## **GAMING SCHEDULE**

## ConStellation Game Rules

All officially sponsored games will take place on the Cabana Level South tower of the Baltimore Hilton Hotel. Computer Games will be in the Shaefer Room.

A Pre-Registration or Fill-in Registration card is needed to enter the tournament and demonstration events. No fees will be charged, and only members of the con may obtain cards. Pre-registration cards can be obtained in the Convention Center the day before an event takes place. Fill-in registration cards can be obtained in the Hilton on the same day that the game is scheduled to be played (from 10 AM until 1 hour before the game time.) If all slots are filled at Pre-registration or if the game is scheduled to begin before noon, there will be no Fill-in registration for that game.

## ABBREVIATIONS AND DEFINITIONS

|           | 71551121711710110 711           | 15 521 11(1) 10(10                      |
|-----------|---------------------------------|---|
| Α         | Ante Meridian                   |   |
| Adv       | Advance to next round/finals    |   |
| AH        | Avalon-Hill Sponsored           |   |
| В         | Boardgame                       |   |
| BS        | Bar Sinister Sponsored          |   |
| C         | Card Game                       |   |
| D         | Demonstration, no prize awarded | 4                                       |
| DI        | Dice Game                       |   |
| E         | Eon Products Inc. Sponsored     |   |
| F         | Finals                          |   |
| FB        | Flying Buffalo Sponsored        |   |
| FG        | Fantasy Games Unlimited Sponsor | hea                                     |
| G         |                                 | rom points earned that day or from same |
| 0 1 1 5 1 | day elimination                 | on points earned that day of from same  |
| GD        | Game Designers Workshop Sponson | her                                     |
| GL        | Games Lord Ltd. Sponsored       | cu                                      |
| H         | Historical Concepts Sponsored   |   |
| MO        | MONDAY                          |   |
| Р         | Post Meridian                   |   |
| PL        | Plaque will be awarded by ConS  | tellation as a prize                    |
| PL+       | In addition to the plaque, spoi |   |
| R         | Round, winner or winners will   | advance to the next round/finals        |
| RP        | Role Playing Game               |   |
| S         |                                 | l advance to the next round/finals. A   |
| 19        | player who has not advanced may |   |
| SA        | SATURDAY                        |   |
| SJ        | Steve Jackson Games Sponsored   |   |
| SL        | Skill Level required to enter:  | 1- No Experience Necessary, young       |
|           |                                 | people encouraged.                      |
|           |                                 | 2- No experience required, some matu-   |
|           |                                 | rity necessary.                         |
|           |                                 | 3- General experience in this type of   |
|           |                                 | game required, specific rules           |
|           |                                 | taught.                                 |
|           |                                 | 4- Previous experience with the parti-  |
|           |                                 | cular game required. Specific rules     |
|           |                                 | taught.                                 |
| SU        | SUNDAY                          | -                                       |
| T         |                                 | ( ) is the number of players per table  |
| TA        | Tales From the White Hart Spons | sored.                                  |
|           |                                 |   |
|           |                                 |   |

| DAY:    | THURSDAY                    | DAY:     | FRIDAY                                 | DAY:         | SATURDAY                    | 5P-9P  | TITAN<br>B,S3,2T(6),2 Adv, F SU 10A, | ROOM:   | D1ALESANDRO                 |
|---------|-----------------------------|----------|--|--------------|-----------------------------|--------|--------------------------------------|---------|-----------------------------|
| ROOM:   | CALHOUN                     | ROOM:    | CALHOUN *                              | ROOM:        | CALHOUN                     | 10P-1A | PL, SL3 COSMIC WIMPOUT               | 2A-9A   | Open Caming                 |
| TIMES:  | DESCRIPTION:                | TIMES:   | DESCRIPTION:                           | TIMES:       | DESCRIPTION:                |        | DI,S3,1T(10),1 Adv,F SU 10A          | 10A-2P  | TRAVELLER                   |
| Noon-5P |                             |          | Open Gaming                            | 10A-1P       | COSMIC ENCOUNTERS           |        | PL,SL1                               |         | RP,G,7T(6),Team Win,PL+,CD, |
| 9P-10P  | NUCLEAR WAR.                | 1P-4P    | COSMIC ENCOUNTERS                      | 10/1-1/      | 8,52,8T(4),16 Adv,R2 SU 10A |        | - 1,027                              |         | SL4                         |
|         | C,G,10T(6),PL+,FB,SL4       |          |  |              | F MO 10A,PL+,E,SL4          |        |                                      | 3P-9A   | Open Gaming                 |
| 1P-10A  | Open Gaming                 |          | B,S1, 8T(4), 16 Adv,R2 SU              | 2P-6P        | TUNNELS & TROLLS            |        |                                      |         |                             |
|         | -pairing                    | 6P-10P   | 10A, F MO 10A,PL+, E, SL4<br>BERSERKER | 25-05        |                             |        |                                      |         |                             |
|         |                             | Br-IUF   |  | 20.40        | RP,D,1T(12),FB,SL1          |        |                                      |         |                             |
|         |                             | 11P-9A   | B,G,30T(2), PL+, FB, SL3               | 2P-6P        | STAR FLEET BATTLES          |        |                                      |         |                             |
|         |                             | I IF-JA  | Open Gaming                            | 2P-6P        | B,G,2T(6),PL,SL1            |        |                                      |         |                             |
|         |                             |          |  | ZP-6P        | CIVILIZATION                |        |                                      |         |                             |
|         |                             | 2001     |  |              | B,S2,2T(7),3 Adv,F SU 10A,  |        |                                      |         |                             |
| DOM:    | MC KELDIN                   | ROOM:    | MC KELDIN                              | 70.04        | PL,SL2                      | DAY:   | SUNDAY                               |         |                             |
| JCA-1.  | HE KELDIN                   |          |  | 7P-9A        | Open Gaming                 | DATE   | SONDAT                               |         |                             |
| 00N-4P  | CIRCUS MAXIMUS              | 2A-11A   | Open Gaming                            | 2004         | POPOTOLI                    | ROOM:  | CALHOUN                              |         |                             |
| JOH-41  |                             | N00N-3P  | TRIAL BY PYLON                         | ROOM:        | PRESTON                     | 1004.  | CALFIDOR                             |         |                             |
|         | B,S1,2T(8),2 Adv,F MO 10A,  |          | RP/C, S1,1T(6),1 Adv, F MO             | 1            |                             | TIMEC. | DECCRIPTION.                         |         |                             |
|         | PL,SL3                      |          | 10A,PL+, BS, SL1                       | 3A-9A        | Open Gaming                 | TIMES: | DESCRIPTION:                         |         |                             |
|         | ILLUMINATI                  | 4P-7P    | ILLUMINATI                             | 10A-2P       | TITAN                       | 10A-1P | COSMIC ENCOUNTERS                    |         |                             |
|         | C,S1,6T(6),6 Adv,R2 SU 10A, |          | C,S3,6T(6),6 Adv, R2 SU 10A            |              | B,S2,2T(6),2 Adv,F SU 10A,  |        | B,R2,8T(6),8 Adv,F MO 10A,           |         |                             |
|         | F MO 10A, PL+, SJ, SL4      |          | F MO 10A, PL+,SJ,SL4                   |              | PL,SL3                      |        | PL+,E,SL4                            |         |                             |
| 9P      | GLADIATOR                   | 8P-11P   | ILLUMINATI                             | 3P-6P        | DOWN BELOW STATION          | 10A-4P | ALIEN ENCOUNTERS                     |         |                             |
|         | RP,SI,1T(12),3 Adv,F MO 10A |          | C,S4,6T(6),6 Adv, R2 SU 10A            |              | RP,D,1T(10),GL,SL1          |        | B,G,1T(6),PL, SL3                    |         |                             |
|         | PL, SL3                     |          | F MO 10A, PL+,SJ,SL4                   | 10P-2A       | AFTERMATH                   | 2P-6P  | CIRCUS MAXIMUS                       |         |                             |
|         | ILLUMINATI                  | 12P-9A   | Open Gaming                            |              | RP,G3,1T(5),PL+,FG,SL3      |        | 8,S4,2T(8), 2 Adv,F MO 10A,          |         |                             |
|         | C,S2,6T(6),6 Adv,R2 Su 10A, |          | -                                      |              |                             |        | PL,SL4                               |         |                             |
|         | F MO 10A, PL+, SJ, SL4      |          |  | ROOM:        | MC KELDIN                   | 2P-?   | WIZARDS                              | DAY:    | MONDAY                      |
|         |                             | ROOM:    | PRESTON                                |              |                             |        | RP/B,F,1T(6),PL,SL4                  |         |                             |
|         |                             |          |  | 10A-1P       | ILLUMINATI                  |        |                                      | ROOM:   | CALHOUN                     |
|         |                             | 3A-11A   | Open Gaming                            |              | C, S5, 6T(6), 6 Adv, R2 SU  | ROOM:  | PRESTON                              |         |                             |
|         |                             | N00N-3P  | SECRET OF THE TAROT MASTER             |              | 10A,F MO 10A,PL+,SJ,SL4     |        |                                      | TIMES:  | DESCRIPTION:                |
|         |                             |          | RP,D,4T(10), GL, SL1                   | 10A-1P       | TRIAL BY PYLON              | 3A-9A  | Open Gaming                          | 9A-5P   | Open Gaming                 |
| DOM:    | PRESTON                     | 5P-9P    | CIRCUS MAXIMUS                         |              | RP/C,S3,1T(6),1 Adv,F MO    | 10A-1P | TRIAL BY PYLON                       |         |                             |
| our.    | FACSTON                     |          | B,52,2T(8), 2 Adv, F MO 10A            |              | 10A, PL+, BS, SL1           |        | RP/C,S5,1T(6),1 Adv,F MD             | ROOM:   | PRESTON                     |
| P-4P    | SECORET OF THE TADOX        |          | PL, SL4                                | 3P-6P        | ILLUMINATI                  |        | 10A,PL+,BS,SL2                       |         |                             |
| -4F     | SECRET OF THE TAROT MASTER  | 5P-9P    | CIVILIZATION                           |              | C,S6,6T(6),6 Adv,R2 SU      | 10A-?  | CIVILIZATION                         | 10A-2P  | MERCINARIES, SPIES & PRI-   |
| P_9P    | RP,0,4T(10),GL,SL1          | J1 - J1  | B,S1,2T(7),4 Adv,F SU 10A,             |              | 10A,F MO 10A,PL+,SJ,SL4     |        | B,F,1T(7),PL,SL4                     |         | VATE EYES                   |
| -9P     | WIZARDS                     |          | PL,SL2                                 | 3P-6P        | TRIAL BY PYLON              | 10A-2P | GLADIATOR                            |         | RP,D,1T(12),FB,SL2          |
|         | RP/B, S1,2T(6),2 Adv, F SU  | 10P-2A   | AFTERMATH                              | <i>3</i> . G | RP/C,S4,1T(6),1 Adv,F MO    |        | RP, S4, 1T(12), 3 Adv, F MO          |         | ,-,-,-,-,-,-                |
|         | 10A, PL+, AH, SL2           | IUP-ZA   |  |              | 10A,PL+,BS,SL1              |        | 10A,PL,SL3                           | ROOM:   | MC KELDIN                   |
| P-2A    | AFTERMATH                   |          | RP,G2, 1T(5), 3G, G3 SA 10A            | 7P-9A        | Open Gaming                 | 10A-?  | TITAN                                | 1100211 | TO REESEN                   |
|         | RP,G1,1T(5), 3G,G3 SA 10P,  |          | PL+, FG, SL3                           | 71 -25       | open daining                |        | B,F,1T(6),PL,SL4                     | 10A-1P  | ILLUMINMATI                 |
|         | PL+, FG, SL3                |          |  |              |                             | 2P-5P  | TRIAL BY PYLON                       | IGA-II  | C.F. 1T(6),PL+.SJ.SL4       |
|         |                             |          |  | ROOM:        | D¹ALESANDRO                 | 2. 2.  | RP/C,S6,1T(6),1 Adv,F MO             | 10A-1P  | COSMIC ENCOUNTERS           |
|         |                             | ROOM - D | 'ALESANDRO                             |              | 3 /223/2010                 |        | 10A,PL+,BS,SL2                       | IOA-II  | B,F,1T(8),PL+,E,SL4         |
|         |                             | MOON. B  | , recombine                            | 2A-9A        | Open Gaming                 |        | ioni eriosjocz                       | 10A-1P  | TRIAL BY PYLON              |
|         |                             | NOON-4P  | WIZARDS                                | 10A-2P       | THE WANITS                  | ROOM:  | MC KELDIN                            | IUA- IF | RP/C,F,1T(6),PL+,8S,SL4     |
|         |                             | MOOH-41  | RP/B,S2,2T(6),2 Adv,F SU               | 10/1-21      | RP,G,7T(7),Team Win,PL,SL4  | NOOM.  | NE RELDIN                            | 10A-?   | CIRCUS MAXIMUS              |
| ROOM:   | D*ALESANDRO                 |          | 10A,PL+,AH,SL3                         |              | (AD&D Variant)              | 1DA-?  | DOWN WITH THE KING                   | IUA E   |                             |
| WOOM.   | D ALESANDRO                 | MOON AC  | GLADIATOR                              | 3P-7P        | CIRCUS MAXIMUS              | IUA- r |                                      | 101.0   | 8,F,1T(8),PL,SL4            |
| han AD  | Once Combon                 | NUUN-4P  |  | JE-16        |                             | 104 10 | C,G,1T(6),PL,SL3                     | 10A-?   | SWORDS & STARS              |
| Noon-4P |                             |          | RP,S2,1T(12),3 Adv, F M0               |              | B,S3,2T(8),2 Adv,F MO 10A,  | 10A-1P | ILLUMINATI                           |         | 8,G,1T(5),PL,SL2            |
| P-9P    | CRADLE OF CIVILIZATION      |          | 10A,PL,SL3                             | 3P-7P        | PL,SL4                      |        | C,R2,6T(6),6 Adv,F MO 10A,           |         |                             |
|         | B,G,5T(7), PL+,H TA, SL3    | 5P-9P    | BENEATH BALTIMORE                      | 3P-/P        | WIZARDS                     |        | PL+,SJ,SL4                           | ROOM:   | D*ALESANDRO                 |
| P-9P    | TITAN B,S1,2T(6),2 Adv, F   |          | RP,G,7T(7),Team Win,PL,SL2,            |              | RP/B, S3,2T(6),2 Adv,F SU   | 3P-9P  | CRISIS ON THE FUNWHILL               |         |                             |
|         | SU 10A, PL, SL3             |          | (AD&D Variant)                         |              | 10A,PL,SL3                  |        | RP,D,1T(6),SL3                       | 10A-?   | COSMIC WIMPOUT              |
| 10P-1A  | COSMIC WIMPOUT              | 10P-1A   | COSMIC WIMPOUT                         | 3P-7P        | GLADIATOR                   | 10P-1A | COSMIC WIMPOUT                       |         | DI,F,1t(4),PL,SL4           |
|         | DI,S1,1T(10),1 Adv,F MO 10A |          | DI,S2,1T(10),1 Adv, F SU               |              | RP,S3,1T(12),3 Adv,F MO 10A |        | DI,S4,1T(10),1 Adv,F MO 10A          | 10A-?   | GLADIATOR                   |
|         | PL, SL1                     |          | 10A, PL, SL1                           |              | PL,SL3                      |        | PL,SL1                               |         | RP,F,1T(12),PL,SL4          |