**10:00am - 6:00pm**

**NAPOLEON'S BATTLES** - Avalon Hill

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 4 - 10

**TYPE/GENRE:** Miniatures/Historical

**TITLE:** ●1809 Crisis on the Danube●

**SCENARIO:** Napoleon is on the run back from Spain to defend his French/Austrian frontier. Will the White Horde invade? Join the battles!

**REFEREE:** Herman Schouten

---

**10:00am - 6:00pm**

**BATTLETECH** - F.A.S.A.

**LOCATION:** Penthouse Room, Table 1

**PLAYERS:** 5 - 20

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ●The Hunt●

**SCENARIO:** Play a Clan Mechwarrior! One of ten involved in tracking down and destroying an irritating group of Inner Sphere Mechs.

**REFEREE:** Kelly Whelan-Enns

---

**10:00am - 2:00am** (Runs Sporadically)

**MEGA - Home Made Special**

**LOCATION:** Atlantic Open Game Room

**PLAYERS:** 3 - ∞

**TYPE/GENRE:** RPG/Superheroes

**TITLE:** ●MEGA III●

**SCENARIO:** If you have a favourite Hero or Villain chances are you'll find them in MEGA. All that's needed to play this game is one die six and a sense of humour. No previous gaming experience needed. Come out and see how your favourite character does in a battle against all others!! Players need only 1D6 to play.

**REFEREE:** Shane Barratt

---

**6:00pm - 10:00pm**

**EARTH DAWN - F.A.S.A.**

**LOCATION:** Penthouse Room, Table 6

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/High Fantasy

**TITLE:** ●The Great Bell of Ar'gmoth●

**SCENARIO:** A nice fellow with big scales and wings has found a scroll detailing the location of the Mighty Bell of Ar'gmoth and makes you an offer you can't refuse. Adventure, mystery, and glory await you in the lost city of Parlanth.

**REFEREE:** Travis Eneix - Back Stage Press

---

**6:00pm - 10:00pm**

**THEATRIX** - Back Stage Press

**LOCATION:** Penthouse Room, Table 5

**PLAYERS:** 3 - 6

**TYPE/GENRE:** RPG/Four Colour Superhero

**TITLE:** ●The Nefarious Dr. Nefarious●

**SCENARIO:** The city is under siege by the very spawn of the underworld. Things look bleak, there may be no way out... Fortunately, our heroes are taking their hard earned vacation in the Bahamas. Unfortunately, the world's most vicious criminal mind

has taken his henchpeople on a tropical vacation as well. All not happy in sunshineland.

**REFEREES:** Anthony Gallela & Travis Eneix  
-Game Designers

**6:00pm - 2:00am**

**STORMBRINGER – Chaosium**

**LOCATION:** Penthouse Room, Table 1

**PLAYERS:** 3 - 5

**TYPE/GENRE:** RPG/Dark Fantasy

**TITLE:** ●Arioch's Faithful Slaves●

**SCENARIO:** Arioch from time to time has taken an acute interest in the affairs of his favourite slaves - his Agents of Chaos. Upon those who serve him well he is known to shower many gifts and privileges. A great quest is nearing completion, and Arioch himself has all but held your hands in these last few encounters. You can be the party that completes this legendary quest, and see first hand the great love that the Lord of Swords keeps for his most special servants. You taste the bitter fruit of betrayal as your chosen Patron loses all interest in you the instant your Quest is complete. You can try to escape from a place so foul that you would have died many times just entering had not Arioch intervened on your behalf again and again. You can find out just how effective Arioch had been in concealing your presence when he no longer finds you of interest. You can raise your fists to the temperamental Gods of Chaos, the bile in your throat, and a sour curse exhaled like a venom into the frosty night. Know the thrill of the hunted, and maybe, just maybe, you might know the sweet vengeance of an escape that spites the forsaking Gods above...

**REFEREE:** Dan van de Laar

**10:00pm - 2:00am**

**CIRCUS IMPERIUM – F.A.S.A.**

**LOCATION:** Baltic Room, Table 1

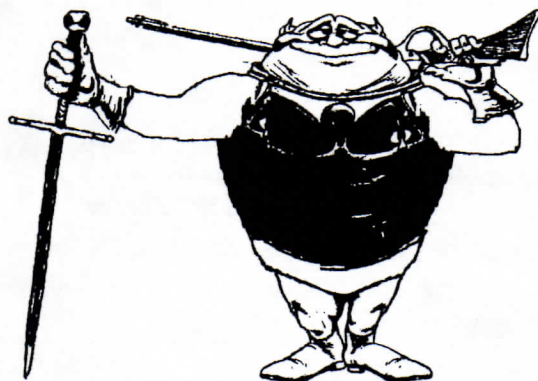
**PLAYERS:** 4 - 10

**TYPE/GENRE:** Boardgame/Fantasy

**TITLE:** ●Chariot Waste & Haste●

**SCENARIO:** Anti-grav chariots pulled by snarling, ravenously carnivorous beasts careen around the track, while drivers struggle for control of their chariots. Come and kill or be killed to win this fast paced game, or just come along and chant as one of the 'Boys in the Bend' who want nothing more than to see you eaten alive by your own hungry beasts!

**REFEREE:** David Harborne



**SUNDAY – SEPT. 4TH:**

**10:00am - 5:30pm & 8:00pm - 2:00am**

**MEGA – Home Made Special**

**LOCATION:** Atlantic Open Game Room

**PLAYERS:** 3 - ∞

**TYPE/GENRE:** RPG/Superheroes

**TITLE:** ●MEGA III●

**SCENARIO:** If you have a favourite Hero or Villain chances are you'll find them in MEGA. All that's needed to play this game is one die six and a sense of humour. No previous gaming experience needed. Come out and see how your favourite character does in a battle against all others!! Players need only 1D6 to play.

**REFEREE:** Shane Barratt



---

**10:00am - 5:30pm**

**STARWARS – West End Games**

**LOCATION:** Boardwalk Room Area, Table 1

**PLAYERS:** 4-6

**TYPE/GENRE:** RPG/SciFi

**TITLE:**

● **New Republic Episode 15: Resurrection of Evil** ●

**SCENARIO:** Join in the fight as the New Republic and the Galactic Empire once again duke it out for control of the galaxy, as an old evil once again rises from the ashes to lead the empire. Who is this new leader? Play to find out!

**REFEREE:** Dallas Hollett

Representing Dufferin Game Room

---

**10:00am - 5:30pm**

**STING RAY – Home Made Special**

**LOCATION:** Pacific Room, Table 7

**PLAYERS:** 2-6

**TYPE/GENRE:** Miniatures/Modern

**TITLE:** ● **Submarine Combat** ●

**SCENARIO:** Play a Game based on the Gerry Anderson TV show, STINGRAY! Submarine combat, fast and simple rules, all Subs, terror fish Subs and explosive destruction provided!

**REFEREE:** Stan Olson

---

**10:00am - 5:30pm**

**TRAVELLER NEW ERA/**  
**BRILLIANT LANCES**

– Game Design Workshop

**LOCATION:** Pacific Room, Table 9

**PLAYERS:** 4-10

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ● **Convoy Intercept** ●

**SCENARIO:** Become a member of the crew of a starship. Its objective is to defend or destroy a ship convoy. Good luck!

**REFEREE:** Herman Shouten

---

**2:00pm - 5:30pm**

**EARTHDAWN – F.A.S.A.**

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 3-6

**TYPE/GENRE:** RPG/High Fantasy

**TITLE:** ● **Political Horrors** ●

**SCENARIO:** Monsters, magic, magistrates in a battle of the mind and body. The Horror threaten to rule with a bloody fist. Wits and wisdom will win the day. Do our heroes have it in them?

**REFEREE:** Anthony Gallela

Representing Back Stage Press

---

**2:00pm - 5:30pm**

**THEATRIX – Back Stage Press**

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 3-6

**TYPE/GENRE:** RPG/Ancient China

**TITLE:** ● **The Far Reaching Jade Amulet** ●

**SCENARIO:** A Hero's adventure of the Far East. Magic, political intrigue, mystical combat, it all awaits you.

**REFEREES:** Anthony Gallela & Travis Eneix

-Game Designers

---

**2:00pm - 5:30pm**

**TOON – Steve Jackson Games**

**LOCATION:** Penthouse Room, Table 3

**PLAYERS:** 3-6

**TYPE/GENRE:** RPG/Cartoon

**TITLE:** ● **Bek to der Fyucher** ●

**SCENARIO:** Welcome to cartoon land. A place where you can roleplay your favourite cartoon heroes and heroines. In this episode of TOON, game creator Greg Costikyan involves players/cartoon figures in a desperate journey through time to save Earth from being destroyed by the Cosmic GLOOMP... Oh, did I mention that cartoon characters, as on TV, are indestructible. Light heartedness and hearty laughter is expected in this game.

**REFEREE:** GREG COSTIKYAN -Game Designer

---

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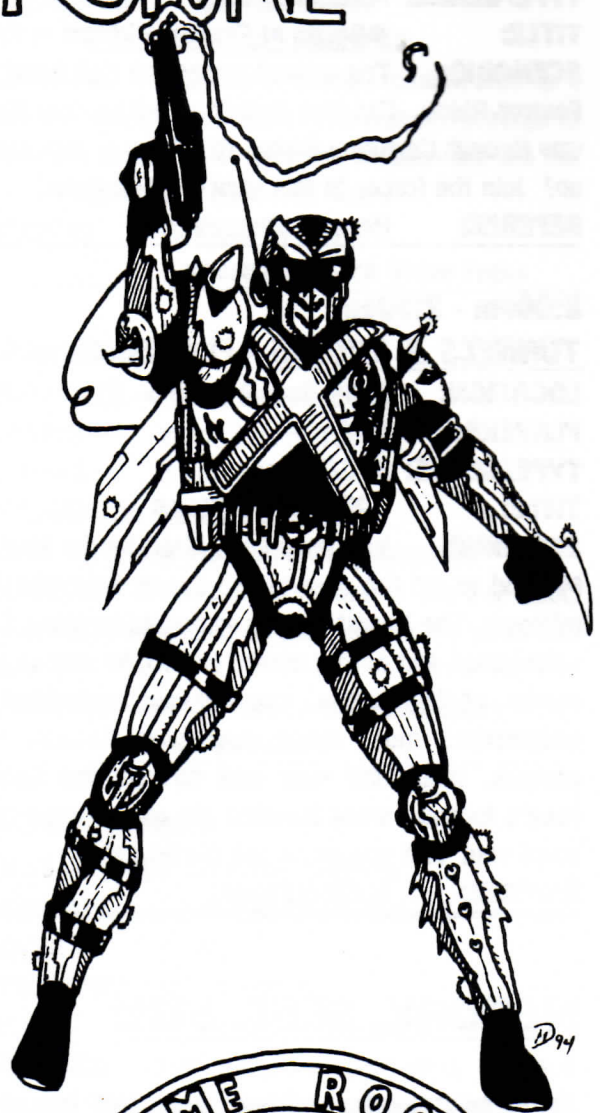
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8:00pm - 2:00am

**RENEGADE LEGION/CENTURION**

- F.A.S.A.

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 4 - 10

**TYPE/GENRE:** Miniatures/SciFi

**TITLE:** ●Battle at Foxtrot Ridge●

**SCENARIO:** Toz ground forces are tied down on Foxtrot Ridge. Can Toz Anti Grav A.F.V. fight their way through Centurion Forces to relieve or pick them up? Join the forces in this very exciting game!

**REFEREE:** Herman Shouten

---

8:00pm - 2:00am

**TUNNELS & TROLLS - Flying Buffalo**

**LOCATION:** Baltic Room, Table 3

**PLAYERS:** 4 - 8

**TYPE/GENRE:** RPG/Fantasy

**TITLE:** ●The Bandit King●

**SCENARIO:** You have been hired by the king of Midland to rid the area of the Bandit King and his minions. The Bandit King is protected by many fine swordsmen and even a wizard or two, as well as the dangers of the caverns. You and your hardy band of adventurers must make your way through the caverns, then fight your way through the Bandit King's fortress while avoiding the clever traps that await you! Are you up for the challenge?

**REFEREE:** Michael Phillips

---

**MONDAY, SEPT. 5TH:**

☺ After 8:00pm Sept 4th, all gaming rooms will be closed, except Florida Room Area. Florida room will be opened up and used as Open Games Space until 3:00pm Monday Sept 5th.

☺ Please note that GAMES WORKSHOP will be running a few demos in this space. Gamers who participate in Games Workshop

demos and tournaments will be able to vote for the games to be played on Monday.

☺ Game Referees should post their games on the Open Games Board at Games Registration.



# TOURNAMENT GAMES

## THURSDAY - SEPT 1ST:

2:00pm - 10:00pm

### CYBERPUNK 2020 - R.Talsorian Games

**LOCATION:** Baltic Room, Table 3

**PLAYERS:** 3 - 18 (form a team of six)

**TYPE/GENRE:** RPG/SciFi CyberPunk

**DIFFICULTY:** Novice

**FEE:** \$ 2.00

**PRIZES:** 1st Place Prize

• Guide to the Net

• Listen Up...

• Cybersheets -records

2nd Place Prize

•Cybersheets -records

**TITLE:** ●Where there is a Will...● (DAY 1)

**SCENARIO:** It has been a real lean season up till now. However, it looks like your luck is about to change. Some crazy old man has decided that you and your company would be most deserving of his inheritance, enough to buy a small country. This is the best news that you have heard since the end of the war. He will be meeting with you tonight to finalize things.

**REFEREE:** John Enzinas

---

2:00pm - 10:00pm

### MAGIC, THE GATHERING (Intermediate)

- Wizards of the Coast

**LOCATION:** Penthouse Room, Tables 4-11

**PLAYERS:** 32 - 64

**TYPE/GENRE:** Cardgame/Fantasy

**DIFFICULTY:** Intermediate  
(familiarity with rules needed)

**FEE:** \$15.00 for the purchase of a Revised, Starter Deck. You may bring your own

unopened Starter Deck. You will use this deck in play. No other cards will be used.

**PRIZES:** Grand Magician Award

• Box of Revised Booster cards

**TITLE:** ●The INTERMEDIATE Match●

(DAY 1)

**NOTES:** Players will be randomly assigned to a table of 4 players. Decks will be unsealed, cut for ante and play will begin. This will ensure an equally good chance of any player winning. One winner from each table will advance to next round. Players must have a good basic knowledge of the game.

**REFEREE:** Bill Avery

---

2:00pm - 6:00pm

6:00pm - 10:00pm

### SHADOWRUN 2ND ED - F.A.S.A.

**LOCATION:** Boardwalk Room Area, Tables 8-9

**PLAYERS:** 4 Teams of 4 players each.

Players who do not form their own teams will be place in a team.

**TYPE/GENRE:** RPG/SciFi - CyberPunk

**DIFFICULTY:** Intermediate

(Some experience needed)

**FEE:** \$2.00

**PRIZES:** Best Team Performance

• Shadowrun 2nd Ed GM Screen

• Never Deal With a Dragon PB

• \$44 of FASA Award certificates

• Shadowrun 2nd Ed Rulebook SC

2nd Place Performance

• \$22 of FASA Award certificates

**TITLE:** ●Piece on Earth,

Through Superior Fire Power!●

(DAY 1)

**SCENARIO:** Mr.Johnson hires you for a run against Knight Errant Security and provides you with a map of the building and passcodes for Knight Errants matrix security. No problem. Too bad your decker calls in sick an hour before the run... (Bring your D6)

**REFEREES:** Richard Little Brian Myhre  
TBA - Head Referee

---



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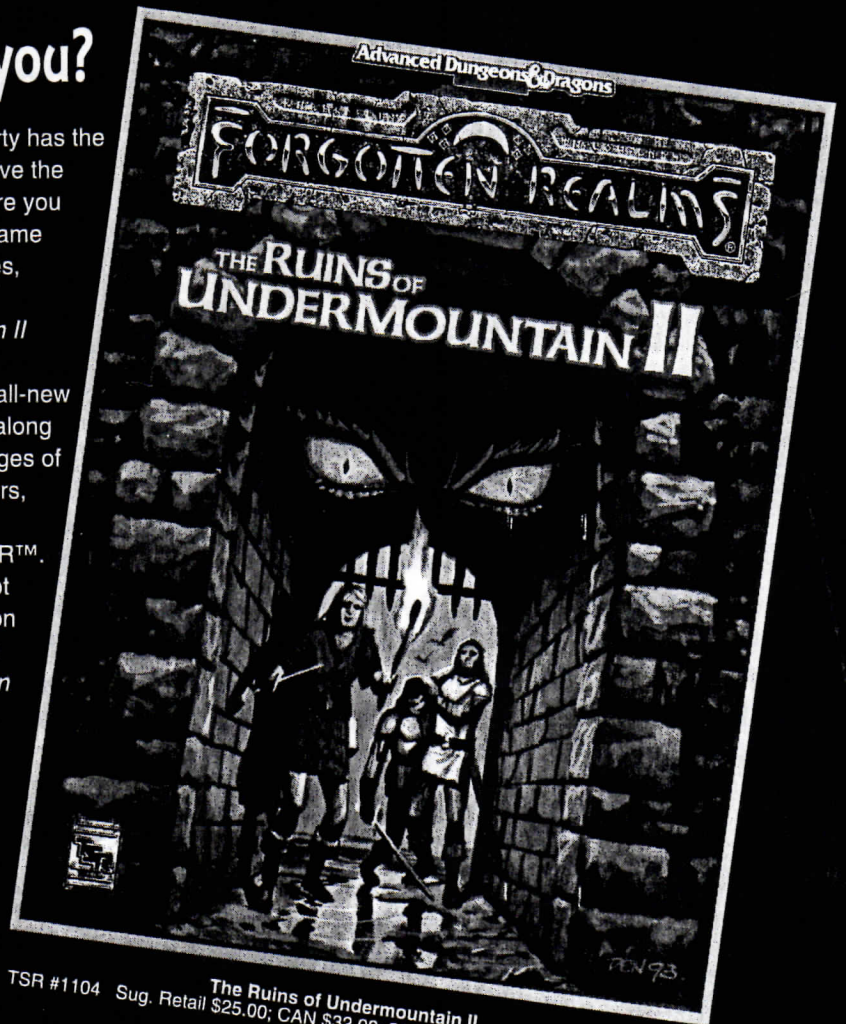
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6:00pm - 10:00pm

**PRIME DIRECTIVE – Task Force**

**LOCATION:** Baltic Room, Table 4  
**PLAYERS:** 3 - 8  
**TYPE/GENRE:** Boardgame/Fantasy  
**DIFFICULTY:** Novice: [This is a demo/tourney to teach you how to play the game, but since it is a tourney, it requires some roleplaying experience.]  
**FEE:** \$1.00  
**PRIZES:** Best Roleplayer:  
Prime Directive RPG  
PD Game Screen  
**TITLE:** ●The Prime Directive●  
**SCENARIO:** TBA  
**REFEREE:** Dave Malinski

---

10:00pm - 2:00am

**TALISMAN 3RD ED – Games Workshop**

**LOCATION:** Manitoba Room, Table 3  
**PLAYERS:** 3 - 11  
**TYPE/GENRE:** Boardgame/Fantasy  
**DIFFICULTY:** Novice - Intermediate  
**FEE:** \$2.00  
**PRIZES:** TBA  
**TITLE:** ●Talisman Tourney●  
**SCENARIO:** Single game, winner takes all. #rd edition rules, figures and everything provided; characters chosen as per rules.  
The Crown of Command is your goal in the new edition of the most popular fantasy board game of all time! Pick your character and start your quest, but beware of magical attacks, monsters, and other dangers in your path (not to mention other players!).  
**REFEREE:** Tim Huckelbery  
Representing Games Workshop

---

**FRIDAY – SEPT. 2ND:**

10:00am - 2:00pm [slot 5]

2:00pm - 6:00pm [slot 6]

6:00pm - 10:00pm [slot 7]

**ADVANCED DUNGEONS & DRAGONS**

**2ND ED – T.S.R.**

**LOCATION:** Boardwalk Room Area,  
Tables 1, 5-9  
**PLAYERS:** 16 - 96 (Players should form their own teams of 4 players, and sign-up as a team at the games registration area. Players who do not have teammates will be placed into a team, constructed by those players. This is a team competition, so chose your teammates carefully.  
**TYPE/GENRE:** RPG/Fantasy  
**DIFFICULTY:** Intermediate - Advanced  
[Players should have a good understanding the 2nd edition rules, be mature enough to work together as a team, and able to do some excellent roleplaying.]  
**FEE:** \$5.00  
**PRIZES:** 1st Place: Master Adventurers  
[For each player]:  
• Ravenloft Box Set, Revised  
• 2 Ravenloft adventures  
• Planescape Box Set  
• Planescape Monstrous Manual  
• Council of Wyrms Box Set  
• Salvatore Hardcover Trilogy  
2nd Place: Successors  
• 1 Year Subscription to Dragon  
**TITLE:** ●A Dragon's Tale● (DAY 1)  
**SCENARIO:** An epic tale of a knights quest to find his lost heritage. Does the seer frozen in time in the ruined city actually hold the key to finding the royal ring, sceptre and sword that will declare the knight the rightful king of a lost kingdom. Only by finding the four mystic gems scattered across the realm that will free the seer from his eternal slumber will this answer be known. What does the quest hold for the knight and his companions; a noble reward or an

unhonourable demise.

**NOTES:**

Players will be able to select from several characters in which to roleplay. Each team will play once on Friday. Teams scoring 75% of the total possible points in the first day (or the top 4 scoring teams; whatever is higher) advance to the 'A' Side on Saturday. Teams that do not make this category drop to 'B' Side. On Saturday everyone plays once again. Those on 'A-Side' will compete for the Grand Prize and others will compete for the Second Place Prize. Those who do not take first place on 'A' Side drop to 'B' Side and qualify for the Second Place.

**REFEREE:** Mark Gnoinski & Darren Lodge  
-Head referees

Ray Bacala, Chris Corkcery, Jamie Koehler, Brian Mitchell, Brian Myhre, Chris Reddy, Lincoln Russell, Marcus Steeds, Doug Thompson.

10:00am - 2:00am [slot 5]

2:00pm - 6:00pm [slot 6]

10:00pm - 2:00am [slot 8]

**BATTLETECH (Lance) - F.A.S.A.**

**LOCATION:**

Slot 5: Penthouse Room, Table 2  
Manitoba Room, Table 3

Slot 6: Penthouse Room, Table 1  
Manitoba Room, Table 3  
Pacific Room, Table 9

Slot 8: Manitoba Room, Table 1  
Pacific Room, Table 9

**PLAYERS:** 16-40 (Players should form their own teams of 4 players, and sign-up as a team at the games registration area. This is a lance/team competition, so chose your teammates carefully. Max 20 Teams.)

**TYPE/GENRE:** Miniatures/SciFi

**DIFFICULTY:** Intermediate - Advanced  
(Players should have a good understanding BattleTech rules, and be mature enough to work together as a team.)

**FEE:** \$2.00

**PRIZES:** 1st Place Lance Award:

• Miniatures:

Pursuit Lance Light Lance  
Recon Lance Medium Lance

2nd Place Lance Award:

• 4 BattleTech Novels

Best Painted Lance Award:

• Reinforcements II

**TITLE:**

• **LANCE Tourney:**

**"Operation: Puzzle Pieces" •**

**SCENARIO:** The year is 3025, and your unit has received information concerning the location a Star League Cache. You must travel in great secrecy with a small strike force to attempt to locate the cache. Pieces of the information you need to locate the cache are located in several different locations.

As you enter the system, your sensors find several other ships already here! This is now a race against time. With your lance, can you put the pieces of the puzzle together in time, and escape with your unit intact?

**NOTES:** Entries are to be teams of 4, comprised of 3025 mechs (no variants) weighing in at 225 tons or less. Entrants without a team will be assembled into lances at random. Team players are to provide their own miniatures. There will be an award for the best lance paint scheme, but entrants must be painted as a lance.

In this tourney, your lance must recon and battle its way through five scenarios to achieve the mission objective and claim the prize.

**REFEREE:** Craig Shaw -(Head Referee)

Doug Kemp Darren Kotyluck  
Michael Phillips Kelly Whelan-Enns

10:00am - 2:00pm [slot 5]

6:00pm - 10:00pm [slot 7]

10:00pm - 2:00am [slot 8]

**MAGIC, THE GATHERING [Intermediate]**

- **Wizards of the Coast**

**LOCATION:**

Slot 5: Pacific Room, Table 2-8



Slot 7: Penthouse Room, Table 5-8

Slot 8: Penthouse Room, Table 5

**TITLE:** ●The INTERMEDIATE Match● (DAY 2)

<CONTINUED from THURSDAY>

**REFEREE:** Bill Avery

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**10:00am - 2:00am** (yes, this is 16 hours)

**G.U.R.P.S. ✦ SUPERS – Steve Jackson**

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 6

**TYPE/GENRE:** RPG/Superheroes

**DIFFICULTY:** Novice - Intermediate

[No knowledge of the GURPS system is needed. However, all players should be mature, experienced roleplayers willing to put their best efforts into creating a memorable role. Take special note that this game requires the entire day. No teens please.]

**FEE:** \$2

**PRIZES:** *Super GURP Award:*

- \$20 Award Certificate
- GURPS Basic Set
- GURPS Fantasy

**TITLE:** ●Comet Kids●

**SCENARIO:** Live an entire lifetime in a single day! Experience the perks and pitfalls of being super-human. Discover the value of lifelong friendship and the price of unswerving loyalty. From the roaring 20's to the raucous 80's, Comet Kids follows the lives of the first 6 superhumans to walk the face of the Earth.

**REFEREE:** Craig Russell

---

**10:00am - Saturday/Sept 3rd, 10:00pm**

**KILLER – Steve Jackson Games**

**LOCATION:** Games Registration Counter

**PLAYERS:** 10 - 30

**TYPE/GENRE:** Live Action/Gothic? Vampire?

**DIFFICULTY:** Novice

[All rules will be explained during the session. This game is based on the Steve Jackson convention game called KILLER]

**FEE:** \$1

**PRIZES:** *First Place Award:*

- \$20 Award Certificate

**TITLE:** ●KILLER: Convention Style●

**NOTES:** TBA

**REFEREE:** Mike McKinnon

---

**10:00am - 6:00pm**

**JYHAD – Wizards of the Coast**

**LOCATION:** Penthouse Room, Table 3-11+

**PLAYERS:** 16 - 68

**TYPE/GENRE:** Cardgame/Vampire, Masquerade

**DIFFICULTY:** Novice - Intermediate

[Players must have participated in a demonstration of the game at the Wizards of the Coast Booth in the convention centre dealers room, or have played the game before. Rules will not be re-explained to players.]

**FEE:** \$5

**PRIZES:** *First Place Award:*

- Box of Jyhad Cards!

**TITLE:** ●JYHAD PlayTest Tournament●

**NOTES:** Help shape the face of how the Duelist Convocation runs Jyhad. Play in the world's first Officially Sanctioned Wizards of the Coast Jyhad tournament PlayTest! Join the intrigue, the lust, and the betrayal of the War of the Kindred!

**REFEREES:** STEVE BISHOP

-(Head of Duelist Convocation)  
and many other representatives of  
Wizards of the Coast.

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**2:00pm - 6:00pm**

**CYBERPUNK 2020 – R.Talsorian Games**

**LOCATION:** Baltic Room, Table 1

**TITLE:** ●Where there is a Will...● (DAY2)

<CONTINUED from THURSDAY>

**REFEREE:** John Enzinas

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4:00pm - 8:00pm

**STAR FLEET BATTLES** [Commanders]

- Task Force

**LOCATION:** Pacific Room, Table 1-8

**PLAYERS:** 8 - 32

**TYPE/GENRE:** Strategy/SciFi

**DIFFICULTY:** Advanced

[Experience is necessary to play

in this tournament. Players should have a good understanding the rules, and be able to recognize the pros and cons of piloting certain types of ships.]

**FEE:** \$3.00

**PRIZES:** Grand Fleet Commander Award:

- Trophy
- Name entered in Captain's Log
- SFB Basic Set of Rules
- Captain's Log #15
- Module XI
- New SFB miniatures.

2nd Place Commander's Award:

- Copy of the SFB Basic Set

**TITLE:** ● S.F.B. 'COMMANDER's' Tourney ●

[DAY 1]

**SCENARIO:** A tournament for experienced players and not the faint of heart. Rules are from 'Module T' and from the Captain's Rulebook. A grand fleet battle (for eliminated players) is planned as a consolation round.

**REFEREE:** Dave Malinski -[Head Referee]  
Victor Moreira Walter Chan  
Mike Major

6:00pm - 10:00pm

**BATTLETECH** [Solaris 7] - F.A.S.A.

**LOCATION:** Manitoba Room, Tables 1-3

**PLAYERS:** 20 - 32 Players

**TYPE/GENRE:** Miniatures/SciFi

**DIFFICULTY:** Intermediate - Advanced

(Some experience needed)

**FEE:** \$3.00

**PRIZES:** 1st Place: Soul Survivor Award

- BattleTech Recognition Cards
  - Mercenary's Handbook 3055
- 2nd Place: Final Adversary
- BattleTech Novels

**TITLE:**

● Solaris VII: ShootOut '52

[DAY 1]

**SCENARIO:** Come join the fray and battle free-for-all against tons of metal killing machines. Be the triumphant mechwarrrior to inlatalate all other mech on the fields of Solaris 7! Bring your own stats on any non-variant INNER SPHERE Mech from the BattleTech 3050 manual up to 80 Tons. [Miniatures highly recomended].

**NOTES:** Players should bring their own non-variant Inner Sphere mech from the 3050 tech manual up to and including 80 tons. (T3 computers, beagle probes, ecm's and arrow4/tag system not allowed) - Strongly urge players to bring own miniatures (lead or cardboard) identical to the mech they use. Players without mechs will be given them for use in the tournament.

**REFEREES:** Darren Kotyluk - Head Referee  
Craig Shaw Michael Phillips  
Doug Kemp Kelly Whelan-Enns

6:00pm - 10:00pm

**SHADOWRUN 2ND ED - F.A.S.A.**

**LOCATION:** Baltic Room, Table 1  
Penthouse Room, Table 11

**TITLE:**

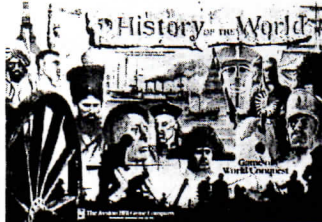
● Piece on Earth,  
Through Superior Fire Power! ●

[DAY 2]

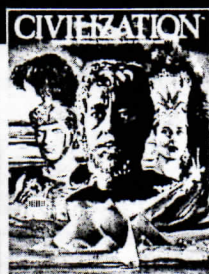
<CONTINUED from THURSDAY>

**REFEREES:** Terry Romanyshyn  
-Head Referee  
Richard Little Brian Myhre

# Take the Hill ! It's Avalon Hill's Top 10 Military Strategy Games!



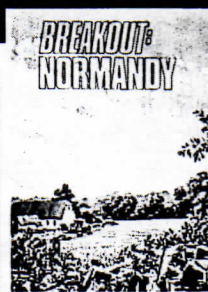
**HISTORY OF THE WORLD #893**  
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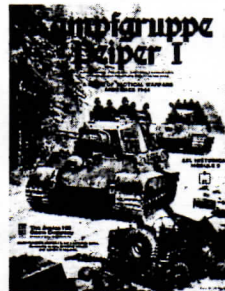
**ADVANCED SQUAD LEADER #870** The complete set of rules for wargaming's most successful game system. Required for all ASL game modules. \$49.95.



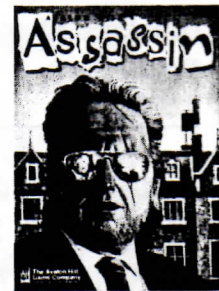
**DELUXE RUNEQUEST #8570** Our best-selling fantasy role-playing game, now in a new perfect-bound format. \$25.95.



**D-DAY #733** Part of the Smithsonian series of historical games, this corps level strategic simulation uses chess-like moves and only two pages of rules to simulate the D-Day landings and battles. \$21.00.

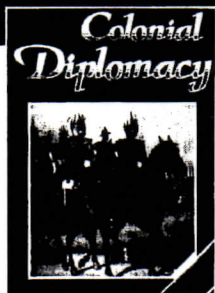


**KAMPFGRUPPE PEIPER I #8236** The second ASL historical module deals with desperate fighting between US and German SS forces around the village of Stoumont, Belgium, during the Battle of the Bulge. Includes new rules, counters, and map sheets. \$35.00.



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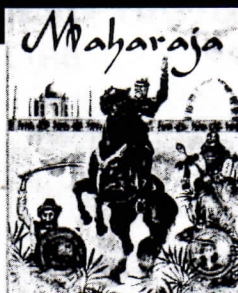
## New from the Hill!



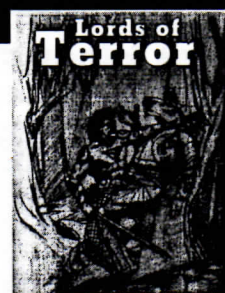
**COLONIAL DIPLOMACY #8192** A stand-alone game using the highly-popular Diplomacy system, covering territorial expansion and colonialism from 1855 to 1905. Re-create the Opium Wars, Crimean War, and other conflicts, right up to the Russo-Japanese war of 1905. \$55.00.



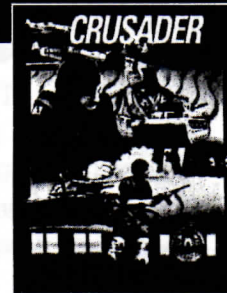
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**OPERATION CRUSADER (IBM PC) #4010154** Atomic Games and Avalon Hill have combined forces to give you the hottest new war game of the year! This battalion-level simulation of the North African campaigns gives you realism and speedy play, the first of our World at War series. Careful management of supplies and air power are as important as daring maneuver and composition of forces. \$69.95.



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**6:00pm - 2:00am**

**CHAMPIONS - I.C.E.**

**LOCATION:** Penthouse Room, Table 9  
**PLAYERS:** 4-8  
**TYPE/GENRE:** RPG/Super Heroes  
**DIFFICULTY:** Novice - Intermediate  
**FEES:** \$2  
**PRIZES:** Greatest ConAdian Hero  
- Champions Corporations SB

**TITLE:** ● Captain ConAdian Wants You! ●  
(DAY 1)

**SCENARIO:** Come roleplay four-color heroes, and discover what mysteries lie below the city. Action and adventure await those who accept the challenge.

**REFEREE:** Steve Porter

**6:00pm - 2:00am**

**TUNNELS & TROLLS - Flying Buffalo**

**LOCATION:** Baltic Room, Table 3  
Penthouse Room, Table 3  
**PLAYERS:** Team of 4-8 players.  
Max of 2 teams.  
**TYPE/GENRE:** RPG/Fantasy-SciFi  
**DIFFICULTY:** Novice - Intermediate  
**FEES:** \$2  
**PRIZES:** TBA

**TITLE:** ● Tunnels & Trolls Burrito ●

**SCENARIO:** Take a 100 kilos of warm, soft, and ooh, ever so squishy, flesh. Toss in a Vulcan Mini-gun (with a modified rate of fire of just over 6000 rounds a minute). Tip the massive 7.62 mm rounds with depleted uranium. Throw in a Zinc Cardex Toe Tag. Coat excessively in the Hottest Southern Napalm Sauce. Wrap lovingly in a Black, Nylon body bag. Heat and serve.

See all of this and more at the Tunnels and Trolls, Mercenaries, Spies and Private Eyes, Pan-Dimensional, for the love of

God!, Caveat Emptor, etc., etc., gaming tournament. -Bueno appetito.

**NOTES:** The two teams in this event will compete for the opportunity to join the T&T / Mercenaries, Spies, and Private Eyes Combo Final. This will be a blast. Players should register for either the T&T or the MSPE event, not both.

**REFEREES:** Carlos James & Bob Baxter  
-Head Referees  
Rolland Kerr Rick Dyck

**SATURDAY - SEPT. 3RD**

**10:00am - 2:00pm** [slot 9]

**4:00pm - 8:00pm** [slot 10 & 11]

**STAR FLEET BATTLES (Commanders)**  
- Task Force

**LOCATION:** Pacific Room, Table 1-8

**TITLE:** ● S.F.B. 'COMMANDER's' Tourney ●  
(DAY 2)

<CONTUNUED from FRIDAY>

**REFEREE:** Dave Malinski - (Head Referee)  
Victor Moreira Walter Chan  
Mike Major

**10:00am - 2:00am** [Yes, that is 16 hours]

**BATTLETECH (Solaris 7) - F.A.S.A.**

**LOCATION:** Manitoba Room, Tables 1-3

**TITLE:** ● Solaris VII: ShootOut '52 ●  
(DAY 2)

<CONTINUED from FRIDAY>

**REFEREES:** Darren Kotyluk - Head Referee  
Craig Shaw Michael Phillips  
DougKemp Kelly Whelan-Enns

**10:00am - 6:00pm**

**MAGIC, THE GATHERING (Advanced)**

**- Wizards of the Coast**

**LOCATION:** Penthouse Room, Table 3-11+

**PLAYERS:** 16 - 68

**TYPE/GENRE:** Cardgame/Fantasy

**DIFFICULTY:** Advanced

(Players should have experience in playing Magic. Players must bring their own DECKS of cards, and play with the cards that they believe will win the tournament. Rules will not be explained to players.)

**FEE:** \$5

**PRIZES:** First Place Award:

• Box of Magic Booster Packs!

**TITLE:** ● Magic the Gathering, ADVANCED  
'Sanctioned' Tournament ●

**NOTES:** This event is an Official Wizards of the Coast sanctioned, Duelist Convocation refereed Magic the Gathering tournament. The Head of the Convocation, Steve Bishop, will be personally overseeing this event. Duelist members may receive rank points. Don't miss out!

**REFEREES:** STEVE BISHOP -Head Referee

**2:00pm - 6:00pm**

**BLOOD BOWL - Games Workshop**

**LOCATION:** Penthouse Room, Table 2

**PLAYERS:** 2 - ∞

**TYPE/GENRE:** Miniatures/SciFi

**DIFFICULTY:** Advanced

**FEE:** \$3

**PRIZES:** TBA

**TITLE:** ● Blood Bowl  
(Super Bowl) Challenge ●

**NOTES:** Single elimination, 3rd edition rules, basic teams only (no star players), total cost per team must be the same as basic Orc/Human teams in box set (plus costs of team

rerolls and fan factor). Basic Blood Bowl and Death Zone rules used; all figures must be painted. PLayers should come with everything (including a copy of the basic game) in order to play.

**REFEREES:** TIM HUCKELBERY

-Games Workshop Rep

**10:00am - 2:00pm**

**CYBERPUNK 2020 - R.Talsorian Games**

**LOCATION:** Baltic Room, Table 1

**TITLE:** ● Where there is a Will... ● (DAY 3)  
<CONTINUED from FRIDAY>

**REFEREE:** John Enzinas

**2:00pm - 10:00pm**

**MERCENARIES, SPIES, & PRIVATE**

**EYES - Flying Buffalo**

**LOCATION:** Baltic Room, Table 3  
Pacific Room, Table 9

**PLAYERS:** Team of 4-8 players.  
Max of 2 teams.

**TYPE/GENRE:** RPG/Fantasy-SciFi

**DIFFICULTY:** Novice - Intermediate

**FEES:** \$2

**PRIZES:** TBA

**TITLE:** ● MSPE Burrito ●

**SCENARIO:** Take a 100 kilos of warm, soft, and ooh, ever so squishy, flesh. Toss in a Vulcan Mini-gun (with a modified rate of fire of just over 6000 rounds a minute). Tip the massive 7.62 mm rounds with depleted uranium. Throw in a Zinc Cardex Toe Tag. Coat excessively in the Hottest Southern Napalm Sauce. Wrap lovingly in a Black, Nylon body bag. Heat and serve.

See all of this and more at the Tunnels and Trolls, Mercenaries, Spies and Private Eyes, Pan-Dimensional, for the love of God!, Caveat Emptor, etc., etc., gaming

tournament. -Bueno appetito.

**NOTES:** The two teams in this event will compete for the opportunity to join the T&T / Mercenaries, Spies, and Private Eyes Combo Final. This will be a blast. Players should register for either the T&T or the MSPE event, not both.

**REFEREES:** Carlos James & Bob Baxter  
-Head Referees  
Rolland Kerr Rick Dyck

---

**2:00pm - 10:00pm**

**CIVILIZATION - Avalon Hill**

**LOCATION:** Baltic Room, Table 2

**PLAYERS:** 4 - 8

**TYPE/GENRE:** Boardgame/Historical

**DIFFICULTY:** Intermediate

(Players should have some experience with the game, or attended the Civilization Demo during the CON.)

**FEES:** \$1

**PRIZES:** TBA

**TITLE:** ●The Rise of Civilization●

**SCENARIO:** Do you have what it takes to develop your civilization to be the best in the game? If so, come on down and take over the world! Room is limited, so come early.

---

**2:00pm - 10:00pm**

**RIFTS -Palladium**

**LOCATION:** Baltic Room, Table 1

**PLAYERS:** 5 - 8

**TYPE/GENRE:** RPG/Fantasy-SciFi

**DIFFICULTY:** Novice - Intermediate

**FEES:** \$2

**PRIZES:** Best Player-Character Award  
• Rifts RPG Rulebook

**TITLE:** ●Portal of Evil Dreams●

**SCENARIO:** After Rama-Set's failed attempt at

destroying the world with the four horsemen, he now seeks to re-open a portal to unleash something more terrible... but what? As an adventurer, you must seek 7 shards and the portal to stop this new terror. If you fail, your world is doomed! Or perhaps it will be the end to the megaverse itself!!! So stand bravely and prepare for the fight of your life.

**REFEREES:** Mike Neufeld & Dean Duncan

---

**4:00pm - 8:00pm**

**STAR FLEET BATTLES (Cadets)**

**- Task Force**

**LOCATION:** Pacific Room, Table 5-8

**PLAYERS:** 4 - 16

**TYPE/GENRE:** Strategy/SciFi

**DIFFICULTY:** Novice

**FEES:** \$2

**PRIZES:** Cadet Victory Awards  
(Given to the 2 best players)  
• Cadet Training Manual

**TITLE:**

●Star Fleet Battles 'CADETS' Tournament●  
(DAY 1)

**SCENARIO:** Never played Star Fleet Battles before, but always wanted to try? Here's your chance to learn and perhaps triumph in the Cadet level of play. FIRE TORPEDOES!!!

**REFEREES:** Dave Malinski -(Head Referee)  
Victor Moreira Walter Chan  
Mike Major

---

**6:00pm - 2:00am**

**AXIS & ALLIES - Milton Bradley**

**LOCATION:** Baltic Room, Table 4

**PLAYERS:** 5 - 10

**TYPE/GENRE:** Strategy/Historical

**DIFFICULTY:** Novice - Intermediate

**FEES:** \$1

**PRIZES:** TBA

---

**TITLE:** ●Axis & Allies!!!●  
**SCENARIO:** Rules for all; worlds for many.  
Conquer the world at your leisure in this exciting  
strategic board wargame.  
**REFEREES:** Robin Whiddan

---

**6:00pm - 2:00am**  
**CHAMPIONS - I.C.E.**  
**LOCATION:** Penthouse Room, Table 7

**TITLE:** ●Captain ConAdian Wants You!●  
[DAY 2]  
<CONTINUED from FRIDAY>  
**REFEREE:** Steve Porter

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**6:00pm - 2:00am**  
**WARHAMMER 40K - Games Workshop**  
**LOCATION:** Penthouse Room, Table 2  
**PLAYERS:** 2 - ∞  
**TYPE/GENRE:** Miniatures/SciFi  
**DIFFICULTY:** Advanced  
**FEES:** \$3  
**PRIZES:** TBA  
**TITLE:** ●Games Workshop Warhammer 40k  
Tournament●

**SCENARIO:** Single elimination (or highest  
victory points scored in a match if too many  
people), all figures must be painted, 1000 points  
per side. Players should come with everything  
they need to play. All rules from basic game,  
Dark Millennium, and codexes will be in use.  
Game Master will settle disputes. Bring a copy  
of the game with you, plus your favorite terrain  
and other playing items. No upper limit on the  
numbers of players.

**REFEREE:** TIM HUCKELBERY  
- Games Workshop Rep

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## **SUNDAY - SEPT. 4TH:**

**10:00am - 5:30pm**  
**BATTLETECH - [Lance] - F.A.S.A.**  
**LOCATION:** Penthouse Room, Table 1  
**TITLE:**

●LANCE Tournney:  
"Operation: Puzzle Pieces"●  
<CONTINUED from FRIDAY> [DAY 2]  
**REFEREE:** Craig Shaw -(Head Referee)  
Doug Kemp Darren Kotyluck  
MichaelPhillips Kelly Whelan-Enns

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**10:00am - 5:30pm**  
**CAR WARS - Steve Jackson Games**  
**LOCATION:** Penthouse Room, Table 2  
**PLAYERS:** 3 - 10  
**TYPE/GENRE:** Miniatures/AutoDuel  
**DIFFICULTY:** Novice - Intermediate  
[Players should have some  
experience playing CarWars. Info gathered at the  
CarWars Demos should suffice.]  
**FEE:** \$2.00  
**PRIZES:** 1st Place Award:  
• \$20 Award Certificate  
2nd Place Award:

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Like a shimmering, dew-studded web, the Gathering Cloth captivates and entraps the evil creatures of Ravenloft. Only a few reclusive monks know the magical tapestry's might – and it is their duty to use it wisely.

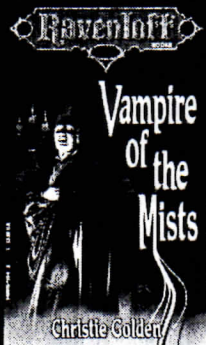
Yet the monks' hold over the tapestry is slipping. Their only hope for containing the evil is the strange youth, Jonathan. When the boy discovers his ties to the creatures of the cloth, he is torn between the horror of becoming their champion – or their doom.

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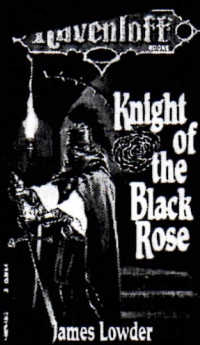
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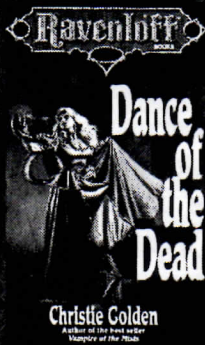
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- \$15 Award Certificate  
*Splatter Award:*
- \$10 Award Certificate

**TITLE:** ● B.L.U.D. & The Crusaders:  
Look Out Midville! ●

**SCENARIO:** Black Jesse's bike gang, the Crusaders have been beaten off twice by Midville and her citizens. Since nobody laughs at Black Jesse more than once, he's called in all his favors to make his gang beatable in a town leveling attack. "B.L.U.D. will flow down the streets of Midville!" was the only message a M.O.N.D.O. spy in Black Jesse's camp got out before she was discovered. Crusaders or Midville, who will win?

**REFEREES:** Mark Moffatt

**10:00am - 5:30pm**

**MERCENARIES, SPIES, & PRIVATE EYES / TUNNELS & TROLLS COMBO**

**- Flying Buffalo**

**LOCATION:** Pacific Room, Table 8

**TITLE:** ● T&T / MSPE Burrito Combo ●

<CONTINUED from FRI & SAT> (DAY 3)

**REFEREES:** Carlos James & Bob Baxter

-Head Referees

Rolland Kerr Rick Dyck

**10:00am - 5:30pm**

**STAR FLEET BATTLES (Cadets)**

**- Task Force**

**LOCATION:** Pacific Room, Table 6

**TITLE:**

● Star Fleet Battles 'CADETS' Tournament ●

<CONTINUED from SATURDAY> (DAY 2)

**REFEREES:** Dave Malinski -(Head Referee)

Victor Moreira Walter Chan

Mike Major

**10:00am - 5:30pm**

**STAR FLEET BATTLES (Commanders)**

**- Task Force**

**LOCATION:** Pacific Room, Table 5

**TITLE:** ● S.F.B. 'COMMANDER's' Tourney ●

<CONTINUED from FRI & SAT> (DAY 3)

**REFEREE:** Dave Malinski -(Head Referee)

Victor Moreira Walter Chan

Mike Major

**2:00pm - 5:30pm**

**CHAMPIONS - I.C.E.**

**LOCATION:** Penthouse Room, Table 7

**TITLE:** ● Captain ConAdian Wants You! ●

**REFEREE:** Steve Porter



# PLAYER'S GAME LOG

<b>TIME</b>	
<b>GAME</b>	

<b>TIME</b>	
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<b>GAME</b>	

## NOTES & MISCELLANIA

# CONADIAN GAMES PROGRAMMING MASTER EVENTS SCHEDULE

## THURSDAY - SEPTEMBER 1ST

### DEMONSTRATION GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 1 10am - 2pm	Slot 2 2pm - 6pm	Slot 3 6pm - 10pm	Slot 4 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
Advanced Squad Leader --- Avalon Hill		MANITOBA T1		
Axis & Allies --- Milton Bradley	MANITOBA T2			
BattleSuit does WarHammer 40K --- Home Made			PENTHOUSE T2	
BattleTech --- F.A.S.A.			PENTHOUSE T1	
BattleTech/BattleSpace --- FASA	MANITOBA T1			
Berzerker --- Flying Buffalo			BALTIC T1	
Car Wars --- Steve Jackson Games	MANITOBA T3			
Full Trust --- Ground Zero Games			MANITOBA T2	
Talisman 3rd Ed. --- Games Workshop		MANITOBA T3	MANITOBA T3	

RPG - ADVENTURE GAMES	Slot 1 10am - 2pm	Slot 2 2pm - 6pm	Slot 3 6pm - 10pm	Slot 4 10pm - 2am
	Castle Falkenstein -- R.Talsorian		BOARDWALK AREA T4	
Earth Dawn --- F.A.S.A.		BALTIC T2		
MEGA --- Home Made Special		ATLANTIC T1 (OPEN GAME)		
Teenagers from Outerspace --- R.Talsorian	BALTIC T1			
Theatrix --- Back Stage Press			BALTIC T2	
Vampire, The Masquerade --- White Wolf			BOARDWALK AREA T1	

### TOURNAMENT GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 1 10am - 2pm	Slot 2 2pm - 6pm	Slot 3 6pm - 10pm	Slot 4 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
Prime Directive --- Task Force Games			BALTIC T4	
Talisman 3rd Edition --- Games Workshop				MANITOBA T3

RPG - ADVENTURE GAMES	Slot 1 10am - 2pm	Slot 2 2pm - 6pm	Slot 3 6pm - 10pm	Slot 4 10pm - 2am
	CyberPunk 2020 --- R.Talsorian		BALTIC T3	
Shadowrun 2nd Edition, Day One --- FASA		BOARDWALK AREA T8-9		

OTHER GAMES	Slot 1 10am - 2pm	Slot 2 2pm - 6pm	Slot 3 6pm - 10pm	Slot 4 10pm - 2am
	MAGIC the Gathering "Intermediate" Toumey --- Wizards of the Coast		PENTHOUSE T4-11	

# FRIDAY - SEPTEMBER 2ND

## DEMONSTRATION GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 5 10am - 2pm	Slot 6 2pm - 6pm	Slot 7 6pm - 10pm	Slot 8 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
BattleTech --- FASA			PENTHOUSE T1	
Car Wars --- Steve Jackson Games	PACIFIC T1			
Civilization --- Avalon Hill			PENTHOUSE T4	
Space 1889/Soldier's Companion --- GDW	MANITOBA T1			
WarHammer Fantasy --- Games Workshop	MANITOBA T2			
WarHammer 40K --- Games Workshop		PENTHOUSE T2		
WarHammer 40K Dark Millennium --- GW			PENTHOUSE T2	

RPG - ADVENTURE GAMES	Slot 5 10am - 2pm	Slot 6 2pm - 6pm	Slot 7 6pm - 10pm	Slot 8 10pm - 2am
	Call of Cthulhu --- Chaosium			BALTIC T4
Earth Dawn --- FASA	BALTIC T1			
MEGA --- Home Made Special	ATLANTIC T1 (OPEN GAME)			
Middle Earth RPG --- I.C.E.			PENTHOUSE T10	
Over the Edge ---	BALTIC T3			
Paranoia --- West End Games				PACIFIC T6
Tales from the Floating Vagabond - Avalon Hill Games	BALTIC T4			
Teenage Mutant Ninja Turtles --- Palladium		BALTIC T4		
Theatrix --- Back Stage Press	MANITOBA T1			

## TOURNAMENT GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 5 10am - 2pm	Slot 6 2pm - 6pm	Slot 7 6pm - 10pm	Slot 8 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
BattleTech "Lance" Tourney --- FASA	PEN 1&2 / MAN 3	PAC 9, PEN 1, MAN 3		MAN 1 / PAC 9
BattleTech "Solaris 7" Tourney --- FASA			MANITOBA T1-3	
Star Fleet Battles "Commander's" Tourney --- Task Force Games		[ 4pm - 8pm ] [ PACIFIC T1-8 ]		

RPG - ADVENTURE GAMES	Slot 5 10am - 2pm	Slot 6 2pm - 6pm	Slot 7 6pm - 10pm	Slot 8 10pm - 2am
	Advanced Dungeons & Dragons Tournament Day One --- T.S.R.	BOARDWALK AREA T1, 5-9		
Champions --- I.C.E.			PENTHOUSE T9	
CyberPunk 2020 --- R.Talsorian		BALTIC T1		
Gurps - Supers --- Steve Jackson Games			BALTIC T2	
Shadowrun 2nd Ed. Day Two --- FASA			BALTIC T1 / PENTHOUSE T11	
Tunnels & Trolls --- Flying Buffalo Games			PENTHOUSE T3 & BALTIC T3	

OTHER GAMES	Slot 5 10am - 2pm	Slot 6 2pm - 6pm	Slot 7 6pm - 10pm	Slot 8 10pm - 2am
	Killer, Live Action Game --- Steve Jackson	Games Registration		
Jyhad Tournament --- Sanctioned by Wizards of the Coast	PENTHOUSE T3-11+			
MAGIC the Gathering "Intermediate" Tourney --- Wizards of the Coast	PACIFIC T2-8		PENTHOUSE T5-8	PENTHOUSE T5

# SATURDAY - SEPTEMBER 3RD

## DEMONSTRATION GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 9 10am - 2pm	Slot 10 2pm - 6pm	Slot 11 6pm - 10pm	Slot 12 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
BattleTech --- FASA	PENTHOUSE T1			
Blood Bowl --- Games Workshop	PENTHOUSE T2			
Circus Imperium				BALTIC T1
Jurassic Park --- Milton Bradley	PACIFIC T9			
Napoleon's Battle - Avalon Hill	BALTIC T4			
Star Fleet Battles "Cadet's" Demo/Tourney --- Task Force		[ 4pm - 8pm ] [ PACIFIC T5-9, T5-6 ]		

RPG - ADVENTURE GAMES	Slot 9 10am - 2pm	Slot 10 2pm - 6pm	Slot 11 6pm - 10pm	Slot 12 10pm - 2am
	Earth Dawn --- FASA			PENTHOUSE T6
MEGA --- Home Made Special	ATLANTIC T1 (OPEN GAME)			
Stormbringer --- Chaosium			PENTHOUSE T1	
Theatrix --- Back Stage Press			PENTHOUSE T5	

## TOURNAMENT GAMES

TYPE of GAME	TIME OF EVENTS			
	Slot 9 10am - 2pm	Slot 10 2pm - 6pm	Slot 11 6pm - 10pm	Slot 12 10pm - 2am
<b>BOARD - MINIATURES - STRATEGY</b>				
Axis & Allies --- Milton Bradley			BALTIC T4	
BattleTech "Solaris 7" Tourney --- FASA	MANITOBA T1-3			
Blood Bowl --- Games Workshop		PENTHOUSE T2		
Civilization --- Avalon Hill		BALTIC T2		
Star Fleet Battles "Cadet's" Demo/Tourney --- Task Force		[ 4pm - 6pm // 6pm - 8pm ] [ PACIFIC T5-8 // PACIFIC T7-8 ]		
Star Fleet Battles "Commander's" Tourney --- Task Force	PACIFIC T1-8	[ 4pm - 6pm // 6pm - 8pm ] [ PACIFIC T1-4 // PACIFIC T1-2 ]		
Star Fleet Battles "Commander's Consolation" --- Task Force			[ 6pm - 8pm ] PACIFIC T3-6	
WarHammer 40K --- Games Workshop			PENTHOUSE T2	

RPG - ADVENTURE GAMES	Slot 9 10am - 2pm	Slot 10 2pm - 6pm	Slot 11 6pm - 10pm	Slot 12 10pm - 2am
	Advanced Dungeons & Dragons, Round 2	BOARDWALK AREA T1, 5-9		
Champions --- I.C.E.			PENTHOUSE T7	
CyberPunk 2020 Demo/Tourney --- R.Talsorian	BALTIC T1			
Mercenaries, Spies and Private Eyes (T&T) --- Flying Buffalo Games		PACIFIC T9 & BALTIC T3		
Rifts --- Palladium		BALTIC T1		

OTHER GAMES	Slot 9 10am - 2pm	Slot 10 2pm - 6pm	Slot 11 6pm - 10pm	Slot 12 10pm - 2am
	MAGIC the Gathering "Advanced" Tourney --- Sanctioned by Wizards of the Coast		PENTHOUSE T3-11+	

# SUNDAY - SEPTEMBER 4TH

## DEMONSTRATION GAMES

TYPE of GAME	TIME OF EVENTS				
	Slot 13 10am - 2pm	Slot 14 2pm - 5:30pm	Slot 15 6pm - 7:30pm	Slot 16 8pm - 2am	
<b>BOARD - MINIATURES - STRATEGY</b>			<b>GAMES</b>	BALTIC T2	
Renegade Legion/Centurion --- FASA				<b>PROGRAM</b>	
Star Fleet Battles "Cadet's" Demo/Tournament --- Task Force	PACIFIC T6				
Sting Ray --- Home Made Special	PACIFIC T7			<b>AWARDS</b>	
Traveller New Era / Brilliant Lances --- GDW	PACIFIC T9				
			<b>Atlantic/ Pacific</b>	Slot 16 8pm - 2am	
<b>RPG -- ADVENTURE GAMES</b>	Slot 13 10am - 2pm	Slot 14 2pm - 5:30pm			
Earth Dawn --- FASA		BALTIC T4			
MEGA --- Home Made Special	ATLANTIC T1 (OPEN GAME)				
Star Wars --- West End Games	BOARDWALK AREA T1				
Theatrix --- Back Stage Press		BALTIC T2			
Toon --- S.J.G.		PENTHOUSE T3			
Tunnels & Trolls --- Flying Buffalo			BALTIC T3		

## TOURNAMENT GAMES

TYPE of GAME	TIME OF EVENTS				
	Slot 13 10am - 2pm	Slot 14 2pm - 5:30pm	Slot 15 6pm - 7:30pm	Slot 16 8pm - 2am	
<b>BOARD - MINIATURES - STRATEGY</b>			<b>GAMES</b>		
Axis & Allies --- Milton Bradley	BALTIC T3			<b>PROGRAM</b>	
BattleTech "Lance" Tourney --- FASA	PENTHOUSE T1				
Car Wars --- S.J.G.	PENTHOUSE T2			<b>AWARDS</b>	
Star Fleet Battles "Cadet's" Tourney --- Task Force	PACIFIC T6				
Star Fleet Battles "Commander's" Finals --- Task Force	PACIFIC T5			<b>CEREMONY</b>	
Star Fleet Battles "Commander's" Consolation --- Task Force	PACIFIC T1-4				
			<b>Atlantic/ Pacific</b>	Slot 16 10pm - 2am	
<b>RPG -- ADVENTURE GAMES</b>	Slot 13 10am - 2pm	Slot 14 2pm - 5:30pm			
Champions Final --- I.C.E.		PENTHOUSE T7			
Rifts Final --- Palladium	BALTIC T1				
T & T / M.S.P.E. Combo Final --- Flying Buffalo		PACIFIC T8			

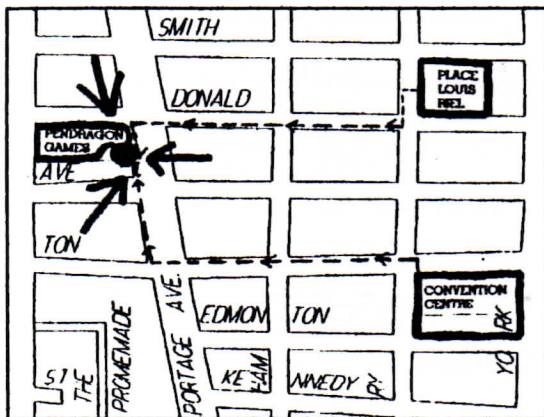
## SPECIAL EVENTS

EVENTS	TIME OF EVENTS			
	Slot 13 10am - 2pm	Slot 14 2pm - 5:30pm	Slot 15 6pm - 7:30pm	Slot 16 8pm - 2am
<b>CONADIAN -- WORLDCON GAME AUCTION !!!</b>	<b>MANITOBA ROOM</b>			
Sellers should drop off Items at Games Registration by 6:00pm Saturday, Sept. 4th.				

*Tired of playing?  
Need a break?  
Need a new game now!  
Looking for Star Trek or other merchandise?*



*We are a 7 minute walk away from the Convention Centre or Place Louis Riel Hotel at 321 PORTAGE AVENUE across from Eaton's Department store.*



*We carry military boardgames, Advanced Dungeons & Dragons, BattleTech, Shadowrun, StarTrek and other assorted media stuff plus a whole lot more boardgames and roleplaying games.*

*Present your CONADIAN BADGE to the cash desk and get a 5% discount on your purchase.*

**WE ARE OPEN:**

<b>Thursday, Friday</b>	<b>10:00am - 9:00pm</b>
<b>Saturday</b>	<b>10:00am - 6:00pm</b>
<b>Sunday</b>	<b>12:00pm - 5:00pm</b>
<b>Monday</b>	<b>Closed</b>