

NUKE-CON 2022

ESCAPE REALITY



PLAY A GAME

September 23-25, 2022 🎲 Mid-America Center ★ Council Bluffs, IA

Thirty two years. I'll give you a moment to let that sink in.

Some of you are new and some are familiar faces, but you are all here because you share something in common – games. With another weekend of games upon us, I take up the “pen” to put some thoughts down.

First, I want to thank Norajane McIntyre, aka the GodMom, for the years of volunteering as the Convention Coordinator. Always willing to offer advice, to be a polestar, and a herder of cats. Yes, the staff can be cats. If you happen to see her walking around, please take a moment to thank her too.

Everyone who volunteers plays a part in this convention, which always includes those who host the games. Whether it be a tabletop RPG, board game, or any of our multitude of other events happening this weekend, I want to thank you all.

I am new to this role, but the goal is always the same – run a game convention we would enjoy attending. Also, one where everyone has a good time. I look forward to continuing that tradition.

Some light housekeeping. First, if you have feedback, please let someone in a pink shirt or vest know. It's how we improve and make the convention better for everyone – and I might ask you to help us on that journey. Second, remember we're all here to play games. Be kind, be patient, and enjoy the weekend!

Josh Stortz

Nuke-Con 2022 Convention Coordinator

General Convention Rules

Nuke-Con attendees are overwhelmingly well-mannered people bent only on enjoying the weekend. Over the years, however, we have learned that clear expectations create better events. With that in mind, anyone who attends, volunteers, or exhibits agrees to the following policies and rules.

- Nuke-Con attendees must wear their convention badges in a visible place to participate in any convention activities. A damaged badge may be exchanged for a new one for a \$1.00 fee. Lost badges cannot be replaced; the participant must re-register at the on-site price.
- Because we are in a public place, we ask convention participants to be considerate of those around them and refrain from using inappropriate language.
- Alcohol and weapons are not permitted in the convention areas.
- Smoking is not allowed in any convention area. Violators will be asked to leave.
- Follow the GMs lead; avoid arguing with the GM or other players over rules.
- Any scheduled event at a given time and table or room is considered reserved for that event. If you are occupying that space, you must yield it to that event.
- Open Gaming tables are available on a first-come-first-served basis, but if you don't have a game in progress, please consider giving up the table to people wanting to start one.
- Please do not abuse our hotels or convention facilities. This includes putting signs on walls. Locations to put public information are provided. Please contact the staff to for those locations.
- Costumes are most welcome, but please show good taste. Costume props may be allowed at the discretion of the convention staff. Props must be made in such a way that they cannot be mistaken for genuine weapons.
- Neither the Nuke-Con staff nor the Venue assumes responsibility or liability for the supervising of the participants. If the participant is a minor, supervision is the responsibility of the parent or guardian. Both minor and guardian must be registered for the convention.
- Nuke-Con prohibits discrimination in all convention programs and activities, excepting that events may be designated For Adults Only.
- Nuke-Con reserves the right to refuse service or revoke membership at its discretion, or to eject disruptive individuals from the convention without refund. Harassment of any kind is grounds for ejection. This includes physical or verbal threats; unwelcoming or annoying attention; stalking, pushing, shoving or use of physical force; behavior or language which in any way creates a disturbance that is disruptive, dangerous, lewd or generally offensive; sexually explicit or offensive language or conduct; profanity, obscene gestures or racial, religious or ethnic slurs. If people tell you NO, your business with them is done. If you continue to attempt to have contact with those people, you may be removed from the premises and your membership revoked.

Additional Information on Harassment

If you feel you have been harassed, please find the nearest Nuke-Con staff member. Staff will be identified by pink vests or neon pink t-shirts. They will assist you in reporting an incident. We cannot address anything that we are not made aware of and we need whatever detail can be provided, such as names, badge numbers, or other descriptive information. If you feel that your personal safety or safety of others is in jeopardy, please call 911. The non-emergency number is the Council Bluffs Police Department is (712) 328-4701.

As a member, if you see someone harassed, we encourage you to speak up and say something.

Harassment can also be reported by email at: harassment@nuke-con.com.

Thank you for your cooperation and understanding.

Now Go Have Fun!

Nuke-Con 2022

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**Our heartfelt thanks go to
the staff who planned the
convention this year.**

**You see their work
all around you.**

**When you stop someone in a
pink vest to ask a question,
don't forget to tell them what
a great job they've done!**

Nuke-Con, 13960 Frederick Circle, Omaha, NE 68138
www.nuke-con.com

Nuke-Con is a non-profit organization dedicated to promoting the positive social, educational and recreational aspects in all types of the gaming hobbies. Any use of copyrighted or trademarked names, titles or materials is not meant as a challenge to the rights of the owners. All copyrights and trademarks are the property of their respective owners.

Features

Gamer Garage Sale

Game and fantasy paraphernalia, lovingly used but no longer needed. That's what you'll find at the Gamer Garage Sale. It's a silent auction format: you browse through things your fellow gamers have offered for sale, then you write your bid on the sheet, and at the end of the day Saturday you'll know whether yours is the winning bid. Some items will be marked for proceeds going to Extra Life.

Organized Play

Nuke-Con thanks the people from Paizo Organized Play and The Adventurer's League for organizing and staffing these campaign events. The Table of Contents has the locations for summary schedules and complete descriptions of the campaign modules.

Game Library by the Board Game Wagon

Hundreds of different board games and card games are here for you to borrow during the convention. The entire library is located in Room H, just down the hall from the main game room.

Artemis Spaceship Bridge Simulator

Brought to you by Richard Norton, Artemis is back! With Artemis, players become the officers. There are new roles in this year's program. All playing levels allowed, available to play all weekend. The Bridge is in the main gaming hall.

Hot Games and Our Family Plays Games Live!

Throughout Nuke-Con weekend OFPG and friends will be teaching these games:

Ark Nova
Azul: Queens Garden
Cascadia
Creature Comforts
Decorum
Dune: Imperium
Lost Ruins of Arnak
Scout
Wormholes



And on Saturday at 1 pm, OFPG will be recording their YouTube show in front of a live audience . . . You! Interviews, Q&A, conversation, led by Starla and Mik Fitch. Room I is where the action will be.

Game Master Rewards

Our convention runs on its games, which are run by their gamemasters. To thank the GMs for their work and acknowledge their vital role, Nuke-Con offers the following:

- For at least 8 hours of game time, Nuke-Con will reimburse half the cost of the GM's membership badge.
- For at least 12 hours of game time, we will reimburse the entire cost of the GM's membership badge.

Reimbursement will be sent to the GM after the convention. You can find full details at Registration or on the Nuke-Con website.

The Reactor Regiment - Nuke-Con Volunteers

Nuke-Con is recruiting! If you have some time to help during the weekend, check in at Registration. If you want to get in on the planning for 2023, you can lend a hand with budgeting, scheduling, crafting news releases, designing flyers, recruiting games – and these are only a few of the many tasks it takes to make the Weekend great. Got an idea? We want to hear it! We have a position in the Reactor Regiment for you!



Guests

Fredd Gorham, Artist

Special Guest of Honor

For over 25 years, Fredd Gorham has worked as a freelance illustrator for many comic book and game companies. As a part of *Shocktrauma Studios*, he has worked on such Marvel/DC titles as **SwampThing**, **X-Men**, **Avengers**, **Superman**, **The Crow**, and many others. In the game industry, he's worked on modules for *Steve Jackson Games*, *GURPS*, *Palladium*, *Fantasy Flight Games* and others.

Recently, Fredd began working for LucasArts/Disney on the Star Wars franchise as well as for Topps Cards Star Wars sketchcards series.

In 2012, Fredd started **Steel Angel Studios** with his wife Linda to promote and sell his artwork in prints, books and other items of interest.

For the past 17 years, Fredd has hosted The Artist Jam at Krypton Comics in order to gather artists and like-minded individuals together into a creative community. The Artist Jam has been featured in the **Omaha World-Herald**, **The Comics Journal** and **The Comics Beat**, and it continues to grow. The Artist Jam occurs every third Saturday of the month from 12noon till 6pm. It is free to all ages. For more information, go to <http://www.kryptoncomicsomaha.com/#artistjam>

Fredd also teaches workshops on creating comics at the **Joslyn Art Museum**. Go to the website to find what workshops are available.



Steven Dawes, Author

Guest of Honor Horror

Like a lot of gamers, Steve cut his teeth on RPG's by playing D&D with his friends, and found it delicious and nutritious. After enjoying that for a while, Steve's love of comics led him to the discovery of the **Teenage Mutant Ninja Turtles and other Strangeness** RPG by *Palladium Books* and fell hard for it right away. After playing a few games, he purchased his own copy, making it the first RPG he owned. However, as fate would have it, while at the game store he spotted a copy of the **Beyond the Supernatural** RPG. Being a horror nerd from birth, the idea of a "Supernatural Horror" themed RPG sparked a wildfire in his imagination. He purchased both books that same day, and he never looked back.

Steven has been playing and game-mastering every *Palladium Books* RPG for more than thirty years since then; **Beyond the Supernatural**, **RIFTS**, **Dead Reign** and **Nightbane** in particular. Steve enjoyed playing and running *Palladium* adventures so much that he eventually started writing articles for the quarterly RIFTER sourcebook. In more recent years, Steve has begun writing sourcebooks, with the **Creature Feature** sourcebook for **Beyond the Supernatural** being his first release. More books containing his madman scrawling and scribbling will be unleashed upon the masses soon... oh the horror!

Steven also hosts a fan site for **Beyond the Supernatural** and other *Palladium* games in general, and has recently started a series of YouTube videos for the House, offers news, advice, Q&A's, clarifications, and more. He's also a GM for hire, offering his services and adventures to players both near and far. On occasion he's even offered his services as a content editor.

When not writing, Steve can be found at home with his wife, his daughter and two zany dogs. Being a victim of too many hobbies and not enough time, his hobbies include volunteering with a local German Shepherd group, reading, board games, video games, soundtrack collecting, karaoke, writing reviews, blogging, ghost hunting and being a horror and paranormal enthusiast in general. Steven is also a member of the Nuke-Con Board of Directors, by night known as "Staffer Steve".



Programming Information

The Program information is listed for you in the following format:

EVENT TITLE

Game System

Game Master:

Table: (see your map)

Player Skill: (see below)

Character Levels: (see below)

Brief Description of the event.

Players: #

Run Time: # hours

Type: (see below)

Player Level: will be listed as:

Novice – new to the game

Skilled – some experience with the system or similar games

Experienced – knowledgeable of the system specified and gaming in general

Character Level: helps you determine whether you need to bring your own characters or the Game Master will supply *Pregenerated* characters.

Type Of Event: defines whether the event is a card game, RPG, computer game, board game, or something else. It may also help you find the event on the event schedule in the center of your program.

Friday 2:00 pm

AMERIGO

Amerigo

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

The Feld Friday Marathon is an Omaha convention tradition in which we play consecutive games by designer Stefan Feld. Play one game or play them all! Up first is Amerigo, an exploration and development game with a clever action selection mechanism.

Players: 3

Run Time: 3

Type: Board

AZUL: QUEENS GARDEN

Azul: Queens Garden

Game Master: Kenneth Turner

Table: B47

Player Skill: All

Character Levels: N/A

In Azul: Queen's Garden, players are tasked with arranging a magnificent garden for the King's lovely wife by arranging beautiful plants, trees, and ornamental features.

Players: 3

Run Time: 1

Type: Board

BATTLETECH TRAINING ACADEMY

Battletech

Game Master: Timothy Ingledue

Table: B30

Player Skill: All

Character Levels: Pregen

Welcome, recruit, to the BattleTech Training Academy! This is where the best and the brightest of the Inner Sphere learn to master skills and bring honor to their house. Player will pick a faction and join in a fast-paced onslaught of Giant Mech Battle! All players welcome!

Players: 8

Run Time: 3

Type: Board

CCC-BMG-MOON 14-1 HEARTS AMISS

D&D 5th Edition Adventurers League

Game Master: Wayne Fuller

Table: B19

Player Skill: Skilled

Character Levels: Levels 5-10

A D&D Adventurers League Adventure. See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

Friday 2:00 pm Continued

CREATURE COMFORTS

Creature Comforts

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

In Creature Comforts, you spend the Spring, Summer, and Fall gathering different goods from the forest and spending them to collect items that will make your home more inviting while the world outside is covered in a layer of snow. Each round you send family members out to gain supplies.

Players: 4

Run Time: 3

Type: Board

DDAL-DRW-INT-01/02 BIG PROBLEMS/WATCHERS OF THE TROLLCLAWS

D&D 5th Edition Adventurers League

Game Master: Terry Barney

Table: B03

Player Skill: Novice

Character Levels: Levels 1-4

A double dose of D&D Adventurers League! See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-DRW-INT-03/04 RED DAY FOR ELVENTREE/TALES OF FANG AND CLAW

D&D 5th Edition Adventurers League

Game Master: Marcello Velazquez

Table: B18

Player Skill: Novice

Character Levels: Levels 1-4

A double dose of D&D Adventurers League! See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-SJA-1 /2 ORIENTATION AND TRIAL BY FIRE

D&D 5th Edition Adventurers League

Game Master: Dave Rosser

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

A stellar double-dose of Spelljammer Academy! See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

GALATUNE

Galatune

Game Master: Adam Vraspir

Table: B53

Player Skill: All

Character Levels:

Galatune is an anime battle tabletop card game. 2-5 players each lead a Champion warrior into battle and earn a Victory Point each time an opponent is defeated. You win the game by being the first to earn 3 Victory Points by defeating 3 opponents. In Galatune everyone attacks simultaneously!

Players: 5

Run Time: 1

Type: Card

LOST RUINS OF ARNAK

Lost Ruins of Arnak

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

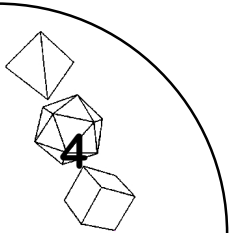
Lost Ruins of Arnak combines deck-building and worker placement in a game of exploration, resource management, and discovery. In addition to traditional deck-builder effects, cards can also be used to place workers, and new worker actions become available as players explore the island.

Players: 3

Run Time: 3

Type: Board

You can discover more about a person in an hour of play than in a year of conversation.
Plato (427 BC - 347 BC)



MUNCHKIN TEENAGE MUTANT NINJA TURTLES**Munchkin**

Game Master: Nicole Vraspir

Table: B52

Player Skill: All

Character Levels:

This takes the butt-kicking, backflipping ninja stylings of the TMNT and combines it with the dungeon-exploring, loot-hoarding gameplay of Munchkin! Play as Leo, Donnie, Mikey, Raph, April, and Casey to take on Shredder, Krang and more. Use special fighting styles and Katas to get levels and gear.

Players: 6

Run Time: 1

Type: Card

PO-BK-01-06 - BEYOND THE STARRY VEIL**D&D 5th Edition Adventurers League**

Game Master: Christopher O'Neill

Table: B06

Player Skill: Experienced

Character Levels: Levels 11- 16

A D&D Adventurer's League Adventure! See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

RADIANT CITADEL-HC SALTED LEGACY**D&D 5th Edition Adventurers League**

Game Master: Travis Fuller

Table: B05

Player Skill: Novice

Character Levels: Levels 1-3

A D&D Adventurers League experience from the Journey through the Radiant Citadel adventure book! See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

SCOUT**Scout**

Game Master: Marcus Ross

Table: B60

Player Skill: All

Character Levels: N/A

SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand.

Players: 4

Run Time: 2

Type: Board

SPICY**Spicy**

Game Master: Kyria Spooner

Table: B51

Player Skill: Novice

Character Levels:

Once upon a time, 3 big cats became exhausted fighting to be top cat. They agreed to quit the fight and spice up their 9 lives with a hot spice eating contest! Alas, everyone was soon cheating, so the cats invented a very hot, often tearful, bluffing game.

Players: 5

Run Time: 1

Type: Card

**TWILIGHT IMPERIUM 4TH EDITION
W/PROPHECY OF KINGS****Twilight Imperium 4th Edition**

Game Master: Ken Peoples

Table: B14,B13

Player Skill: All

Character Levels:

The full Twilight Imperium Experience with Prophecy of Kings expansion. I will also be including both of the official Codex's, so this really is everything for the game!

Players: 5

Run Time: 8

Type: Board

ARTEMIS SPACESHIP BRIDGE SIMULATOR**Artemis Spaceship Bridge Simulator**

Game Master: Richard Norton

Table: Artemis (Ballroom)

Player Skill: All

Character Levels: N/A

Artemis is a cooperative spaceship bridge simulation game, where 2 to 7 players become the crew of a spaceship that you can fly from the comfort of your living room. Each ship can accommodate 5 bridge officers plus the Captain. Some ships can carry one or more fighter pilots aboard as well. Running Friday 3pm-Midnight, Saturday 9am-Midnight, and Sunday 9am-4pm. A game typically runs about 30-60 minutes, depending on gamer experience and difficulty level selected.

Players: 7

Run Time: 1

Type: Party

AVALON**The Resistance: Avalon**

Game Master: Kyria Spooner

Table: B52

Player Skill: Skilled, Novice

Character Levels:

In The Resistance: Avalon, each player is dealt one card which shows their secret identity. Players are either loyal servants of Arthur or evil minions of Mordred. The evil team are fewer in number but get to know who their teammates are, while there are more good players going in blind. Ages 15+

Players: 9

Run Time: 1

Type: Card

BEATING PEOPLE UP**Button Men: Beat People Up**

Game Master: Mark Wooge

Table: B31

Player Skill: Novice

Character Levels:

"Hanna clings to a deep and abiding faith in the fundamental goodness of all human beings, and she likes beating people up." Actually called Button Men, I like my name better. It's a dice game about fighting. Each fighter is represented by a set of dice, and players take turn capturing each other's dice.

Players: 10

Run Time: 1

Type: Dice

**PATHFINDER ADVENTURE CARD GAME: WE BE
HEROES?****Pathfinder Adventure Card Game**

Game Master: Anthony Alston

Table: B41

Player Skill: All

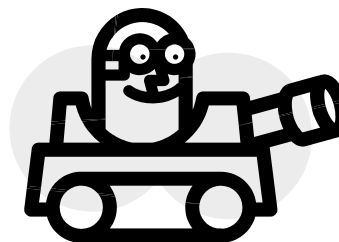
Character Levels:

The goblins of the Crookedtoes tribe suddenly find their bellies empty and growling for food. Worse, the tribe's best scout has gone missing, and the chief has tasked the brightest members of the Crookedtoes to go out into the woods and find out what happened! A Pathfinder Adventure Card Game!

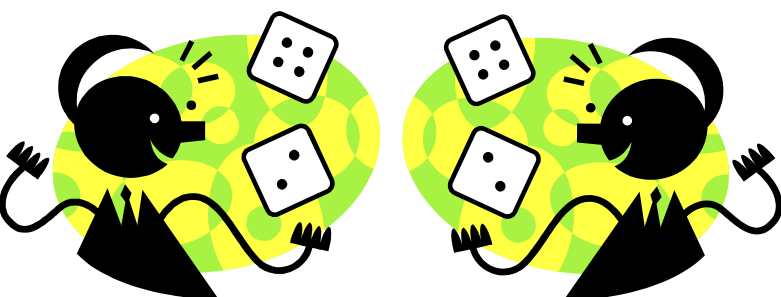
Players: 6

Run Time: 2

Type: Card



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Only \$30 if you
REGISTER NOW
for Nuke-Con 2023!
(see back page for details)



A WAR OF WHISPERS***A War of Whispers***

Game Master: Barry Fitch

Table: B08

Player Skill: Novice

Character Levels: NA

A War of Whispers is a competitive board game for 2 to 4 players. Five mighty empires are at war for the world, but you are no mighty ruler. Instead, you play a secret society that is betting on the results of this war while pulling strings to rig the results and ensure their bets pay off.

AVALON: ADVANCED***The Resistance: Avalon***

Game Master: Kyria Spooner

Table: B52

Player Skill: Skilled, Experienced

Character Levels:

If you just played AVALON, or if you've played before, you don't want to miss this! We will be introducing Percival, Morgana, Oberon, and even Mordred himself. We will also play with the Lady of the Lake expansion. Who Doesn't want to start their weekend in the world of Arthurian Legend??

BATTLE BEYOND SPACE***Distant Stars - Space Combat System***

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

Character Levels:

A poor colony world is being threatened by the space Warlord Scarsis. The colonist have recruited a rag-tag group of space rogues to defend the colony. Will you join the battle?

BOUNTY #1 CANTINA JOB***Starfinder***

Game Master: Aaron Cox

Table: B58

Player Skill: Novice

Character Levels: 1st

See page 7 for full description.

BOUNTY #12 SOMEWHERE BELOW***Pathfinder 2nd Edition***

Game Master: Will Huston

Table: B56

Player Skill: Novice

Character Levels: 1st

See page 7 for full description.

BOUNTY #14 THE BLACKWOOD TRUCE***Pathfinder 2nd Edition***

Game Master: Organized Play Staff (PFS)

Table: B59

Player Skill: Novice

Character Levels: 1st

See page 7 for full description.

CATACOMBS - 1ST EDITION***Catacombs***

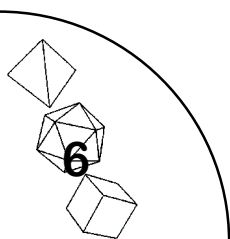
Game Master: Cat Souliere

Table: B45

Player Skill: Novice

Character Levels:

Can you make it through the dungeon and defeat the Boss...by flicking tokens?

**DECORUM*****Decorum***

Game Master: Marcus Ross

Table: B60

Player Skill: All

Character Levels: N/A

Decorum is a cooperative, hidden information game where you and your partner share the same objective: decorate your home in a way that makes you both happy. The problem is, different things make each of you happy and nobody says exactly what they need. Can you find a happy compromise?

DICE MINER***Dice Miner***

Game Master: John Kelly

Table: B07

Player Skill: Novice

Character Levels:

In each of three rounds, custom dice are rolled onto the mountain. You are a Dwarf hero, drafting dice for your hoard. Scores are tallied after each round before you re-roll your dice and the mountain is refilled.

FLORIFEROUS***Floriferous***

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

Your garden awaits! Spend the afternoon in your floriferous garden. Relax while enjoying this elegant game of picking, pairing, and arranging flowers. Find joy in the abundance of nature.

HORDES OF POWER***Hordes of Power***

Game Master: Lee Bokma

Table: B16

Player Skill: All

Character Levels:

Hordes of Power is a wacky and fun card game full of retro-nostalgic goodness. Can you be the first to assemble a Horde of Power by recruiting powerful barbarians, wizards, robots, karens, cowboys, and cute but worthless sidekicks in to your horde? Created by local designer and artist Lee Bokma.

MAKE A CHARACTER***Other***

Game Master: Organized Play Staff (PFS)

Table: B55

Player Skill: Novice

Character Levels: Any

Need help with a character for Pathfinder or Starfinder? Come get help from an experienced player or GM!

RUTHLESS - WYATT EARP'S VENGEANCE RIDE, PT. 1***Ruthless***

Game Master: David Moore

Table: B09

Player Skill: All

Character Levels:

In 1881, a small silver mining town called Tombstone became the site of one of the Old West's greatest shootout. Wyatt Earp and his band of brothers became legends that day and spent the next five months bringing those responsible to justice, Frontier Justice that is.



Pathfinder Society		
<p>Pathfinder Adventure Card Game: We Be Heroes?</p> <p>The goblins of the Crookedtoes tribe suddenly find their bellies empty and growling for food. Worse, the tribe's best scout has gone missing, and the chief has tasked the brightest members of the Crookedtoes to go out into the woods and find out what happened! A Pathfinder Adventure Card Game!</p> <p>1-15 The Blooming Catastrophe</p> <p>The Pathfinders travel to Iobaria, where an unlikely threat has come: a self-propagating horde of corrupted leshys! The source of the Abyssal corruption may be tied to a previous trip to Iobaria so it falls to the PCs to seek out the source.</p> <p>1-shot #4 Mark of the Mantis</p> <p>The Red Mantis assassins are one of the most feared organizations on all of Golarion. When several of Absalom's councilors from the Petals District turn up dead, all evidence points to Red Mantis responsibility.</p> <p>2-19 Enter Pallid Peak</p> <p>When Droskar's Crag last erupted it destroyed many nearby cities and causing the collapse of a dwarven empire. A group discovered an entrance to a dwarven complex. They have reported their discovery to the Pathfinder Society, and the Society is preparing to dispatch a group of agents.</p> <p>3-17 Dreams of a Dustbound Isle</p> <p>Pathfinders at the Grand Lodge have been experiencing strange shared dreams. The dreams reveal a mysterious island. In the dreams, someone is trapped and calling for help. And something doesn't want them to leave.</p> <p>3-19 Mean Streets of Shadow Absalom</p> <p>The conclusion to the Year of Shattered Sanctuaries, the Society sends some of its most capable agents to Shadow Absalom, a twisted reflection Absalom. There, they make new allies, confront old foes, and get a glimpse of things to come. Written by Amber Stewart</p> <p>3-98 Expedition into Pallid Peril</p> <p>Having made several recent forays into Droskar's Crag, the Society has uncovered an access point to the lost dwarven city of Raseri Kanton, and agents have come to support the latest large-scale endeavor. However, the Aspis Consortium is also exploring the ruins.</p> <p>4-03 Limnorm's Legacy</p> <p>King Estrid has put out a call for Pathfinders to explore the Island of the Ancestors if the Society can earn approval. The leader of the Grand Archive has traveled to meet with the King to forge a new allegiance. An unexpected arrival to the city has thrown everything into chaos!</p>	<p>7-11 Ancients' Anguish</p> <p>When the Jeweled Sages fled Qadiran invaders, some perished, and others disappeared. The Jeweled Sages, using long-abandoned tools, has discovered one of the last known location in the wilds of Nex. What fate did the so-called Amethyst Sage meet within?</p> <p>Bounty #8 Tireless Path</p> <p>A caravan is set to depart from the small town of Grayce, but it needs some capable guards. It's up to the PCs to step in and ensure the caravan, and its passengers, reach their destination.</p> <p>Bounty #9 Fishing in Anthusis</p> <p>The Silverscales Tournament calls citizens and adventurers alike to participate in a competition to catch silver trout. This year, a pair of rival twins and some unexpected dangers ensure the event is one that the people of Anthusis will not soon forget.</p> <p>Bounty #10 Hillcross Roundup</p> <p>A kind traveler was escorting a clutch of wayward baby dinosaurs to safety when they broke free of their temporary enclosure. The party has to round up the dinosaurs, but then they learn one is missing.</p> <p>Bounty #12 Somewhere Below</p> <p>While sheltering in a cave from a storm, the PCs discover a note from a stranded spelunker in need of immediate assistance. They must navigate the hazards and creatures of the treacherous caverns if they want to help their bounty make it out alive.</p> <p>Bounty #13 The Blackwood Abundance</p> <p>A recent rescue mission led to the discovery of many ruined sites from an ancient civilization. Some of the ruins contain strange mushrooms, and a the PCs are asked to help collect and identify them.</p> <p>Bounty #14 The Blackwood Truce</p> <p>The PCs are sent into the sewers connected to an ancient ruin. An enemy agent is trapped there after fleeing when they were caught spying. The leader of the Radiant Oath faction wants the PCs to negotiate with the agent on behalf of the Society and bring them to safety.</p> <p>PFS2 4-02 Return to the Grave</p> <p>One settlement became a new home for a Pathfinder agent and they've managed to keep the settlement protected from the Whispering Tyrant so far. Now, with the settlement under siege by the Whispering Tyrant's forces, the agent has made a desperate plea to Pathfinder Society for help.</p> <p>2-11 Descent into Verdant Shadow</p> <p>The Ice Wells of Aballon are half-frozen jungles in the deepest craters. Xenowards monitoring these sites have granted the Starfinder Society exploration rights. Venturing below Aballon's surface, the Starfinders quickly uncover a threat to the verdant jungles and to the planet.</p>	<p>5-01 Intro: Year of Redemption's Rise</p> <p>In the aftermath of the Data Scourge, the Society fractures along faction lines! First Seeker Ehu Hadif embarks on a year of change. Amid this turmoil, Ehu Hadif tasks a team of Starfinders with assisting three minor factions he believes are integral to the future of the Society.</p> <p>5-03 Fugue of the Traitor</p> <p>When Miiyu contacts the Society for help securing a base of operations in the wastelands of Vesk-6, a team of agents are dispatched. A team of dangerous double-agents beholden to a hidden power is manipulating the group from within, and it's up to the Starfinders to help.</p> <p>5-04 Fragment of the 4th</p> <p>In the aftermath of the Drift Crash, the Society dispatches their flagship to search for signs of stranded people, derelict starships, and dangerous planar matter. When a starship familiar to the Society is discovered immobile, a team of Starfinders is sent to investigate.</p> <p>5-05 Boom-Block Gambit</p> <p>With the support of the Starfinders, First Seeker Ehu Hadif announces the closure of the Adamantine Bastille, a private prison that has long been a source of contention and discomfort to agents. Can the Starfinders foil the prison break? Or will B-Block go boom?</p> <p>5-06 Historia's Holdout</p> <p>For months the Society has sifted through the wreckage of Historia-Prime's life, working to put an end to any of Historia-Prime's remaining schemes. When Celita discovers record of a hidden complex on Absalom Station, a team of Starfinders is sent to investigate.</p> <p>Bounty #1 Cantina Job</p> <p>A desperate scam artist prowls the bars of Drifter's End, fleeing the tourists and starship crews of Absalom Station out of their hard-earned credits. It's up to the PCs to track down this fake miner and haul them back to pay their dues!</p> <p>Bounty #3 A Green Place</p> <p>The Ring of Nations is a sprawling line of 27 nations encircling the planet Verces that's home to some of the most advanced technology in the Pact Worlds. When an automated power plant in the city goes offline, the PCs are dispatched to bring the power plant back online!</p> <p>Bounty #4 Poachers' Prize</p> <p>The Liavaran moon of Arkenen is a scientific anomaly that draws the attention of scientists and spellcasters from the Pact Worlds. When opportunistic poachers steal these once-extinct creatures, Arkrikau Labs hires the PCs to retrieve the valuable animals before they're lost forever.</p>
D&D Adventurer's League		
<p>CCC-BMG-MOON 14-1 Hearts Amiss</p> <p>On the Moonshae Islands, an eladrin noble seeks the help of heroes to end the perpetual winter that plagues their homeland.</p> <p>CCC-BMG-MOON 14-2 The Lost Seasons</p> <p>The search for answers to a perpetual wintercape that sweeps a feyrealm continues. What will it take to unravel this mystery that send chills through the eladrin?</p> <p>CCC-BMG-MOON 14-3 The Ghosts of Grief</p> <p>The fey court continues to endure the oppressive winter as our heroes fight to end the hope-sapping frost! What will it take to save the fey court-and do our heroes have what it takes?</p> <p>CCC-NUKE-02-01 One Fowl Soup!</p> <p>Written by local creator, Jerrold Warren! The trek for truffles for a culinary contest leads adventures to face a clucking colossus! Will our heroes succeed or are they chicken?</p> <p>CCC-OFDC 02-02 Palace of the Efreeti</p> <p>Our heroes are hired to stop an ambitious noble from reviving a powerful cult. Their efforts will take them through fire and what lies beyond. Can they keep their cool to complete the quest?</p> <p>CCC-ROLL20-02 Heir to Orcus : Verse III</p> <p>An experience that takes our heroes to a duergar psionic research outpost to learn and investigate the motives of ambitious cult. Can our heroes unravel the cult's dark history before they act upon the realms?</p> <p>CCC-TRI-10 - Contact</p> <p>The elusive Beholder Corps needs adventurers to destroy a space-faring vessel before its discoverers can use it for EEEEEVILLLLLL. Welcome to the Beholder Corps!</p> <p>DC-WBW-NUKE-01/02 Magically Delicious Rotten Ingredients & Meet Me Midway</p> <p>NukeCon Exclusive! A Twosome of Feywild Adventurers set among the backdrop of D&D Adventurers League. Welcome to the Domain of Delight called Midway and the adventure that awaits. Designed by local Omaha creators!</p>	<p>DDAL 07-07 Rotting Roots</p> <p>A jaunt through the jungle of Chult! An endless undead horde assaults the city of Port Nyanzaru! Where did they come from? And will our heroes be the ones to find out and stop their advance?</p> <p>DDAL-DRW-20 The Death of Szass Tamm</p> <p>A Dream of Red Wizards Adventure. Our heroes rush to the aid of rebel Thayans! Szass Tamm, the regent of Thay has arrived and wants the power of Far Realm for himself! Can our heroes stop the lich lord before it is too late?</p> <p>DDAL-DRW-INT-01/02 Big Problems/Watchers of the Trollclaws</p> <p>The town of Daggerford needs help with a BIG problem. Things will get worse before they get better!</p> <p>An ominous ruin has risen within the mucky moor known as the Troll-claws, with rumored hidden treasures. What dangers lie on the road to riches?</p> <p>DDAL-DRW-INT-03/04 Red Day for Elventree/Tales of Fang and Claw</p> <p>A Thayan Army marches to destroy a Harper outpost! Our heroes must race to warn them!</p> <p>As emissaries of Candlekeep, our heroes must retrieve a vaunted collection of lore from an old friend of the library-keep. But something is amiss. Can our heroes reveal the secret kept among these tomes?</p> <p>DDAL-SJA-1 /2 Orientation and Trial by Fire</p> <p>Rookie recruits begin their indoctrination into Spelljammer Academy! Adventures await you on the Astral Sea!</p> <p>DDAL-SJA-3/4 Realmspace Sortie and H'catha</p> <p>Rookie recruits continue their indoctrination into Spelljammer Academy! Adventures await you on the Astral Sea!</p> <p>DDEP 08-02 Stardock Under Siege</p> <p>Multi-table event! An illithid invasion threatens Stardock! Our fleet of heroes race to repel the incursion of the mind-flaying menace!</p>	<p>DDEX 03-7 Herald of the Moon</p> <p>Hearing the call of the Great Herald of the Moon, our heroes aid a beloved bard and her peoples when they receive a subterranean surprise!</p> <p>PO-BK-01-06 - Beyond the Starry Veil</p> <p>Mysterious forces look to break into the Prime Material Plane from a starry realm, unless they are stopped!</p> <p>PO-BK-01-07 - Beyond this Portal</p> <p>A forest guardian calls to adventurers to purge an odd corruption that grows within The Jundarwood Forest. Who will heed the call and trek within the withered wood?</p> <p>PO-BK-01-08 - Dark Side of the Rune</p> <p>Our heroes must breach a Far-Realm fortress to face an enemy "beyond", and destroy planar gateways to repel this eclectic enemy from breaching the Prime Material Plane!</p> <p>RADIANT CITADEL-HC Salted Legacy</p> <p>A series of disturbances plague the Din Dingh Night Market. Two merchant families call for adventurers to help quell them!</p> <p>RADIANT CITADEL-HC Shadow of the Sun</p> <p>Heroes are asked by a guardian angel to keep insurgents from ruining a Lunar Festival!</p> <p>RADIANT CITADEL-HC Wages of Vice</p> <p>A murder mystery set in the center of a citywide festival draws adventurers to solve it. But will their efforts bring them face-to-face with the killer and their benefactor?</p> <p>RADIANT CITADEL-HC Wages of Vice</p> <p>Amidst a local festival, locals become viciously violent. What has caused this malady to afflict the good people of Promise?</p> 

ARK NOVA

Ark Nova

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

In Ark Nova, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world.

Players: 3

Run Time: 4

Type: Board

CASCADIA

Cascadia

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

Cascadia is a puzzly tile-laying and token-drafting game featuring the habitats and wildlife of the Pacific Northwest.

Players: 3

Run Time: 4

Type: Board

CHRONICLES OF VYRREN

Chronicles of Vyrren

Game Master: Ruby Weber

Table: B49

Player Skill: All

Character Levels:

This is a play test of my reworked TTRPG. The 3 hour time slot will be one mini-campaign. It will run 3 times on 3 different days. Since this is a test, expect some slight annoyances and occasional issues.

Players: 8

Run Time: 3

Type: RPG

DICE FORGE

Dice Forge

Game Master: John Kelly

Table: B07

Player Skill: Novice

Character Levels:

Dice Forge is a development game featuring innovative mechanics based on dice with removable faces. In this dice crafting game, players build their own dice. Roll your dice, manage your resources, complete ordeals before your opponents and explore multiple winning strategies.

Players: 4

Run Time: 1

Type: Board

DUNE: IMPERIUM

Dune: Imperium

Game Master: Kenneth Turner

Table: B47

Player Skill: All

Character Levels: N/A

Dune: Imperium is a game that finds inspiration in elements and characters from the Dune legacy, both the new film from Legendary Pictures and the seminal literary series from Frank Herbert, Brian Herbert, and Kevin J. Anderson.

Players: 3

Run Time: 3

Type: Board

FAMILY FLUXX

Fluxx

Game Master: Olivia Alston

Table: B40

Player Skill: All

Character Levels:

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

Players: 5

Run Time: 1

Type: Party

MERLIN W/ ALL EXPANSIONS

Merlin

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

The Feld Friday Marathon is an Omaha convention tradition in which we play consecutive games by designer Stefan Feld. Play one game or play them all! The middle game of the marathon is Merlin, a dice-manipulation rondel game in which players strive to become King Arthur's heir.

Players: 3

Run Time: 3

Type: Board

NO ESCAPE

No Escape

Game Master: Adam Vraspir

Table: B53

Player Skill: All

Character Levels:

No Escape is a fast-paced, strategic maze-building tile game for 2-8 players. Use actions against each other, Play Maze tiles to increase the maze for your opponents, and move using a creative dice system. Be the first to find the escape pod. For everyone else, there is No Escape.

Players: 8

Run Time: 1

Type: Board

SAGRADA

Sagrada

Game Master: Nicole Vraspir

Table: B52

Player Skill: All

Character Levels:

Draft dice and use the tools-of-the-trade to carefully construct your stained glass window masterpiece. Each player builds a stained glass window by building up a grid of dice on their board. Each board has some restrictions. Dice of the same shade or color can't be placed next to each other.

Players: 4

Run Time: 1

Type: Board

Friday 6:00 pm

1-SHOT #4 MARK OF THE MANTIS

Pathfinder 2nd Edition

Game Master: Joel Williams

Table: B56

Player Skill: Skilled

Character Levels: 3 to 6

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

5-03 FUGUE OF THE TRAITOR

Starfinder

Game Master: Aaron Cox

Table: B58

Player Skill: Experienced

Character Levels: 7 to 10

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

5-06 HISTORIA'S HOLDOUT

Starfinder

Game Master: John Brinkman

Table: B59

Player Skill: Novice

Character Levels: 1 to 4

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

BATTLE BEYOND SPACE

Distant Stars - Space Combat System

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

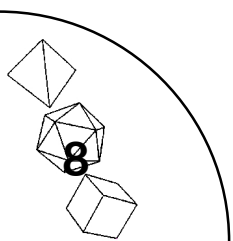
Character Levels:

A poor colony world is being threatened by the space Warlord Scarsis. The colonists have recruited a rag-tag group of space rogues to defend the colony. Will you join the battle?

Players: 6

Run Time: 2

Type: RPG



BATTLES FOR THE GRAIL**Oathmark**

Game Master: Ray Parrish
 Table: B42
 Player Skill: Novice
 Character Levels: Depends 500-1100
 Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8
 Run Time: 4

Type: Miniatures

BATTLETECH TRAINING ACADEMY**Battletech**

Game Master: Timothy Ingledue
 Table: B30
 Player Skill: All
 Character Levels: Pregen
 Welcome, recruit, to the BattleTech Training Academy! This is where the best and the brightest of the Inner Sphere learn to master skills and bring honor to their house. Player will pick a faction and join in a fast-paced onslaught of Giant Mech Battle! All players welcome!

Players: 8
 Run Time: 3

Type: Miniatures

CCC-BMG-MOON 14-2 THE LOST SEASONS**D&D 5th Edition Adventurers League**

Game Master: N. Reinert
 Table: B19
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

DDAL-DRW-INT-01/02**BIG PROBLEMS/WATCHERS OF THE TROLLCLAWS****D&D 5th Edition Adventurers League**

Game Master: Terry Barney
 Table: B03
 Player Skill: Novice
 Character Levels: Levels 1-4
 See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

DDAL-DRW-INT-03/04**RED DAY FOR ELVENTREE/TALES OF FANG AND CLAW****D&D 5th Edition Adventurers League**

Game Master: Josh Sauter
 Table: B18
 Player Skill: Novice
 Character Levels: Levels 1-4
 See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

DDAL-SJA-3/4 REALMSpace SORTIE AND H'CATHA**D&D 5th Edition Adventurers League**

Game Master: Dave Rosser
 Table: B04
 Player Skill: Novice
 Character Levels: Levels 1-4
 See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

ESCAPE ROOM GAME**Escape Room**

Game Master: Cat Souliere
 Table: B45
 Player Skill: Novice
 Character Levels:
 Can you escape before you die? This is an escape room game with puzzle clues to solve. Several different ones to choose from!

Players: 6
 Run Time: 2

Type: Board

*Fantasy is an exercise bicycle for the mind.
 It might not take you anywhere,
 but it tones up the muscles that can.
 Of course, I could be wrong."*
 Terry Pratchett

GET YAMAMOTO!**Fly Fight Win: Warbirds**

Game Master: Phil Lewis
 Table: B40
 Player Skill: Novice
 Character Levels:
 Operation Vengeance, 18 April 1943
 Acting on intelligence garnered from intercepted Japanese communications, American fighter pilots attempt to intercept the architect of Pearl Harbor.

Players: 5
 Run Time: 3

Type: Miniatures

PFS2 4-02 RETURN TO THE GRAVE**Pathfinder 2nd Edition**

Game Master: Wally Waltner
 Table: B55
 Player Skill: Novice
 Character Levels: 1 to 4
 See page 7 for full description.

Players: 6
 Run Time: 5

Type: RPG

PO-BK-01-07 - BEYOND THIS PORTAL**D&D 5th Edition Adventurers League**

Game Master: James Bowen
 Table: B20
 Player Skill: Experienced
 Character Levels: Levels 17-20
 A D&D Adventurer's League Adventure. See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

POWER RANGERS HEROES OF THE GRID**LEARN TO PLAY****Power Rangers Heroes of the Grid**

Game Master: Brian Palmgren
 Table: B31,B32
 Player Skill: All
 Character Levels: N/A
 Team up with 3-5 other Rangers as you protect the world from Monsters and Evil Villains like Rita Repulsa, Lord Zed, Lord Drakkon and more! Come play this Co-Op Dice and Card game.

Players: 5
 Run Time: 3

Type: Board

RADIANT CITADEL-HC WAGES OF VICE**D&D 5th Edition Adventurers League**

Game Master: Travis Fuller
 Table: B05
 Player Skill: Skilled
 Character Levels: Levels 5-6
 See page 7 for full description.

Players: 5
 Run Time: 4

Type: RPG

SHADOWRUN SPRAWL OPS**LEGENDARY BOARD GAME****Shadowrun: Sprawl Ops**

Game Master: Jaime Young
 Table: B27
 Player Skill: Novice
 Character Levels:
 Hoi Chummers! The Sprawl is a hot mess and needs teams of Shadowrunners ready to get into the mix and earn that Nuyen! This board game is 2-4 players leading teams of 4 runners, rolling dice for skills to beat missions for fun and profit! Never Deal with a Dragon.

Players: 4
 Run Time: 4

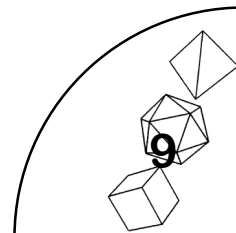
Type: Dice

THE AWFUL GREEN THINGS FROM OUTER SPACE, IN 3D!**The Awful Green Things from Outer Space**

Game Master: William Guldemon
 Table: B51
 Player Skill: Novice
 Character Levels: Not Applicable
 This humorously entertaining game pits the ship's crew against the multiplying aliens. Although the crew members have several weapons available to them, they don't know what effect they will have until they try them out in combat against the Awful Green Things from Outer Space!

Players: 5
 Run Time: 3

Type: Board



Friday 7:00 pm

CORELLIAN SPIKE SABACC FOR THE MILLENNIUM FALCON

Sabacc

Game Master: Ann Myers
Table: B11
Player Skill: Novice
Character Levels:
Calling the best gamblers, this side of the of the Black Spire Outpost for some rounds of Corellian Spike Sabacc.
Best score after 3 rounds wins the Millennium Falcon!
We'll play 1 practice round before the 3. Winner gets new LEGO Millennium falcon, a small one (wish I had the budget for the big!)

Players: 8
Run Time: 2
Type: Board

POINT SALAD TOURNAMENT

Point Salad

Game Master: Becky Alexander
Table: B43
Player Skill: Novice
Character Levels:
Point Salad Tournament
The Game Shoppe is sponsoring a delicious and nutritious tournament for all ages. Play in three fast paced rounds of Point Salad. The player with the most wins, takes the whole salad!

Players: 12
Run Time: 3
Type: Board

THE GORHAMITE, PART 1: THE LOST NOTEBOOK

Beyond the Supernatural

Game Master: Steve Dawes
Table: Board Room
Player Skill: All
Character Levels: Pregon
The adventure begins as a simple monster hunt in an old, condemned office building that leads to a murder investigation. However, NO ONE could've predicted what they would discover, and where this discovery would take them next. A new horror emerges from Beyond the Supernatural!

Players: 7
Run Time: 4
Type: RPG

UNSTABLE UNICORNS

Unstable Unicorns

Game Master: Stephanie Murphy
Table: B39
Player Skill: Novice
Character Levels:
Build a Unicorn Army! Betray your friends! Unicorns are your friends now! Unstable Unicorns is a strategic card game about your two favorite things: Unicorns and Destruction!

Players: 8
Run Time: 2
Type: Card

Friday 8:00 pm

BATTLE BEYOND SPACE

Distant Stars - Space Combat System

Game Master: Scott Nelson
Table: B44
Player Skill: Novice
Character Levels:
A poor colony world is being threatened by the space Warlord Scarsis. The colonist have recruited a rag-tag group of space rogues to defend the colony. Will you join the battle?

Players: 6
Run Time: 2
Type: RPG

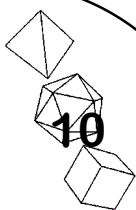
BOSS MONSTER

THE DUNGEON BUILDING CARD GAME

Boss Monster

Game Master: Adam Vraspir
Table: B53
Player Skill: All
Character Levels:
\$5 entry fee donated to Extra Life. Cash and card accepted at the table.
Winner will get a promo pack.
Build the ultimate side-scrolling dungeon to lure and defeat Heroes for their souls.

Players: 4
Run Time: 1
Type: Card



Friday 8:00 pm Continued

BRUGES W/ CITY ON THE ZWIN

Bruges

Game Master: Bryce Ann Journey
Table: B50
Player Skill: All
Character Levels: n/a
The Feld Friday Marathon is an Omaha convention tradition in which we play consecutive games by designer Stefan Feld. The final Feld game of the evening is Bruges, a multi-use card game in which players strive to develop the most successful district of the famous European city.

Players: 4
Run Time: 3
Type: Board

POTION EXPLOSION TOURNAMENT

Potion Explosion

Game Master: Nicole Vraspir
Table: B52
Player Skill: All
Character Levels:
\$5 entry fee donated to Extra Life. Cash and card accepted at the table.
Winner will get a promo pack.
Collect and combine ingredients to mix potions and try to become Student of The Year.

Players: 4
Run Time: 2
Type: Board

Friday 9:00 pm

KING OF NEW YORK PLAY TO WIN

King of New York

Game Master: Adam Vraspir
Table: B53
Player Skill: All
Character Levels:
\$5 entry fee donated to Extra Life. Cash and card accepted at table. Winner will take home the game.
Monsters vie for fame or dominance over New York in this dice-rolling game.

Players: 6
Run Time: 2
Type: Board

ULTIMATE WEREWOLF EXTREME

Ultimate Werewolf

Game Master: Kyria Spooner
Table: Room 1
Player Skill: All
Character Levels:
Happy early Halloween! Join us for the ULTIMATE game of hidden roles and deduction. Players are secretly divided into 2 teams of Werewolves vs Villagers. Discuss, deduce, vote, and when night falls, use your power to change the game. We'll play multiple games, adding MANY unique roles to the mix.

Players: 75
Run Time: 3
Type: Card

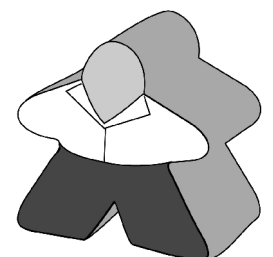
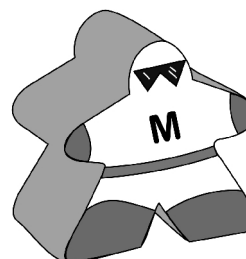
Friday 10:00 pm

CAPTAIN SONAR

Captain Sonar

Game Master: Matt Helms
Table: B09
Player Skill: All
Character Levels:
Somewhere in the depths of the ocean is an enemy submarine. Your mission is to find it and eliminate it - before it can eliminate you. Captain Sonar is a real-time, team-versus-team game of teamwork, deduction and explosive decompression.

Players: 8
Run Time: 1
Type: Board



MUNCHKIN X-MEN**Munchkin**

Game Master: Nicole Vraspir
 Table: B53
 Player Skill: All
 Character Levels:
 Join the X-Men on a thrilling adventure to defend mankind from renegade mutants. Players take on the role of students attending Xavier's School and team up with Professor X, Wolverine, and more mutants to take down the likes of Sabretooth, Juggernaut, and the almighty Magneto.

Players: 4
 Run Time: 1
 Type: Card

POTION PANIC: CONCOCTION CRAFTING FOR THE CHAOTIC**Potion Panic: Concoction Crafting for the Chaotic**

Game Master: Adam Vraspir
 Table: B52
 Player Skill: All
 Character Levels:
 Procure potions and craft concoctions in this recipe-building game for 2-4 players.

Players: 4
 Run Time: 1
 Type: Card

Saturday 1:00 am

POETRY FOR NEANDERTHALS**Poetry for Neanderthals**

Game Master: Kyria Spooner
 Table: B52
 Player Skill: Novice
 Character Levels:
 If you no sleep this late at night, you speak short words like this. Brain can no think too much. So why not write poem for cave man? If you break rule and use big word, you get hit with stick. This good and fun. Be star like that Will guy who write poems long time past. ...Ugh!

Players: 19
 Run Time: 1
 Type: Card

Our Family Plays Games



Come join the fun!

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5-01 INTRO: YEAR OF REDEMPTION'S RISE**Starfinder**

Game Master: Aaron Cox
 Table: B54
 Player Skill: Novice
 Character Levels: 1 to 4
 See page 7 for full description.

Players: 6
 Run Time: 4
 Type: RPG

ARTEMIS SPACESHIP BRIDGE SIMULATOR**Artemis Spaceship Bridge Simulator**

Game Master: Richard Norton
 Table: Artemis (Ballroom)
 Player Skill: All
 Character Levels: N/A
 Artemis is a cooperative spaceship bridge simulation game, where 2 to 7 players become the crew of a spaceship that you can fly from the comfort of your living room. Each ship can accommodate 5 bridge officers plus the Captain. Some ships can carry one or more fighter pilots aboard as well. Running Friday 3pm-Midnight, Saturday 9am-Midnight, and Sunday 9am-4pm. A game typically runs about 30-60 minutes, depending on gamer experience and difficulty level selected.

Players: 7
 Run Time: 1
 Type: Social

AZUL: QUEENS GARDEN**Azul: Queens Garden**

Game Master: Kenneth Turner
 Table: B47
 Player Skill: All
 Character Levels: N/A
 In Azul: Queen's Garden, players are tasked with arranging a magnificent garden for the King's lovely wife by arranging beautiful plants, trees, and ornamental features.

Players: 3
 Run Time: 3
 Type: Board

BATTLES FOR THE GRAIL**Oathmark**

Game Master: Ray Parrish
 Table: B42
 Player Skill: Novice
 Character Levels: Depends 500-1100
 Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8
 Run Time: 4
 Type: Miniatures

BOUNTY #9 FISHING IN ANTHUSIS**Pathfinder 2nd Edition**

Game Master: Ryan King
 Table: B55
 Player Skill: Novice
 Character Levels: 1st
 See page 7 for full description.

Players: 6
 Run Time: 2
 Type: RPG

BOUNTY #4 POACHERS' PRIZE**Starfinder**

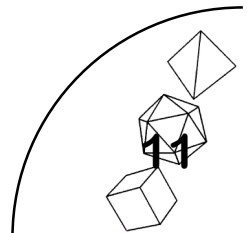
Game Master: Organized Play Staff (PFS)
 Table: B56
 Player Skill: Novice
 Character Levels: 1st
 See page 7 for full description.

Players: 6
 Run Time: 2
 Type: RPG

CCC-BMG-MOON 14-3 THE GHOSTS OF GRIEF**D&D 5th Edition Adventurers League**

Game Master: N. Reinert
 Table: B19
 Player Skill: Skilled
 Character Levels: Levels 5-10
 See page 7 for full description.

Players: 5
 Run Time: 4
 Type: RPG



CCC-ROLL20-02 HEIR TO ORCUS : VERSE III***D&D 5th Edition Adventurers League***

Game Master: James Westcott

Table: B21

Player Skill: Skilled

Character Levels: Levels 5-10

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

CRASH FACTOR***Crash Factor***

Game Master: Adam Vraspir

Table: B53

Player Skill: All

Character Levels:

A strategic risk-taking balancing game.

This is a play test of the game for the creator.

Players: 4

Run Time: 2

Type: Board

**DDAL-DRW-INT-01/02 BIG PROBLEMS/
WATCHERS OF THE TROLLCLAWS*****D&D 5th Edition Adventurers League***

Game Master: Jerrold Warren

Table: B05

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

**DDAL-DRW-INT-03/04 RED DAY FOR ELVENTREE/TALES
OF FANG AND CLAW*****D&D 5th Edition Adventurers League***

Game Master: Dave Rosser

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-SJA-1 /2 ORIENTATION AND TRIAL BY FIRE***D&D 5th Edition Adventurers League***

Game Master: Josh Sauter

Table: B18

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

FURY OF DRACULA (2ND EDITION)***Fury of Dracula (Second Edition)***

Game Master: Matt Helms

Table: B15

Player Skill: All

Character Levels:

Eight years ago, they thought they had killed him, but somehow Dracula is back. Now four intrepid hunters must track him across Europe before he is able to raise an army of undead. Fury of Dracula is an asymmetric game of deduction, hidden movement and high stakes (to the heart).

Players: 4

Run Time: 4

Type: Board

GOBLIN FIREWORK FIGHT***Goblin Firework Fight***

Game Master: John Brinkman

Table: B58

Player Skill: Novice

Character Levels: TBD

Goblins have come to the town of Sandpoint, intent upon stealing their fireworks for an upcoming festival. Do you have the goblin grit to pillage your way to victory and emerge from the town with the most fireworks?

Players: 4

Run Time: 2

Type: Board

HARRY POTTER HOGWARTS BATTLE**...WITH EXPANSIONS!*****Harry Potter: Hogwarts Battle***

Game Master: Sarah Young

Table: B35

Player Skill: Novice

Character Levels: Pregen

The forces of evil are threatening to overrun Hogwarts castle in Harry Potter:

Hogwarts Battle, a cooperative deck-building game, and it's up to the

students to ensure the safety of the school by defeating villains and

consolidating their defenses.

Players: 3

Run Time: 8

Type: Board

LEARN TO PLAY FORGES OF RAVENSHIRE***Forges of Ravenshire***

Game Master: Samuel Stockton

Table: B45

Player Skill: All

Character Levels:

Grab a hammer and some steel, it's time to forge! You are running a smithy

in the town of Ravenshire competing to see who can make the most money.

The winner earns the respect of their peers and the title of Forgemaster.

Players: 4

Run Time: 2

Type: Board

LOST RUINS OF ARNAK***Lost Ruins of Arnak***

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

Lost Ruins of Arnak combines deck-building and worker placement in a game of exploration, resource management, and discovery. In addition to traditional deck-builder effects, cards can also be used to place workers, and new worker actions become available as players explore the island.

Players: 3

Run Time: 3

Type: Board

MAKE A CHARACTER***Other***

Game Master: Organized Play Staff (PFS)

Table: B59

Player Skill: Novice

Character Levels: Any

Need help with a character for Pathfinder or Starfinder? Come get help from an experienced player or GM!

Players: 10

Run Time: 2

Type: Other

MORNING CONSTITUTIONAL***Other***

Game Master: Norajane McIntyre

Table:

Player Skill: Novice

Character Levels:

Join The GodMom's daily walk and get your blood moving for the day. You know you'll be sitting for hours, so spend half of the first one in action! Meet me near Registration and we'll walk around the MAC neighborhood for about 30 minutes, at a pace that's comfortable for everybody. Good Morning!

Players: 100

Run Time: 1

Type: Other

MUNCHKIN MARVEL***Munchkin***

Game Master: Nicole Vraspir

Table: B39

Player Skill: All

Character Levels:

Munchkin Marvel fuses the classic card game fun of monster-slashing and role-playing with the most iconic characters from the Marvel universe. Munchkin Marvel comes complete with new monsters(villains), allies(heroos), and custom S.H.I.E.L.D. Identification Cards.

Players: 6

Run Time: 1

Type: Card

RADIANT CITADEL-HC WAGES OF VICE***D&D 5th Edition Adventurers League***

Game Master: James Bowen

Table: B20

Player Skill: Skilled

Character Levels: Levels 5-6

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG



SHADOWS OVER CAMELOT WITH MERLIN'S COMPANY***Shadows Over Camelot***

Game Master: William Guldemon

Table: B49

Player Skill: Skilled

Character Levels: Not Applicable

Each player is a knight of the Round Table who must collaborate to complete quests. Completed quests place white swords on the Round Table; failed quests add black swords and/or siege engines around Camelot. The knights are trying to build a majority of white swords on the Table before Camelot falls

Players: 7

Run Time: 2

Type: Board

SUCCESSION WARS OF THE INNER SPHERE***Battletech***

Game Master: Timothy Ingledue

Table: B09,B08,B07

Player Skill: All

Character Levels: 7000

Fires of the Inner Sphere Succession War are blazing! Play a PREGEN force or BUILD YOUR OWN! Pick a faction (Inner Sphere, Mercenary or Periphery (7,000-point limit). All forces must be faction-based and fit the timeline (Late Succession War - Renaissance). Have fun, fight well, and win prizes!

Players: 16

Run Time: 8

Type: Miniatures

Saturday 10:00 am

AXIS & ALLIES 1940 GLOBAL SECOND EDITION***Axis & Allies***

Game Master: Ken Peoples

Table: B52,B51

Player Skill: All

Character Levels:

Combination of Axis & Allies Europe 1940 & Pacific 1940 second editions for a massive A&A game. Both games are the pinnacle of the A&A library and are made to be played individually or combined.

Players: 3

Run Time: 8

Type: Board

BATTLE BEYOND SPACE***Distant Stars - Space Combat System***

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

Character Levels:

A poor colony world is being threatened by the space Warlord Scarsis. The colonist have recruited a rag-tag group of space rogues to defend the colony. Will you join the battle?

Players: 6

Run Time: 2

Type: RPG

BUNKERS AND BAD ASSES***Bunkers and Bad Asses***

Game Master: Zephyr Games

Table: B48

Player Skill: Novice

Character Levels:

Are you ready for a fun time helping the slaughter dome with a delivery of cargo and a first crack at the creatures. Guns, loot, bandits: a day in the life of pandora.

Players: 6

Run Time: 4

Type: RPG

CAN'T CATCH HARRY***Can't Catch Harry***

Game Master: Leia Young

Table: B34

Player Skill: Novice

Character Levels: Pregen

Save your moth friends from giving in to the glowing draw of the lamp. Every time you're unable to match 4 of a kind, your moth risks being zapped!

Players: 5

Run Time: 2

Type: Board

CASCADIA***Cascadia***

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

Cascadia is a puzzly tile-laying and token-drafting game featuring the habitats and wildlife of the Pacific Northwest.

Players: 3

Run Time: 3

Type: Board

CASTLES OF MAD KING LUDWIG**COLLECTOR'S EDITION*****Castles of Mad King Ludwig Collector's Edition***

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

Castles of Mad King Ludwig is a tile-laying game in which players strive to build the most fabulous castle. This session will use the new Collector's Edition of the game, which includes all expansions for the game.

Players: 4

Run Time: 3

Type: Board

ENDEAVOR: AGE OF SAIL***Endeavor: Age of Sail***

Game Master: Erik Luken

Table: B10

Player Skill: All

Character Levels:

In Endeavor: Age of Sail, players strive to earn glory for their empires. Sailing out from Europe and the Mediterranean, players will establish shipping routes and occupy cities the world over.

Players: 4

Run Time: 3

Type: Board

HORDES OF POWER***Hordes of Power***

Game Master: Lee Bokma

Table: B16

Player Skill: All

Character Levels:

Hordes of Power is a wacky and fun card game full of retro-nostalgic goodness. Can you be the first to assemble a Horde of Power by recruiting powerful barbarians, wizards, robots, karens, cowboys, and cute but worthless sidekicks in to your horde? Created by local designer and artist Lee Bokma.

Players: 4

Run Time: 1

Type: Board

MINI PAINTING DROP IN SESSION***Painting***

Game Master: RJ Redden

Table: B36,B37

Player Skill: All

Character Levels: 0

Time to paint! For painters of any level. I'll help whoever wants to learn how to paint (minis on Saturday, terrain on Sunday). If you already paint, then come meet some fellow painters! Sessions will be 10 - 4 on Sat (minis) and Sun (terrain). Let's get rid of the pile of shame together!

Players: 16

Run Time: 1

Type: Other

MUNCHKIN DUCKTALES***Munchkin***

Game Master: Nicole Vraspir

Table: B38

Player Skill: All

Character Levels:

Your goal is to collect as much treasure as possible while enlisting the help of interesting Items and Allies you'll come across during your adventures. If you're the first to Level 10, you win! Watch out for conniving villains such as Bigtime Beagle or Curses that could distract you from being rich

Players: 6

Run Time: 1

Type: Card

**POWER RANGERS HEROES OF THE GRID
LEARN TO PLAY*****Power Rangers Heroes of the Grid***

Game Master: Brian Palmgren

Table: B31,B32

Player Skill: All

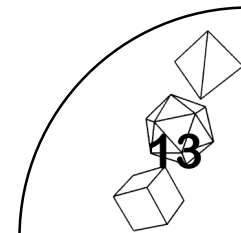
Character Levels: N/A

Team up with 3-5 other Rangers as you protect the world from Monsters and Evil Villains like Rita Repulsa, Lord Zed, Lord Drakkon and more! Come play this Co-Op Dice and Card game.

Players: 5

Run Time: 3

Type: Board



Saturday 10:00 am Continued

RETURN TO DARK TOWER GAME 1

Return to Dark Tower

Game Master: Lance Klindt

Table: B40

Player Skill: Novice

Character Levels:

A "sequel" to the 1981 grail game, Return to Dark Tower is a game for 1-4 players who take the role of heroes. Together, they gather resources, cleanse buildings, defeat monsters, and undertake quests to build up their strength and discern what foe ultimately awaits them.

Players: 3

Run Time: 2

Type: Board

SCOUT

Scout

Game Master: Marcus Ross

Table: B60

Player Skill: All

Character Levels: N/A

SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand.

Players: 4

Run Time: 1

Type: Board

THE GORHAMITE, PART 2: THE MIGHTY WEAPON

Beyond the Supernatural

Game Master: Steve Dawes

Table: Board Room

Player Skill: All

Character Levels: Pregen

Picking up where "The Lost Notebook" left off, the investigators must find the "Mighty Weapon" in a very unusual place. However, the details on how to find it, and what it even is, are sparse. Then there are the "others" looking for the weapon. Who will get it first?

Players: 7

Run Time: 4

Type: RPG

THE LAST GUNFIGHTER

Fly Fight Win: Warbirds

Game Master: Phil Lewis

Table: B14

Player Skill: Novice

Character Levels:

A handful of F-8 Crusaders escort attack planes over North Vietnam. Surface-to-Air Missiles and advanced MiGs - don't worry, Last Gunfighters!

Players: 8

Run Time: 3

Type: Miniatures

UNSTABLE UNICORNS

Unstable Unicorns

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

Build a Unicorn Army! Betray your friends! Unicorns are your friends now! Unstable Unicorns is a strategic card game about your two favorite things: Unicorns and Destruction!

Players: 8

Run Time: 2

Type: Card

Saturday 11:00 am

BOUNTY #3 A GREEN PLACE

Starfinder

Game Master: Organized Play Staff (PFS)

Table: B56

Player Skill: Novice

Character Levels: 1st

1st-level The Ring of Nations is a sprawling line of 27 nations encircling the planet Verces that's home to some of the most advanced technology in the Pact Worlds. When an automated power plant in the city goes offline, the PCs are dispatched to bring the power plant back online!

Players: 6

Run Time: 2

Type: RPG

BOUNTY #10 HILLCROSS ROUNDUP

Pathfinder 2nd Edition

Game Master: Ryan King

Table: B55

Player Skill: Novice

Character Levels: 1st

1st-level characters. A kind traveler was escorting a clutch of wayward baby dinosaurs to safety when they broke free of their temporary enclosure. The party has to round up the dinosaurs, but then they learn one is missing.

Players: 6

Run Time: 2

Type: RPG

LEARN TO PLAY - CULT OF THE DEEP

Cult of the Deep

Game Master: Samuel Stockton

Table: B49

Player Skill: All

Character Levels:

Cult of the Deep is a hidden role dice game for 4-8 players. You are a member of a cult establishing your hidden faction's rise to power. Fight over rituals and mythical monsters as you seek victory and control of the cult.

Players: 6

Run Time: 2

Type: Dice

MAKE A CHARACTER

Other

Game Master: Organized Play Staff (PFS)

Table: B58

Player Skill: Novice

Character Levels: Any

Need help with a character for Pathfinder or Starfinder? Come get help from an experienced player or GM!

Players: 10

Run Time: 2

Type: Other



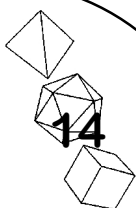
Event List continues on page 19!

Want More Gaming, Year Round?

Climb aboard for Gaming Events and News!



Discord- gaming and more year round <https://discord.gg/aT76gA6n>



Quick Game List

Friday 2:00 pm

Event Title	Type	Table(s)	Length
Amerigo	Board	B50	3
Azul: Queens Garden	Board	B47	1
Battletech Training Academy	Board	B30	3
CCC-BMG-MOON 14-1 Hearts Amiss	RPG	B19	4
Creature Comforts	Board	B46	3
DDAL-DRW-INT-01/02 Big Problems/	RPG	B03	4
Watchers of the Trollclaws			
DDAL-DRW-INT-03/04 Red Day for	RPG	B18	4
Elvintree/Tales of Fang and Claw			
DDAL-SJA-1 /2 Orientation and	RPG	B04	4
Trial by Fire			
Galatun	Card	B53	1
Lost Ruins of Amak	Board	B61	3
Munchkin Teenage Mutant Ninja Turtles	Card	B52	1
PO-BK-01-06 - Beyond the Starry Veil	RPG	B06	4
RADIANT CITADEL-HC Salted Legacy	RPG	B05	4
Scout	Board	B60	2
SPICY	Card	B51	1
Twilight Imperium 4th Edition	Board	B14,B13	8
w/Prophecy of Kings			

Friday 3:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
AVALON	Card	B52	1
Beating People UP	Dice	B31	1
Pathfinder Adventure Card Game:	Card	B41	2
We Be Heroes?			

Friday 4:00 pm

Event Title	Type	Table(s)	Length
A War of Whispers	Board	B08	2
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
AVALON: Advanced	Card	B52	1
Battle Beyond Space	RPG	B44	2
Bounty #1 Cantina Job	RPG	B58	2
Bounty #12 Somewhere Below	RPG	B56	2
Bounty #14 The Blackwood Truce	RPG	B59	2
Catacombs - 1st Edition	Board	B45	2
Decorum	Board	B60	3
Dice Miner	Board	B07	1
Floriferous	Card	B39	1
Hordes of Power	Card	B16	1
Make a Character	Other	B55	2
Ruthless - Wyatt Earp's Vengeance	Miniatures	B09	2
Ride, Pt. 1			

Friday 5:00 pm

Event Title	Type	Table(s)	Length
Ark Nova	Board	B61	4
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Cascadia	Board	B46	4
Chronicles of Vyrren	RPG	B49	3
Dice Forge	Board	B07	1
Dune: Imperium	Board	B47	3
Family Flux	Party	B40	1
Merlin w/ all expansions	Board	B50	3
No Escape	Board	B53	1
Sagrada	Board	B52	1

Friday 6:00 pm

Event Title	Type	Table(s)	Length
1-shot #4 Mark of the Mantis	RPG	B56	5
5-03 Fugue of the Traitor	RPG	B58	5
5-06 Historia's Holdout	RPG	B59	5
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Battle Beyond Space	RPG	B44	2
Battles for the Grail	Miniatures	B42	4
Battletech Training Academy	Miniatures	B30	3
CCC-BMG-MOON 14-2	RPG	B19	4
The Lost Seasons			
DDAL-DRW-INT-01/02 Big Problems/	RPG	B03	4
Watchers of the Trollclaws			
DDAL-DRW-INT-03/04 Red Day for	RPG	B18	4
Elvintree/Tales of Fang and Claw			
DDAL-SJA-1 /2 Orientation and	RPG	B04	4
Trial by Fire			
Fury of Dracula (2nd Edition)	Board	B15	4
Goblin Firework Fight	Board	B58	2
Harry Potter Hogwarts Battle	Board	B35	8
...with Expansions!			
Learn to Play Forges of Ravenshire	Board	B45	2
Lost Ruins of Amak	Board	B61	3
Make a Character	Other	B59	2
Morning Constitutional	Other		1
Munchkin Marvel	Card	B39	1
RADIANT CITADEL-HC Wages of Vice	RPG	B20	4
Shadows Over Camelot with	Board	B49	2
Merlin's Company			
Succession Wars of the Inner Sphere	Miniatures	B09,B08,B07	8

Friday 7:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Corellian Spike Sabacc for the	Board	B11	2
Millennium Falcon			
Point Salad Tournament	Board	B43	3
The Gorhamite, part 1:	RPG	Board Room	4
The Lost Notebook			
Unstable Unicorns	Card	B39	2

Friday 8:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Battle Beyond Space	RPG	B44	2
Boss Monster The Dungeon Building	Card	B53	1
Card Game			
Bruges w/ City on the Zwin	Board	B50	3
Potion Explosion Tournament	Board	B52	2

Friday 9:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
King of New York Play to Win	Board	B53	2
Ultimate WEREWOLF Extreme	Card	Room I	3

Friday 10:00pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Captain Sonar	Board	B09	1

Friday 11:00pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1

Friday Midnight

Event Title	Type	Table(s)	Length
Munchkin X-Men	Card	B53	1
Potion Panic: Concoction Crafting for	Card	B52	1
the Chaotic			

Saturday 1:00 am

Event Title	Type	Table(s)	Length
Poetry for Neanderthals	Card	B52	1

Saturday 9:00 am

Event Title	Type	Table(s)	Length
5-01 Intro: Year of Redemption's Rise	RPG	B54	4
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Azul: Queens Garden	Board	B47	3
Battles for the Grail	Miniatures	B42	4
Bounty #4 Poachers' Prize	RPG	B56	2
Bounty #9 Fishing in Anthusis	RPG	B55	2
CCC-BMG-MOON 14-3	RPG	B19	4
The Ghosts of Grief			
CCC-ROLL20-02 Heir to Orcus :	RPG	B21	4
Verse III			
Crash Factor	Board	B53	2
DDAL-DRW-INT-01/02 Big Problems/	RPG	B05	4
Watchers of the Trollclaws			
DDAL-DRW-INT-03/04 Red Day for	RPG	B04	4
Elvintree/Tales of Fang and Claw			
DDAL-SJA-1 /2 Orientation and	RPG	B18	4
Trial by Fire			
Fury of Dracula (2nd Edition)	Board	B15	4
Goblin Firework Fight	Board	B58	2
Harry Potter Hogwarts Battle	Board	B35	8
...with Expansions!			
Learn to Play Forges of Ravenshire	Board	B45	2
Lost Ruins of Amak	Board	B61	3
Make a Character	Other	B59	2
Morning Constitutional	Other		1
Munchkin Marvel	Card	B39	1
RADIANT CITADEL-HC Wages of Vice	RPG	B20	4
Shadows Over Camelot with	Board	B49	2
Merlin's Company			
Succession Wars of the Inner Sphere	Miniatures	B09,B08,B07	8

Saturday 10:00 am

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
Axis & Allies 1940 Global Second Edition	Board	B52,B51	8
Battle Beyond Space	RPG	B44	2
Bunkers and Bad Asses	RPG	B48	4
Can't Catch Harry	Board	B34	2
Cascadia	Board	B46	3
Castles of Mad King Ludwig	Board	B50	3
Collector's Edition			
Endeavor: Age of Sail	Board	B10	3
Hordes of Power	Board	B16	1
Mini painting drop in session	Other	B36,B37	1
Munchkin DuckTales	Card	B38	1
Power Rangers Heroes of the Grid	Board	B31,B32	3
Learn to Play			
Return to Dark Tower Game 1	Board	B40	2
Scout	Board	B60	1
The Gorhamite, part 2:	RPG	Board Room	4
The Mighty Weapon			
The Last Gunfighter	Miniatures	B14	3
Unstable Unicorns	Card	B39	2

Saturday 11:00 am

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Bounty #3 A Green Place	RPG	B56	2
Bounty #10 Hillcross Roundup	RPG	B55	2
Learn to Play - Cult of the Deep	Dice	B49	2
Make a Character	Other	B58	2
Mini painting drop in session	Other	B36,B37	1

Saturday Noon

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Battle Beyond Space	RPG	B44	2
Catacombs - 1st Edition	Board	B45	2
Let's Unbox and Play Return to the	Board	B26	4
Dark Tower			
Mini painting drop in session	Other	B36,B37	1
Shadowrun sprawl ops legendary	Dice	B27	4
Board Game			
THE Battletech Grinder!!!	Board	B16,B17	6
The Fast and the Furiest	RPG	B43	4

Saturday 1:00 pm

Event Title	Type	Table(s)	Length
1-15 The Blooming Catastrophe	RPG	B58	5
2-11 Descent into Verdant Shadow	RPG	B56	5
4-03 Limnorn's Legacy	RPG	B55	5
7-11 Ancients' Anguish	RPG	B59	5
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
DC Comics Deck-Building Game	Card	B53	2
DC-WBW-NUKE-01/02	RPG	B04	4
Magically Delicious Rotten Ingredients & Meet Me Midway			
DDAL-DRW-INT-01/02 Big Problems/	RPG	B21	4
Watchers of the Trollclaws			
DDAL-DRW-INT-03/04 Red Day for	RPG	B05	4
Elvintree/Tales of Fang and Claw			
DDAL-SJA-3 Realmspace Sortie and	RPG	B18	4
H'catha			
Diceborn Heroes	Card	B38	2
Giddy Up! Game	Board	B40	1
LEGO Creatorian	Board	B39	1
Mini painting drop in session	Other	B37,B36	1
My First Castle Panic	Strategy	B34	2
Our Family Plays Games - Live at	Panel	Room I	1
NukeCon 2022!			
PO-BK-01-08 - Dark Side of the Rune	RPG	B20	4
Power Rangers Heroes of the Grid	Board	B32,B31	3
Learn to Play			
RADIANT CITADEL-HC	RPG	B03	4
Shadow of the Sun			
Rajas of the Ganges	Board	B30	2
Sherlock 13	Board	B41	1
Sidereal Confluence - Remastered Edition	Board	B29,B28	4
Tapestry w/ expansions	Board	B50	3
The Awful Green Things from	Board	B10	3
Outer Space, In 3D!			
Time Heist on the Gold train 1944	RPG	B49	4
What A Tanker!	Miniatures	B15,B13,B14	4

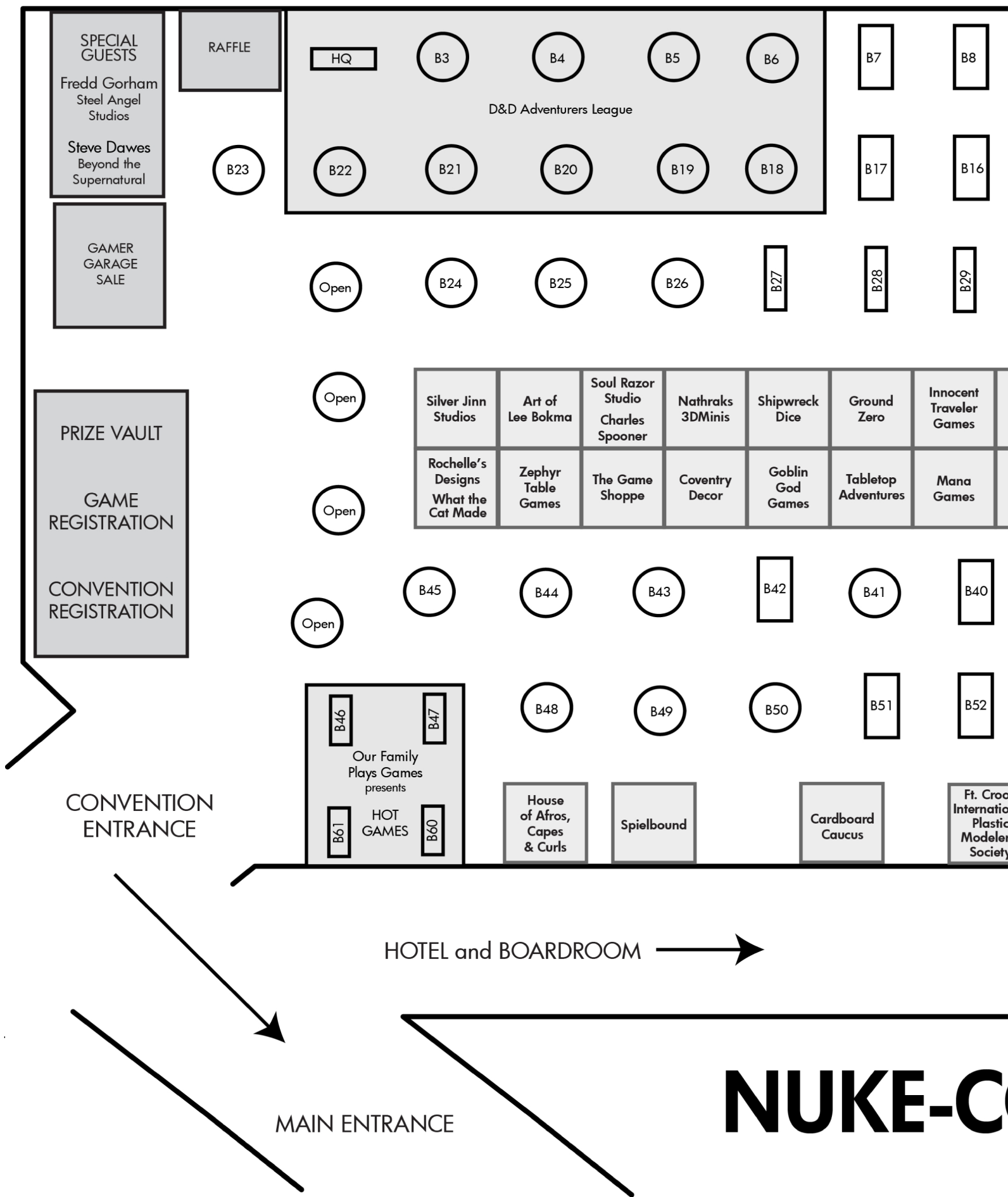
Saturday 2:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Battles for the Grail	Miniatures	B42	4
Chinatown	Board	B40	2
Escape Room Game	Puzzle	B45	2
Hexfall	Board	B25	4
Hordes of Power	Card	B24	1
Learn to Play - Cult of the Deep	Dice	B48	2
Mini painting drop in session	Other	B36,B37	1
Time Heist on the Gold Train 1944	RPG	B44	4

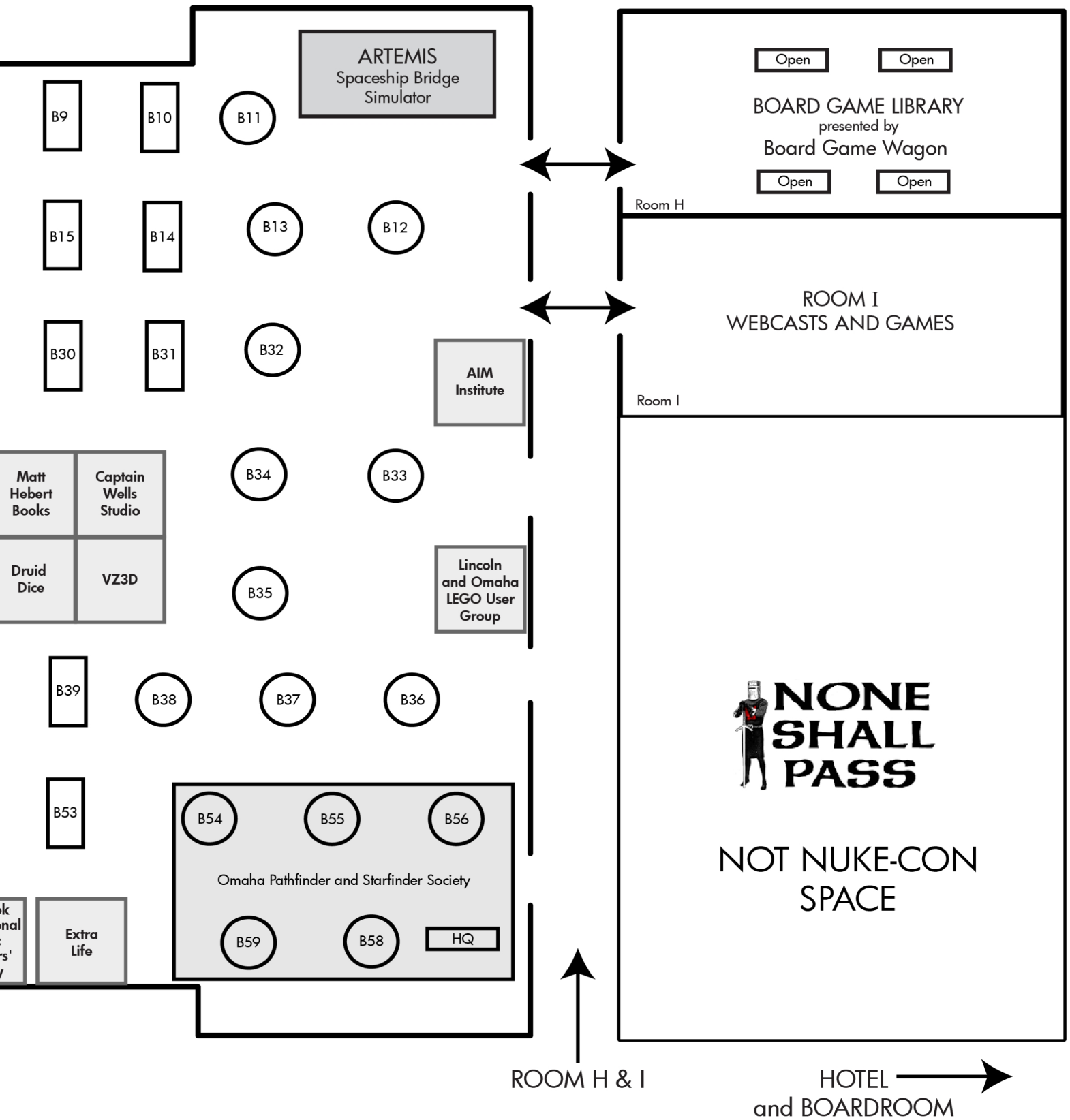


See page 18 for more

Check at registration for new events!



NUKE-C



ON 2022

the BOARDROOM is in the HOTEL
(just follow the tentacles)

Quick Game List Continued

Saturday 3:00 pm

Event Title	Type	Table(s)	Length
Ark Nova	Board	B61	3
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Creature Comforts	Board	B46	3
Decorum	Board	B60	3
Family Fluxx	Party	B41	1
Kodama, The Tree Spirits	Card	B39	1
Mini painting drop in session	Other	B36,B37	1
Wormholes	Board	B47	3

Saturday 4:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
Concordia	Board	B10	3
Dice Miner	Board	B27	1
Escape Room Game	Puzzle	B45	2
Fortress America (2012)	Board	B40	3
Hive Mind	Board	B41	2
Learn to Play Forges of Ravenshire	Board	B48	2
Railways of Australia	Board	B50	3

Saturday 5:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
Chronicles of Vyrren	RPG	B49	3
Dice Forge	Board	B07	1
Keyforge Tournament	Card	B53	2
Red Dragon Inn Tournament	Card	B38	2

Saturday 6:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
DDEP 08-02 Stardock Under Siege	RPG	B03, B04, B05, B06	4
DDEP 08-02 Stardock Under Siege	RPG	B18, B19, B20, B21	4
Floriferous	Card	B39	1
Hexfall	Board	B25	4
Learn to Play Forges of Ravenshire	Board	B51	2
Star Trek Catan in Federation Space	Strategy	B32	3
Tales of the Arabian Nights	Board	B48	3
Time Heist at Monaco F1 race 2004	RPG	B44	4

Saturday 7:00 pm

Event Title	Type	Table(s)	Length
3-98 Expedition into Pallid Peril	RPG	B54, B55, B56, B58	5
		B59	
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Battles for the Grail	Miniatures	B42	4
Dead of Winter	Board	B09	3
Endeavor: Age of Sail	Board	B10	3
La Stanza	Board	B50	2
The Gorhamite, part 3:	RPG	Board Room	4
The Door in the Lake			

Saturday 8:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Do Vampires Bleed?	RPG	B34	4
The Thing: The Boardgame (2022)	Board	B27	3

Saturday 9:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Varuna	Board	B50	1

Saturday 10:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Captain Sonar	Strategy	B09	1
Learn to Play Forges of Ravenshire	Board	B51	2

Saturday 11:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Ultimate WEREWOLF Extreme	Card	Room 1	3

Sunday 9:00 am

Event Title	Type	Table(s)	Length
3-17 Dreams of a Dustbound Isle	RPG	B59	4
3-19 Mean Streets of Shadow Absalom	RPG	B58	4
5-05 Boom-Block Gambit	RPG	B56	4
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Azul: Queens Garden	Board	B47	3
Battles for the Grail	Miniatures	B42	4
Biotix	Board	B53	1
Bounty #13 The Blackwood Abundance	RPG	B55	2
Creature Comforts	Board	B46	2
CCC-NUKE-02-01 One Fowl Soup!	RPG	B18	4
DDAL 07-07 Rotting Roots	RPG	B06	4
DDAL-DRW-INT-01/02 Big Problems!	RPG	B05	4
Wonders of the Trollclaws			
DDAL-SJA-1/2 Orientation and	RPG	B04	4
Trial by Fire			
DDEX 03-7 Herald of the Moon	RPG	B03	4
Lost Ruins of Arnak	Board	B61	3
Morning Constitutional	Other		1
Munchkin Disney	Card	B39	1
RADIANT CITADEL-HC	RPG	B20	4
Shadow of the Sun			
Scout	Board	B60	1
Various Kids Games	Other	B40	1

Sunday 10:00 am

Event Title	Type	Table(s)	Length
A Game of Thrones 1st Edition	Board	B51	5
w/Expansions			
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Can't Catch Harry	Board	B34	2
Disney Sorcerer's Arena: Epic Alliances	Board	B53	1
Holy Implications	Board	B43	2
Lords of Waterdeep	Board	B35	3
Mini painting drop in session	Other	B37,B36	1
Robots Love Ice Cream: The Card Game	Card	B52	1
Tales of the Arabian Nights	Board	B48	3
Various Kids Games	Other	B40	1

Sunday 11:00 am

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
Bounty #8 Tireless Path	RPG	B55	2
Kodama, The Tree Spirits	Card	B39	1
Learn to Play - Cult of the Deep	Dice	B49	2
Mini painting drop in session	Other	B36,B37	1
RPG 101 - A Q&A Panel	Panel	Board Room	1
Ruthless - Wyatt Earp's Vengeance	Miniatures	B09	2
Ride, Pt. 2			
Various Kids Games	Other	B40	1

Sunday Noon

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Holy Implications	Board	B43	2
Mini painting drop in session	Other	B36,B37	1
Murphy's Law	RPG	B38	4
Return to Dark Tower	Board	B26	3
Trivial Pursuit - Family Edition	Trivia	B44	2
Various Kids Games	Other	B40	1
Welcome To	Card	B52	1

Sunday 1:00 pm

Event Title	Type	Table(s)	Length
2-19 Enter Pallid Peak	RPG	B55	5
5-04 Fragment of the 4th	RPG	B54	5
Ark Nova	Strategy	B61	3
Artemis Spaceship Bridge Simulator	Computer	Artemis (Ballroom)	1
Board of Directors Meeting	Meeting	B45	1
Cascadia	Board	B46	2
CCC-OFDC 02-02 Palace of the Efreiti	RPG	B03	4
CCC-TRI-10 - Contact	RPG	B06	4
CoraQuest	Board	B53	2
DC-WBW-NUKE-01/02	RPG	B18	4
Magically Delicious Rotten Ingredients & Meet Me Midway			
DDAL-DRW-20 The Death of	RPG	B20	4
Szass Tamm			
DDAL-DRW-INT-03/04 Red Day for	RPG	B05	4
Elventree/Tales of Fang and Claw			
DDAL-SJA-3/4 Realmspace Sortie and	RPG	B04	4
Hcatha			
Decorum	Board	B60	2
Hordes of Power	Card	B16	1
Kingswood	Card	B39	2
Mini painting drop in session	Other	B37,B36	1
My First Castle Panic	Strategy	B34	2
PitchCar	Board	B50	1
Various Kids Games	Other	B40	1

Sunday 2:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Party	Artemis (Ballroom)	1
Battles for the Grail	Miniatures	B42	4
Dune: Imperium	Board	B47	4
Learn to Play Forges of Ravenshire	Board	B50	2
Mini painting drop in session	Other	B37,B36	1
Rajas of the Ganges	Board	B30	2
Shadowrun: Sprawl Ops Board Game	Board	B32	4
Story Cubes	Dice	B52	1
Trivial Pursuit - Family Edition	Board	B45	2
Various Kids Games	Other	B40	1

Sunday 3:00 pm

Event Title	Type	Table(s)	Length
Artemis Spaceship Bridge Simulator	Social	Artemis (Ballroom)	1
Chronicles of Vyrren	RPG	B49	3
Floriferous	Card	B39	1
Holy Implications	Board	B43	2
Mini painting drop in session	Other	B37,B36	1
Various Kids Games	Other	B40	1

Sunday 4:00 pm

Event Title	Type	Table(s)	Length
Transformers Deck-Building Game	Card	B53	2
Transmissions	Board	B52	2

Sunday 5:00 pm

Event Title	Type	Table(s)	Length
Various Kids Games	Other	B40	1



extra life
a program of
Children's Miracle Network Hospitals

There are small warriors fighting for their lives every day. Extra Life is the effort of people who enjoy games to raise money to help the fight.

Money raised through Extra Life supports sick and injured kids through: Funding critical treatments or pediatric medical equipment. Ensuring that hospitals can provide charitable care to those in need. Specialized services not covered by insurance.

Nuke-Con has a few options to participate in giving!

- There are donation incentive items available at the Extra Life booth with different items for different amounts available.
- "Roll the prize die" for a \$5 donation and win a prize.
- Donation collection bins available at our game tables and the booth.
- D&D adventurers league are running a drawing that will begin on Saturday and run into Sunday.
- At some of the D&D Adventurer's League tables they will be taking \$1 donations for one d20 reroll, which can be used to affect one d20 roll.

BATTLE BEYOND SPACE***Distant Stars - Space Combat System***

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

Character Levels:

A poor colony world is being threatened by the space Warlord Scarsis.

The colonists have recruited a rag-tag group of space rogues to defend the colony. Will you join the battle?

Players: 6

Run Time: 2

Type: RPG

CATACOMBS - 1ST EDITION***Catacombs***

Game Master: Cat Souliere

Table: B45

Player Skill: Novice

Character Levels:

Can you make it through the dungeon and defeat the Boss...by flicking tokens?

Players: 4

Run Time: 2

Type: Board

**LET'S UNBOX AND PLAY
RETURN TO THE DARK TOWER*****Return to Dark Tower***

Game Master: Ann Myers

Table: B26

Player Skill: Novice

Character Levels:

OK, I had grand plans of learning and running this game. But time got away from me, so let us unbox, learn, and play TOGETHER! The tower is back, new and improved with many game modes and options, but still flashing and playing sounds!

Players: 4

Run Time: 4

Type: Board

**SHADOWRUN SPRAWL OPS
LEGENDARY BOARD GAME*****Shadowrun: Sprawl Ops***

Game Master: Jaime Young

Table: B27

Player Skill: Novice

Character Levels:

Hoi Chummers! The Sprawl is a hot mess and needs teams of Shadowrunners ready to get into the mix and earn that Nuyen! This board game is 2-4 players leading teams of 4 runners, rolling dice for skills to beat missions for fun and profit! Never Deal with a Dragon.

Players: 4

Run Time: 4

Type: Dice

THE BATTLETECH GRINDER!!!***Battletech***

Game Master: John Thompson

Table: B16,B17

Player Skill: Novice

Character Levels:

It's big stompy robot goodness! A game for all levels of Battletech experience . . .

IT'S THE GRINDER!!! Everyone will start with a random low level mech.

Each time you die, you go up a level and you get a larger mech. Repeat ad nauseum. Who will get the most/best kills? Who lasts the longest?

Players: 20

Run Time: 6

Type: Board

THE FAST AND THE FURRIEST***Crash Pandas***

Game Master: Meagan Wilson

Table: B43

Player Skill: All

Character Levels: N/a

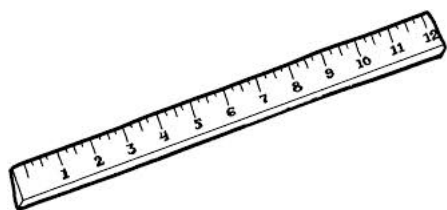
You are a raccoon, and you and your crew enter the world of illegal street racing in Los Angeles. This is a simple, silly one-page RPG. There will be a quick character build to start, and then a lot of trash panda, car driving shenanigans.

Come with an idea for your character and their name.

Players: 5

Run Time: 4

Type: RPG

**1-15 THE BLOOMING CATASTROPHE*****Pathfinder 2nd Edition***

Game Master: Will Huston

Table: B58

Player Skill: Novice

Character Levels: 1 to 4

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

2-11 DESCENT INTO VERDANT SHADOW***Starfinder***

Game Master: Ethan Ostdiek

Table: B56

Player Skill: Skilled

Character Levels: 1 to 4

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

4-03 LIMNORM'S LEGACY***Pathfinder 2nd Edition***

Game Master: John Brinkman

Table: B55

Player Skill: Skilled

Character Levels: 5 to 8

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

7-11 ANCIENTS' ANGUISH***Pathfinder 1st Edition***

Game Master: Gary Bush

Table: B59

Player Skill: Experienced

Character Levels: 7 to 11

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

DC COMICS DECK-BUILDING GAME***DC Comics Deck-Building Game***

Game Master: Nicole Vraspir

Table: B53

Player Skill: All

Character Levels:

Build a powerful deck to thwart super-villains in defense of the DC universe.

Players: 5

Run Time: 2

Type: Card

**DC-WBW-NUKE-01/02 MAGICALLY DELICIOUS ROTTEN
INGREDIENTS & MEET ME MIDWAY*****D&D 5th Edition Adventurers League***

Game Master: Dave Rosser

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

**DDAL-DRW-INT-01/02 BIG PROBLEMS/WATCHERS OF
THE TROLLCLAWS*****D&D 5th Edition Adventurers League***

Game Master: James Wescott

Table: B21

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

**DDAL-DRW-INT-03/04 RED DAY FOR ELVENTREE/
TALES OF FANG AND CLAW*****D&D 5th Edition Adventurers League***

Game Master: Jerrold Warren

Table: B05

Player Skill: Novice

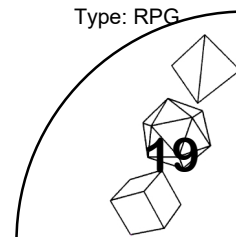
Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG



DDAL-SJA-3 REALMSpace SORTIE AND H'CATHA

D&D 5th Edition Adventurers League

Game Master: Josh Sauter

Table: B18

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DICEBORN HEROES

Diceborn Heroes

Game Master: Adam Vraspir

Table: B38

Player Skill: All

Character Levels:

Defeat minions to level up your characters and ultimately defeat the boss monster.

Players: 4

Run Time: 2

Type: Card

GIDDY UP! GAME

Giddy Up! Game

Game Master: Anthony Alston

Table: B40

Player Skill: Novice

Character Levels:

Saddle up and ride with horses of every color, breed, and personality! Round-up four beautifully photographed horse cards and read a colorful description of a horse. Then, each player secretly votes which horse best suits that story. Score when your "horse sense" matches other players. You'll be surprised what your horse-loving friends think!

Players: 4

Run Time: 1

Type: Board

LEGO CREATIONARY

LEGO Creationary

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

This is a game that tests players' imagination, creativity, building and guessing skills. Roll the die to select your category then get building! The three levels of difficulty mean anyone can show off their building skills; can the others guess what's being built? Suggested for ages 7 and above.

Players: 8

Run Time: 1

Type: Board

MY FIRST CASTLE PANIC

Castle Panic

Game Master: Leia Young

Table: B34

Player Skill: Novice

Character Levels: Pregen

My First Castle Panic, like its predecessor Castle Panic, is a co-operative game in which players work together to defend their castle, but this game removes the reading requirement of the earlier one.

Players: 3

Run Time: 2

Type: Strategy

OUR FAMILY PLAYS GAMES - LIVE AT NUKECON 2022!

Live board game show!

Game Master: Our Family Plays Games

Table: Room 1

Player Skill: All

Character Levels:

Come join OFPG and some special guests as they discuss the Top 10 favorite games in their collections!

Players: 30

Run Time: 1

Type: Panel

PO-BK-01-08 - DARK SIDE OF THE RUNE

D&D 5th Edition Adventurers League

Game Master: James Bowen

Table: B20

Player Skill: Experienced

Character Levels: Levels 17-20

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

POWER RANGERS HEROES OF THE GRID

LEARN TO PLAY

Power Rangers Heroes of the Grid

Game Master: Brian Palmgren

Table: B32,B31

Player Skill: All

Character Levels: N/A

Team up with 3-5 other Rangers as you protect the world from Monsters and Evil Villains like Rita Repulsa, Lord Zed, Lord Drakkon and more! Come play this Co-Op Dice and Card game.

Players: 5

Run Time: 3

Type: Board

RADIANT CITADEL-HC SHADOW OF THE SUN

D&D 5th Edition Adventurers League

Game Master: Jeremy Meister

Table: B03

Player Skill: Experienced

Character Levels: Levels 11-12

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

RAJAS OF THE GANGES

Rajas of the Ganges

Game Master: Norajane McIntyre

Table: B30

Player Skill: All

Character Levels:

In 16th C India, you will cultivate and market crops, develop your own province, enhance the public buildings, or sail along the Ganges in your journey to amass wealth and fame. It's a worker-placement game with a twist (and lovely art).

Players: 4

Run Time: 2

Type: Board

SHERLOCK 13

Sherlock 13

Game Master: Olivia Alston

Table: B41

Player Skill: All

Character Levels:

In Sherlock 13, the players take the role of a detective, trying to unmask the famous thief Arsene Lupin, who is among them in disguise. A deduction micro-game for 2-4 players.

Players: 3

Run Time: 1

Type: Board

SIDEREAL CONFLUENCE - REMASTERED EDITION

Sidereal Confluence

Game Master: Daniel Galarza

Table: B29,B28

Player Skill: All

Character Levels: None

Learn to play and experience the loud, rowdy, real-time sci-fi trading game Sidereal Confluence. Play one of nine alien races, each one producing goods useless to themselves but precious to the other players, leading to frantic trading and negotiations!

Players: 8

Run Time: 4

Type: Board

TAPESTRY W/ EXPANSIONS

Tapestry

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

Tapestry is a civilization-building game from designer Jamey Stegmaier in which players will strive to guide their variable player power civilization to dominance by most successfully developing each of several technology tracks. This session will use all the expansions!

Players: 4

Run Time: 3

Type: Board

THE AWFUL GREEN THINGS FROM OUTER SPACE, IN 3D!

The Awful Green Things from Outer Space

Game Master: William Guldmond

Table: B10

Player Skill: Novice

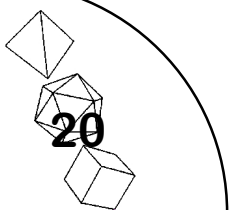
Character Levels: Not Applicable

This humorously entertaining game pits the ship's crew against the multiplying aliens. Although the crew members have several weapons available to them, they don't know what effect they will have until they try them out in combat against the Awful Green Things from Outer Space!

Players: 5

Run Time: 3

Type: Board



Saturday 1:00 pm Continued

TIME HEIST ON THE GOLD TRAIN 1944

Zephyr System

Game Master: Zephyr Games

Table: B49

Player Skill: Novice

Character Levels:

The year, 1944. The place, France. A train of stolen French wealth is heading for Germany, never to be seen again. A mystery never to be solved? You know what happened, because you recovered it from the past!

Players: 6

Run Time: 4

Type: RPG

WHAT A TANKER!

What A Tanker!

Game Master: David Moore

Table: B15,B13,B14

Player Skill: All

Character Levels:

What A Tanker! is a fun and simple beer and pretzels mini game featuring WW2 tanks. Rules can be taught in 5 minutes so one can get to rolling across the battlefield in no time.

Players: 20

Run Time: 4

Type: Miniatures

Saturday 2:00 pm

BATTLES FOR THE GRAIL

Oathmark

Game Master: Ray Parrish

Table: B42

Player Skill: Novice

Character Levels: Depends 500-1100

Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8

Run Time: 4

Type: Miniatures

CHINATOWN

Chinatown

Game Master: Matt Helms

Table: B40

Player Skill: All

Character Levels:

It is New York in the 1960s, and a new wave of hard-working immigrants has arrived in lower Manhattan to buy buildings, establish business, and pursue the American Dream. Chinatown is a game of negotiation and business savvy.

Players: 5

Run Time: 2

Type: Board

ESCAPE ROOM GAME

Escape Room

Game Master: Cat Souliere

Table: B45

Player Skill: Novice

Character Levels:

Can you escape before you die? This is an escape room game with puzzle clues to solve. Several different ones to choose from!

Players: 6

Run Time: 2

Type: Puzzle

HEXFALL

Hexfall

Game Master: Allen Thiele

Table: B25

Player Skill: Novice

Character Levels:

This is a playtest of a 4X game in development using prototype pieces. Humanity has taken to the stars in search of a new place to live. Something went wrong on the trip, and the ships were forced to crash on a resource light planet, leaving the different factions to find the best way to survive.

Players: 6

Run Time: 4

Type: Board



Saturday 2:00 pm Continued

HORDES OF POWER

Hordes of Power

Game Master: Lee Bokma

Table: B24

Player Skill: All

Character Levels:

Hordes of Power is a wacky and fun card game full of retro-nostalgic goodness. Can you be the first to assemble a Horde of Power by recruiting powerful barbarians, wizards, robots, karens, cowboys, and cute but worthless sidekicks in to your horde? Created by local designer and artist Lee Bokma.

Players: 4

Run Time: 1

Type: Card

LEARN TO PLAY - CULT OF THE DEEP

Cult of the Deep

Game Master: Samuel Stockton

Table: B48

Player Skill: All

Character Levels:

Cult of the Deep is a hidden role dice game for 4-8 players. You are a member of a cult establishing your hidden faction's rise to power. Fight over rituals and mythical monsters as you seek victory and control of the cult.

Players: 6

Run Time: 2

Type: Dice

TIME HEIST ON THE GOLD TRAIN 1944

Zephyr System

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

Character Levels:

The year, 1944. The place, France. A train of stolen French wealth is heading for Germany, never to be seen again. A mystery never to be solved? You know what happened, because you recovered it from the past!

Players: 6

Run Time: 4

Type: RPG

Saturday 3:00 pm

ARK NOVA

Ark Nova

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

In Ark Nova, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world.

Players: 3

Run Time: 3

Type: Board

CREATURE COMFORTS

Creature Comforts

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

In Creature Comforts, you spend the Spring, Summer, and Fall gathering different goods from the forest and spending them to collect items that will make your home more inviting while the world outside is covered in a layer of snow. Each round you send family members out to gain supplies.

Players: 4

Run Time: 3

Type: Board

DECORUM

Decorum

Game Master: Marcus Ross

Table: B60

Player Skill: All

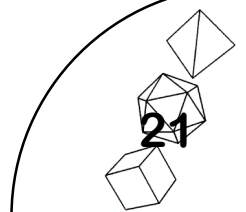
Character Levels: N/A

Decorum is a cooperative, hidden information game where you and your partner share the same objective: decorate your home in a way that makes you both happy. The problem is, different things make each of you happy and nobody says exactly what they need. Can you find a happy compromise?

Players: 3

Run Time: 3

Type: Board



FAMILY FLUXX**Fluxx**

Game Master: Olivia Alston

Table: B41

Player Skill: All

Character Levels:

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

Players: 5

Run Time: 1

Type: Party

KODAMA, THE TREE SPIRITS**Kodama**

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

As caretakers for Kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Grow your tree by placing cards in clever arrangements, being careful to leave room for future growth. Cultivate flowers, insects, and branch arrangements to make your Kodama happy.

Players: 5

Run Time: 1

Type: Card

WORMHOLES**Wormholes**

Game Master: Kaleb Michaud

Table: B47

Player Skill: All

Character Levels: N/A

Two Sessions in this slot!

#1 3:00pm

#2 4:30pm

In Wormholes, players collect passengers from planets, each of whom have specific destinations they aim to reach. However, this pick-up-and-deliver process can be quite different once you establish wormholes between different points of the galaxy, and your service can be used by other players.

Players: 4

Run Time: 3

Type: Board

CONCORDIA**Concordia**

Game Master: Matt Helms

Table: B10

Player Skill: All

Character Levels:

Concordia is a low-luck, strategy-heavy game of expanding your mercantile interests across the Roman Empire. A number of maps and the Salsa and Venus expansions will be available depending on player count and interest.

Players: 5

Run Time: 3

Type: Board

DICE MINER**Dice Miner**

Game Master: John Kelly

Table: B27

Player Skill: Novice

Character Levels:

In each of three rounds, custom dice are rolled onto the mountain. You are a Dwarf hero, drafting dice for your hoard. Scores are tallied after each round before you re-roll your dice and the mountain is refilled.

Players: 4

Run Time: 1

Type: Board

ESCAPE ROOM GAME**Escape Room**

Game Master: Cat Souliere

Table: B45

Player Skill: Novice

Character Levels:

Can you escape before you die? This is an escape room game with puzzle clues to solve. Several different ones to choose from!

Players: 6

Run Time: 2

Type: Puzzle

FORTRESS AMERICA (2012)**Fortress America (2012)**

Game Master: Lance Klindt

Table: B40

Player Skill: Novice

Character Levels:

Future War Game. In Fortress America, the United States must defend itself from three deadly invading armies: the Asian People's Alliance from the West, the Central American Federation from the South, and the Euro-Socialist Pact from the East.

Players: 3

Run Time: 3

Type: Board

GAMER GARAGE SALE!

**Buy and Sell
Games! (Board, Card, RPG, etc.)
Miniatures,
landscape items.
Books
Geekdom tchotchkes**



**Scan for all
the details**



Saturday 4:00 pm Continued

HIVE MIND

Hive Mind

Game Master: Olivia Alston

Table: B41

Player Skill: All

Character Levels:

Up in the hive, the bees are trying to prove to the Queen Bee that they deserve to stay! During the game, the players must be harmonious in answering intriguing questions based on their experience and opinions.

The more answers they have in common with other players, the more points they get!

Players: 12

Run Time: 2

Type: Board

LEARN TO PLAY FORGES OF RAVENSHIRE

Forges of Ravenshire

Game Master: Samuel Stockton

Table: B48

Player Skill: All

Character Levels:

Grab a hammer and some steel, it's time to forge! You are running a smithy in the town of Ravenshire competing to see who can make the most money. The winner earns the respect of their peers and the title of Forgemaster.

Players: 4

Run Time: 2

Type: Board

RAILWAYS OF AUSTRALIA

Point Salad

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

Railways of Australia is the newest map in the Railways of the World series of train games. Players will use network building and pick-up-and-deliver mechanics to develop the vast frontiers of Australia, while being cautious of the track-gauge rules this map brings to the table.

Players: 5

Run Time: 3

Type: Board

Saturday 5:00 pm

CHRONICLES OF VYRREN

Chronicles of Vyrren

Game Master: Ruby Weber

Table: B49

Player Skill: All

Character Levels:

This is a play test of my reworked TTRPG. The 3 hour time slot will be one mini-campaign. It will run 3 times on 3 different days. Since this is a test, expect some slight annoyances and occasional issues.

Players: 8

Run Time: 3

Type: RPG

DICE FORGE

Dice Forge

Game Master: John Kelly

Table: B07

Player Skill: Novice

Character Levels:

Dice Forge is a development game featuring innovative mechanics based on dice with removable faces. In this dice crafting game, players build their own dice. Roll your dice, manage your resources, complete ordeals before your opponents and explore multiple winning strategies.

Players: 4

Run Time: 1

Type: Board



Saturday 5:00 pm Continued

KEYFORGE TOURNAMENT

Key Forge

Game Master: Nicole Vraspir

Table: B53

Player Skill: All

Character Levels:

\$10 entry fee donated to Extra Life. Cash and card accepted at table. All players will get a deck to play and take home. If you don't like the first deck, you can get a second for \$7. Winner will take home a playmat.

Your deck is unique. Race to three keys to be the first to unlock the great Vaults

Players: 6

Run Time: 2

Type: Card

RED DRAGON INN TOURNAMENT

Red Dragon Inn

Game Master: Adam Vraspir

Table: B38

Player Skill: All

Character Levels:

\$5 entry fee donated to Extra Life. Cash and card accepted at table. Each player will get a promo card with entry. Non-official tournament with a prize for winner.

Fantasy adventurers head to the pub for a night of drinking, gambling, and fights.

Players: 6

Run Time: 2

Type: Card

Saturday 6:00 pm

DDEP 08-02 STARDOCK UNDER SIEGE

D&D 5th Edition Adventurers League

Game Master: Terry Barney, N. Reinert, Dave Rosser, James Wescott

Table: B04, B05, B19, B21

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDEP 08-02 STARDOCK UNDER SIEGE

D&D 5th Edition Adventurers League

Game Master: Christopher O'Neill, Josh Sauter

Table: B06, B18

Player Skill: Skilled

Character Levels: Levels 5-10

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDEP 08-02 STARDOCK UNDER SIEGE

D&D 5th Edition Adventurers League

Game Master: James Bowen, Jeremy Meister

Table: B03, B20

Player Skill: Experienced

Character Levels: Levels 11-16

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

FLORIFEROUS

Floriferous

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

Your garden awaits! Spend the afternoon in your floriferous garden. Relax while enjoying this elegant game of picking, pairing, and arranging flowers. Find joy in the abundance of nature.

Players: 4

Run Time: 1

Type: Card

HEXFALL

Hexfall

Game Master: Allen Thiele

Table: B25

Player Skill: Novice

Character Levels:

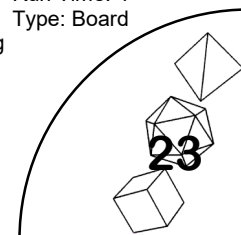
This is a playtest of a 4X game in development using prototype pieces.

Humanity has taken to the stars in search of a new place to live. Something went wrong on the trip, and the ships were forced to crash on a resource light planet, leaving the different factions to find the best way to survive.

Players: 6

Run Time: 4

Type: Board



LEARN TO PLAY FORGES OF RAVENSHIRE

Forges of Ravenshire

Game Master: Samuel Stockton

Table: B51

Player Skill: All

Character Levels:

Grab a hammer and some steel, it's time to forge! You are running a smithy in the town of Ravenshire competing to see who can make the most money. The winner earns the respect of their peers and the title of Forgemaster.

Players: 4

Run Time: 2

Type: Board

STAR TREK CATAN IN FEDERATION SPACE

Star Trek: Catan

Game Master: Jaime Young

Table: B32

Player Skill: Skilled, Novice

Character Levels:

Come play Catan and explore Star Trek's federated space. Based on the "Explored Galaxy" map seen in Kirk's quarters, gather your resources, form star lanes and build star bases and win!

Players: 4

Run Time: 3

Type: Strategy

TALES OF THE ARABIAN NIGHTS

Tales of the Arabian Nights

Game Master: William Guldemon

Table: B48

Player Skill: Novice

Character Levels: Not Applicable

You are the hero or heroine in a story of adventure and wonder! You will travel the land seeking your own destiny and fortune. Will you be the first to fulfill your destiny? The next Tale is yours to tell! There will be a winner in Tales of the Arabian Nights, but the point is to enjoy the story!

Players: 5

Run Time: 3

Type: Board

TIME HEIST AT MONACO F1 RACE 2004

Zephyr System

Game Master: Scott Nelson

Table: B44

Player Skill: Novice

Character Levels:

The year, 2004. The place Monaco. A \$300k diamond is about to be lost to history. Where did it go? A mystery never to be solved? You know what happened to it, because you recovered it from the past!

Players: 6

Run Time: 4

Type: RPG



3-98 EXPEDITION INTO PALLID PERIL

Pathfinder 2nd Edition

Game Master: Various

Table: B54, B55, B56, B58, B59

Player Skill: Novice

Character Levels: 5 to 6

Level 1-2 at table B55 with GM Will Huston

Level 1-4 at table B58 with GM John Brinkman

Level 3-4 at table B56 with GM Wally Waltner

Level 3-6 at table B54 with GM Joel Williams

Level 5-6 at table B59 with GM Benjamin Debrick

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

BATTLES FOR THE GRAIL

Oathmark

Game Master: Ray Parrish

Table: B42

Player Skill: Novice

Character Levels: Depends 500-1100

Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8

Run Time: 4

Type: Miniatures

DEAD OF WINTER

Dead of Winter

Game Master: Matt Helms

Table: B09

Player Skill: All

Character Levels:

As you huddle in the abandoned warehouse, you can't help but wonder how it will all end for you - the freezing cold, the zombies outside, or one of your fellow survivors. Or just maybe, you will make it though. Dead of Winter is a semi-cooperative game of survival and tough moral choices.

Players: 5

Run Time: 3

Type: Board

ENDEAVOR: AGE OF SAIL

Endeavor: Age of Sail

Game Master: Erik Luken

Table: B10

Player Skill: All

Character Levels:

In Endeavor: Age of Sail, players strive to earn glory for their empires. Sailing out from Europe and the Mediterranean, players will establish shipping routes and occupy cities the world over.

Players: 4

Run Time: 3

Type: Board

LA STANZA

La Stanza

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels:

La Stanza is a rondel-style game in which players are patrons of Renaissance art. The most successful patron will be the one who most successfully curates the best collection of art and sponsors the best stable of artists!

Players: 3

Run Time: 2

Type: Board

THE GORHAMITE, PART 3: THE DOOR IN THE LAKE

Beyond the Supernatural

Game Master: Steve Dawes

Table: Board Room

Player Skill: All

Character Levels: Pregen

All of the investigators' hard work and effort has led them to this moment. The Gorhamite is coming! The investigators know where to go and what they need to do to stop it! The climatic conclusion to the Gorhamite adventure awaits!

Players: 7

Run Time: 4

Type: RPG

Saturday 8:00 pm

DO VAMPIRES BLEED?

D&D Masque of the Red Death

Game Master: Norajane McIntyre

Table: B34

Player Skill: Experienced

Character Levels: Pregen

This is the latest chapter in a long-running annual game pitting late 19th C heroes against the evils of magic. Because the characters have developed with the years, seating preference will be given to players from prior years. Welcome back, White Rose!

Players: 7

Run Time: 4

Type: RPG

THE THING: THE BOARDGAME (2022)

The Thing: The Boardgame (2022)

Game Master: Lance Klindt

Table: B27

Player Skill: Novice

Character Levels:

The Thing is a game that mixes different mechanisms to create an experience that is as faithful as possible to that of the original film. It is a "hidden role" game, in which one player is initially the Thing and the others players are humans. The purpose of the Thing is to infect others.

Players: 7

Run Time: 3

Type: Board

Saturday 9:00 pm

VARUNA

Varuna

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

Varuna is the sequel to Demeter, a dinosaur-themed flip-and-write game. Continuing their quest for space dinosaurs, players will explore the watery moon of Varuna and discover and catalog an array of prehistoric marine reptiles.

Players: 11

Run Time: 1

Type: Board

Saturday 10:00 pm

CAPTAIN SONAR

Captain Sonar

Game Master: Matt Helms

Table: B09

Player Skill: All

Character Levels:

Somewhere in the depths of the ocean is an enemy submarine. Your mission is to find it and eliminate it - before it can eliminate you. Captain Sonar is a real-time, team-versus-team game of teamwork, deduction and explosive decompression.

Players: 8

Run Time: 1

Type: Strategy

LEARN TO PLAY FORGES OF RAVENSHIRE

Forges of Ravenshire

Game Master: Samuel Stockton

Table: B51

Player Skill: All

Character Levels:

Grab a hammer and some steel, it's time to forge! You are running a smithy in the town of Ravenshire competing to see who can make the most money. The winner earns the respect of their peers and the title of Forgemaster.

Players: 4

Run Time: 2

Type: Board

Saturday 11:00 pm

ULTIMATE WEREWOLF EXTREME

Ultimate Werewolf

Game Master: Kyria Spooner

Table: Room I

Player Skill: All

Character Levels:

Happy early Halloween! Join us for the ULTIMATE game of hidden roles and deduction. Players are secretly divided into 2 teams of Werewolves vs Villagers. Discuss, deduce, vote, and when night falls, use your power to change the game. We'll play multiple games, adding MANY unique roles to the mix.

Players: 75

Run Time: 3

Type: Card

Sunday 9:00 am

3-17 DREAMS OF A DUSTBOUND ISLE

Pathfinder 2nd Edition

Game Master: Benjamin Debrick

Table: B59

Player Skill: Skilled

Character Levels: 5 to 8

See page 7 for full description.

Players: 6

Run Time: 4

Type: RPG

3-19 MEAN STREETS OF SHADOW ABSALOM

Pathfinder 2nd Edition

Game Master: Wally Waltner

Table: B58

Player Skill: Experienced

Character Levels: 7 to 10

See page 7 for full description.

Players: 6

Run Time: 4

Type: RPG

5-05 BOOM-BLOCK GAMBIT

Starfinder

Game Master: Ethan Ostdiek

Table: B56

Player Skill: Experienced

Character Levels: 5 to 8

See page 7 for full description.

Players: 6

Run Time: 4

Type: RPG

ARTEMIS SPACESHIP BRIDGE SIMULATOR

Artemis Spaceship Bridge Simulator

Game Master: Richard Norton

Table: Artemis (Ballroom)

Player Skill: All

Character Levels: N/A

Artemis is a cooperative spaceship bridge simulation game, where 2 to 7 players become the crew of a spaceship that you can fly from the comfort of your living room. Each ship can accommodate 5 bridge officers plus the Captain. Some ships can carry one or more fighter pilots aboard as well. Running Friday 3pm-Midnight, Saturday 9am-Midnight, and Sunday 9am-4pm. A game typically runs about 30-60 minutes, depending on gamer experience and difficulty level selected.

Players: 7

Run Time: 1

Type: Computer

AZUL: QUEENS GARDEN

Azul: Queens Garden

Game Master: Kenneth Turner

Table: B47

Player Skill: All

Character Levels: N/A

In Azul: Queen's Garden, players are tasked with arranging a magnificent garden for the King's lovely wife by arranging beautiful plants, trees, and ornamental features.

Players: 3

Run Time: 3

Type: Board

BATTLES FOR THE GRAIL

Oathmark

Game Master: Ray Parrish

Table: B42

Player Skill: Novice

Character Levels: Depends 500-1100

Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8

Run Time: 4

Type: Miniatures

BIOTIX

Biotix

Game Master: Adam Vraspir

Table: B53

Player Skill: All

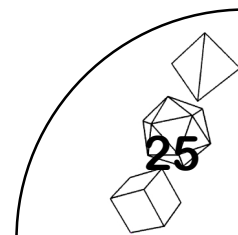
Character Levels:

There's only so much room in your petri dish for these volatile microorganisms.

Players: 5

Run Time: 1

Type: Board



Don't forget to check for new events! See the Registration Desk

Extended Drop-In Events

Artemis Spaceship Bridge Simulator

Artemis is a cooperative spaceship bridge simulation game, where 2 to 7 players become the crew of a spaceship that you can fly from the comfort of your living room. Each ship can accommodate 5 bridge officers plus the Captain. Some ships can carry one or more fighter pilots aboard as well. Running Friday 3pm-Midnight, Saturday 9am-Midnight, and Sunday 9am-4pm. A game typically runs about 30-60 minutes, depending on gamer experience and difficulty level selected.

Mini Painting

Time to paint! For painters of any level. I'll help whoever wants to learn how to paint (minis on Saturday, terrain on Sunday). If you already paint, then come meet some fellow painters! Sessions will be 10 - 4 on Sat (minis) and Sun (terrain). Let's get rid of the pile of shame together!

Various Kids Games

All ages welcome! Seriously, we even have games for 2 year olds. Multiple games available to play all day, from 9am-6pm. Games include: Digging Dino Bones, Baby Dinosaur Rescue, Animal Upon Animal, Outnumbered Improbable Heroes, Deadly Doodles, Dragonwood, Dungeon Mayhem, Reap, Zombie Dice, Jurassic Snack, Fluxx

Special Events

Nuke-Con Annual Meeting

Annual meeting of the Nuke-Con Board of Directors. This is a public meeting and anybody interested is welcome. Sunday 1pm

Morning Constitutional

Get ready for a game-filled day by walking with The GodMom! 30 minutes or so, at a pace to be determined by the group, on a route circling the Ramada. Meet in the foyer near the Reg Desk. Saturday AND Sunday 9am.

Panels

Our Family Plays Games - Live at NukeCon 2022!

Come join OFPG and some special guests as they discuss the Top 10 favorite games in their collections! Saturday 1pm.

RPG 101 - A Q&A Panel

Are you new to the whole "RPG" thing? Do you have questions or need some advice on how the whole "Role-Playing Game" hobby works? Well then you've come to the right panel! Come and join in on this fun and friendly Q&A and advice panel about the ins and outs of enjoying the RPG experience. Sunday 11am.

Tournaments

Point Salad Tournament

The Game Shoppe is sponsoring a delicious and nutritious tournament for all ages. Play in three fast paced rounds of Point Salad. The player with the most wins, takes the whole salad!

Potion Explosion Tournament

\$5 entry fee donated to Extra Life. Cash and card accepted at the table. Winner will get a promo pack. Collect and combine ingredients to mix potions and try to become Student of The Year.

Keyforge Tournament

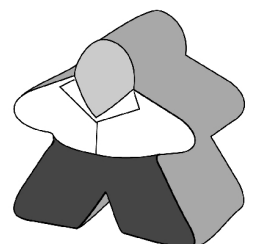
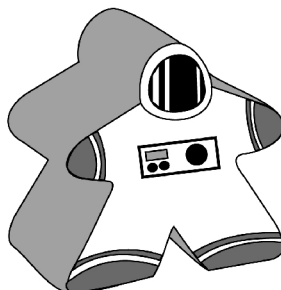
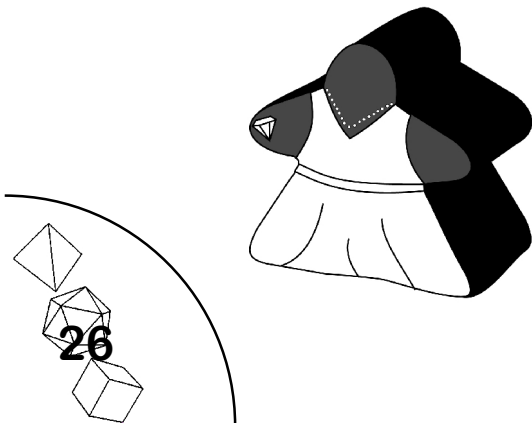
\$10 entry fee donated to Extra Life. Cash and card accepted at table. All players will get a deck to play and take home. If you don't like the first deck, you can get a second for \$7. Winner will take home a playmat.

Your deck is unique. Race to three keys to be the first to unlock the great Vaults

Red Dragon Inn Tournament

\$5 entry fee donated to Extra Life. Cash and card accepted at table. Each player will get a promo card with entry. Non-official tournament with a prize for winner.

Fantasy adventurers head to the pub for a night of drinking, gambling, and fights.



Sunday 9:00 am continued

BOUNTY #13 THE BLACKWOOD ABUNDANCE

Pathfinder 2nd Edition

Game Master: Organized Play Staff (PFS)

Table: B55

Player Skill: Novice

Character Levels: 1st

See page 7 for full description.

Players: 6

Run Time: 2

Type: RPG

CREATURE COMFORTS

Creature Comforts

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

In Creature Comforts, you spend the Spring, Summer, and Fall gathering different goods from the forest and spending them to collect items that will make your home more inviting while the world outside is covered in a layer of snow. Each round you send family members out to gain supplies.

Players: 4

Run Time: 3

Type: Board

CCC-NUKE-02-01 ONE FOWL SOUP!

D&D 5th Edition Adventurers League

Game Master: Jerrold Warren

Table: B18

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL 07-07 ROTTING ROOTS

D&D 5th Edition Adventurers League

Game Master: Christopher O'Neill

Table: B06

Player Skill: Skilled

Character Levels: Levels 5-10

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-DRW-INT-01/02 BIG PROBLEMS/WATCHERS OF THE TROLLCLAWS

D&D 5th Edition Adventurers League

Game Master: Travis Fuller

Table: B05

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-SJA-1 /2 ORIENTATION AND TRIAL BY FIRE

D&D 5th Edition Adventurers League

Game Master: Dave Rosser

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDEX 03-7 HERALD OF THE MOON

D&D 5th Edition Adventurers League

Game Master: Jeremy Meister

Table: B03

Player Skill: Skilled

Character Levels: Levels 5-10

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

LOST RUINS OF ARNAK

Lost Ruins of Arnak

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

Lost Ruins of Arnak combines deck-building and worker placement in a game of exploration, resource management, and discovery. In addition to traditional deck-builder effects, cards can also be used to place workers, and new worker actions become available as players explore the island.

Players: 3

Run Time: 3

Type: Board

Sunday 9:00 am Continued

MORNING CONSTITUTIONAL

Other

Game Master: Norajane McIntyre

Table:

Player Skill: Novice

Character Levels:

Join The GodMom's daily walk and get your blood moving for the day. You know you'll be sitting for hours, so spend half of the first one in action! Meet me near Registration and we'll walk around the MAC neighborhood for about 30 minutes, at a pace that's comfortable for everybody. Good Morning!

Players: 100

Run Time: 1

Type: Other

MUNCHKIN DISNEY

Munchkin

Game Master: Nicole Vraspir

Table: B39

Player Skill: All

Character Levels:

Take the role of a Disney hero, villain, or princess in a fight to reach level 10.

Players: 6

Run Time: 1

Type: Card

RADIANT CITADEL-HC SHADOW OF THE SUN

D&D 5th Edition Adventurers League

Game Master: James Bowen

Table: B20

Player Skill: Experienced

Character Levels: Levels 11-12

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

SCOUT

Scout

Game Master: Marcus Ross

Table: B60

Player Skill: All

Character Levels: N/A

"SCOUT is a ladder-climbing game in which cards have two potential values, players may not rearrange their hand of cards, and players may pass their turn to take a card from the current high set of cards into their hand."

Players: 4

Run Time: 1

Type: Board

VARIOUS KIDS GAMES

Various

Game Master: Lucas Vraspir

Table: B40

Player Skill: All

Character Levels:

All ages welcome! Seriously, we even have games for 2 year olds. Multiple games available to play all day, from 9am-6pm.

Games include: Digging Dino Bones, Baby Dinosaur Rescue, Animal Upon Animal, Outnumbered Improbable Heroes, Deadly Doodles, Dragonwood, Dungeon Mayhem, Reap, Zombie Dice, Jurassic Snack, Fluxx

Players: 99

Run Time: 1

Type: Other

Sunday 10:00 am

A GAME OF THRONES 1ST EDITION W/EXPANSIONS

A Game of Thrones

Game Master: Ken Peoples

Table: B51

Player Skill: All

Character Levels:

Fantasy Flight Games 1st Edition of A Game of Thrones: The Board Game with both expansions (Clash of Kings & A Storm of Swords). A tense game of diplomacy & combat!

Players: 5

Run Time: 5

Type: Board

CAN'T CATCH HARRY

Can't Catch Harry

Game Master: Leia Young

Table: B34

Player Skill: Novice

Character Levels: Pregen

Save your moth friends from giving in to the glowing draw of the lamp. Every time you're unable to match 4 of a kind, your moth risks being zapped!

Players: 5

Run Time: 2

Type: Board



DISNEY SORCERER'S ARENA: EPIC ALLIANCES

Disney Sorcerer's Arena: Epic Alliances

Game Master: Nicole Vraspir

Table: B53

Player Skill: All

Character Levels:

Summon Disney and Pixar characters to fight in the ultimate battle!

Recruit from a roster of Disney and Pixar heroes and villains — Sorcerer's Apprentice Mickey, Gaston, Aladdin, Demyon, Sulley, Dr. Facilier, Maleficent, and Ariel. Expansion adds Davy Jones, Moana, and Stitch.

Players: 4

Run Time: 1

Type: Board

HOLY IMPLICATIONS

Holy Implications

Game Master: Allen Thiele

Table: B43

Player Skill: Novice

Character Levels:

This is a playtest of a worker placement game in development using prototype pieces.

As monks in a monastery being overrun with devils, players will have to manage their piety and corruption on an ever changing board.

Players: 4

Run Time: 2

Type: Board

LORDS OF WATERDEEP

Lords of Waterdeep

Game Master: Sarah Young

Table: B35

Player Skill: Novice

Character Levels: Pregon

Waterdeep, the City of Splendors, the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city.

Players: 4

Run Time: 3

Type: Board

MINI PAINTING DROP IN SESSION

Painting

Game Master: RJ Redden

Table: B37, B36

Player Skill: All

Character Levels: 0

Time to paint! For painters of any level. I'll help whoever wants to learn how to paint (minis on Saturday, terrain on Sunday). If you already paint, then come meet some fellow painters! Sessions will be 10 - 4 on Sat (minis) and Sun (terrain). Let's get rid of the pile of shame together!

Players: 16

Run Time: 1

Type: Other

ROBOTS LOVE ICE CREAM: THE CARD GAME

Robots Love Ice Cream: The Card Game

Game Master: Adam Vraspir

Table: B52

Player Skill: All

Character Levels:

Robots Love Ice Cream is a family-friendly semi-cooperative game for 1-4 players ages 10+ that can be played in about 30 minutes or less.

Spinston and his army are invading planets in search of ice cream. Your mission's to take control of an ice cream truck and use sets to ward off the enemies.

Players: 4

Run Time: 1

Type: Card

TALES OF THE ARABIAN NIGHTS

Tales of the Arabian Nights

Game Master: William Guldemon

Table: B48

Player Skill: Novice

Character Levels: Not Applicable

You are the hero or heroine in a story of adventure and wonder! You will travel the land seeking your own destiny and fortune. Will you be the first to fulfill your destiny? The next Tale is yours to tell! There will be a winner in Tales of the Arabian Nights, but the point is to enjoy the story!

Players: 5

Run Time: 3

Type: Board

BOUNTY #8 TIRELESS PATH

Pathfinder 2nd Edition

Game Master: Ryan King

Table: B55

Player Skill: Novice

Character Levels: 1st

See page 7 for full description.

Players: 6

Run Time: 2

Type: RPG

KODAMA, THE TREE SPIRITS

Kodama

Game Master: Stephanie Murphy

Table: B39

Player Skill: Novice

Character Levels:

As caretakers for Kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Grow your tree by placing cards in clever arrangements, being careful to leave room for future growth. Cultivate flowers, insects, and branch arrangements to make your Kodama happy.

Players: 5

Run Time: 1

Type: Card

LEARN TO PLAY - CULT OF THE DEEP

Cult of the Deep

Game Master: Samuel Stockton

Table: B49

Player Skill: All

Character Levels:

Cult of the Deep is a hidden role dice game for 4-8 players. You are a member of a cult establishing your hidden faction's rise to power. Fight over rituals and mythical monsters as you seek victory and control of the cult.

Players: 6

Run Time: 2

Type: Dice

RPG 101 - A Q&A PANEL

Panel

Game Master: Steve Dawes

Table: Board Room

Player Skill: Novice

Character Levels:

Are you new to the whole "RPG" thing? Do you have questions or need some advice on how the whole "Role-Playing Game" hobby works? Well then you've come to the right panel!

Come and join in on this fun and friendly Q&A and advice panel about the ins and outs of enjoying the RPG experience.

Players: 100

Run Time: 1

Type: Panel

RUTHLESS - WYATT EARP'S VENGEANCE RIDE, PT. 2

Ruthless

Game Master: David Moore

Table: B09

Player Skill: All

Character Levels:

Wyatt Earp started his ride in Tombstone but didn't stop until all who was responsible was brought to justice. This game is the follow up to the events that happened at Tombstone. Will Wyatt and his brothers complete their promise or will the Cowboys have something to say about it?

Players: 6

Run Time: 2

Type: Miniatures



HOLY IMLOCATIONS

Holy Implocations

Game Master: Allen Thiele

Table: B43

Player Skill: Novice

Character Levels:

This is a playtest of a worker placement game in development using prototype pieces.

As monks in a monastery being overran with devils, players will have to manage their piety and corruption on an ever changing board.

Players: 4

Run Time: 2

Type: Board

MURPHY'S LAW

Twilight: 2000

Game Master: John Brinkman

Table: B38

Player Skill: Novice

Character Levels:

For the men and women of the 5th Mechanized Infantry Division, it's been that kind of day. "Anything that can go wrong will go wrong." Will you survive? Come try the new reboot of a 1980s classic RPG. Twilight 2000 4E.

Players: 6

Run Time: 4

Type: RPG

RETURN TO DARK TOWER

Return to Dark Tower

Game Master: Ann Myers

Table: B26

Player Skill: Novice

Character Levels:

From the Kickstarter by Restoration Games comes Return to Dark Tower.

A new adversary has taken up residence behind the ebon walls of Azkol's Tower. Spreading corruption. Calling forth wicked creatures. We must unite to defeat the Tower once and for all.

Players: 4

Run Time: 3

Type: Board

TRIVIAL PURSUIT - FAMILY EDITION

Trivial Pursuit

Game Master: Cat Souliere

Table: B44

Player Skill: Novice

Character Levels:

Trivial Pursuit. Questions for adults. Questions for kids. Come break your brain on the last day!

Players: 6

Run Time: 2

Type: Trivia

WELCOME TO

Welcome To

Game Master: Kyria Spooner

Table: B52

Player Skill: Novice, Skilled

Character Levels:

A roll and write game (like Yahtzee!) ...without the dice.

Become an architect in America during the 1950s and build the best neighborhood in town!

Players: 99

Run Time: 1

Type: Card



2-19 ENTER PALLID PEAK

Pathfinder 2nd Edition

Game Master: Ryan King

Table: B55

Player Skill: Skilled

Character Levels: 1 to 4

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

5-04 FRAGMENT OF THE 4TH

Starfinder

Game Master: Aaron Cox

Table: B54

Player Skill: Experienced

Character Levels: 9 to 12

See page 7 for full description.

Players: 6

Run Time: 5

Type: RPG

ARK NOVA

Ark Nova

Game Master: Tony Lawhorne

Table: B61

Player Skill: All

Character Levels: N/A

In Ark Nova, you will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world.

Players: 3

Run Time: 3

Type: Strategy

BOARD OF DIRECTORS MEETING

Meeting

Game Master: Michael McIntyre

Table: B45

Player Skill: All

Character Levels:

The Nuke-Con Board of Directors meets each year at the convention to discuss matters important to the convention and our membership. Come join us to learn more about the running of our convention.

Players: 100

Run Time: 1

Type: Meeting

CASCADIA

Cascadia

Game Master: Sammy Khan

Table: B46

Player Skill: All

Character Levels: N/A

Cascadia is a puzzly tile-laying and token-drafting game featuring the habitats and wildlife of the Pacific Northwest.

Players: 3

Run Time: 2

Type: Board

CCC-OFDC 02-02 PALACE OF THE EFREETI

D&D 5th Edition Adventurers League

Game Master: Meagan Wilson

Table: B03

Player Skill: Skilled

Character Levels: Levels 5-10

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

CCC-TRI-10 - CONTACT

D&D 5th Edition Adventurers League

Game Master: Christopher O'Neill

Table: B06

Player Skill: Experienced

Character Levels: Levels 11-16

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

*All the world's a stage,
And all the men and women merely players.
They have their exits and their entrances;
And one man in his time plays many parts...*
William Shakespeare (1564 - 1616),
"As You Like It", Act 2 scene 7



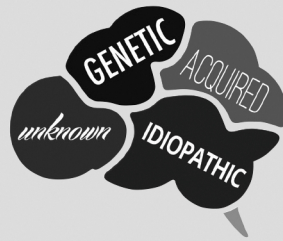


Nebraska Ataxia

Let's Go Steady®

Our Mission

Nebraska Ataxia's non-profit mission is to help those affected by ataxia through direct assistance, community and professional education and awareness, support for caregivers, and funding for medical therapies, equipment and research. Our organization's programs and partnerships focus on improving the quality of life for ataxians in our service area of Nebraska and Iowa.



ataxia

noun | atax·ia | ˌə-ˈtak-sē-ə\

An inability to coordinate voluntary muscular movements that is symptomatic of some central nervous system disorders and injuries and not due to muscle weakness

Support Group Meetings & Social Outings

Financial Assistance

Community Education

Fundraising

nebraskaataxia.org



CORAQUEST

CoraQuest

Game Master: Adam Vraspir

Table: B53

Player Skill: All

Character Levels:

CoraQuest is an exciting and accessible co-operative dungeon crawling

game for one to four people, aged six and up.

The players work together to guide four adventurers exploring a dungeon, avoiding traps, finding treasure, fighting monsters, and sometimes rescuing a gnome called Kevin.

DC-WBW-NUKE-01/02 MAGICALLY DELICIOUS ROTTEN INGREDIENTS & MEET ME MIDWAY

D&D 5th Edition Adventurers League

Game Master: Marcello Velazquez

Table: B18

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 4

Run Time: 2

Type: Board

DDAL-DRW-20 THE DEATH OF SZASS TAMM

D&D 5th Edition Adventurers League

Game Master: James Bowen

Table: B20

Player Skill: Experienced

Character Levels: Levels 17-20

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-DRW-INT-03/04 RED DAY FOR ELVENTREE/ TALES OF FANG AND CLAW

D&D 5th Edition Adventurers League

Game Master: Travis Fuller

Table: B05

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG

DDAL-SJA-3/4 REALMSpace SORTIE AND H'CATHA

D&D 5th Edition Adventurers League

Game Master: Dave Rosser

Table: B04

Player Skill: Novice

Character Levels: Levels 1-4

See page 7 for full description.

Players: 5

Run Time: 4

Type: RPG



DECORUM

Decorum

Game Master: Marcus Ross

Table: B60

Player Skill: All

Character Levels: N/A

Decorum is a cooperative, hidden information game where you and your partner share the same objective: decorate your home in a way that makes you both happy. The problem is, different things make each of you happy and nobody says exactly what they need. Can you find a happy compromise?

Players: 3

Run Time: 2

Type: Board

HORDES OF POWER

Hordes of Power

Game Master: Lee Bokma

Table: B16

Player Skill: All

Character Levels:

Hordes of Power is a wacky and fun card game full of retro-nostalgic goodness. Can you be the first to assemble a Horde of Power by recruiting powerful barbarians, wizards, robots, karens, cowboys, and cute but worthless sidekicks in to your horde? Created by local designer and artist Lee Bokma.

Players: 4

Run Time: 1

Type: Card

KINGSWOOD

Kingswood

Game Master: Nicole Vraspir

Table: B39

Player Skill: All

Character Levels:

Choose a guild, gather resources, & fight monsters for the King!

Players: 5

Run Time: 2

Type: Card

MY FIRST CASTLE PANIC

Castle Panic

Game Master: Leia Young

Table: B34

Player Skill: Novice

Character Levels: Pregen

My First Castle Panic, like its predecessor Castle Panic, is a co-operative game in which players work together to defend their castle, but this game removes the reading requirement of the earlier one.

Players: 3

Run Time: 2

Type: Strategy

PITCHCAR

PitchCar

Game Master: Bryce Ann Journey

Table: B50

Player Skill: All

Character Levels: n/a

PitchCar is a local convention tradition! PitchCar is a flicking dexterity game in which players strive to manipulate their "car" to be the first to cross the finish line. We will set up an amazing track to play the scheduled demo on and then leave it up for casual play in the afternoon!

Players: 7

Run Time: 1

Type: Board

*Of course the game is rigged.
Don't let that stop you—
if you don't play, you can't win.
Robert Heinlein (1907 - 1988)*



Sunday 2:00 pm

BATTLES FOR THE GRAIL

Oathmark

Game Master: Ray Parrish
 Table: B42
 Player Skill: Novice
 Character Levels: Depends 500-1100
 Battles for the Grail: King Arthur and his Champions seek to find and obtain the Holy Grail. A not too serious wargame played for fun.

Players: 8
 Run Time: 4

Type: Miniatures

DUNE: IMPERIUM

Dune: Imperium

Game Master: Kenneth Turner
 Table: B47
 Player Skill: All
 Character Levels: N/A
 Dune: Imperium is a game that finds inspiration in elements and characters from the Dune legacy, both the new film from Legendary Pictures and the seminal literary series from Frank Herbert, Brian Herbert, and Kevin J. Anderson.

Players: 3
 Run Time: 4

Type: Board

LEARN TO PLAY FORGES OF RAVENSHIRE

Forges of Ravenshire

Game Master: Samuel Stockton
 Table: B50
 Player Skill: All
 Character Levels:
 Grab a hammer and some steel, it's time to forge! You are running a smithy in the town of Ravenshire competing to see who can make the most money. The winner earns the respect of their peers and the title of Forgemaster.

Players: 4
 Run Time: 2

Type: Board

RAJAS OF THE GANGES

Rajas of the Ganges

Game Master: Norajane McIntyre
 Table: B30
 Player Skill: All
 Character Levels:
 In 16th C India, you will cultivate and market crops, develop your own province, enhance the public buildings, or sail along the Ganges in your journey to amass wealth and fame. It's a worker-placement game with a twist (and lovely art).

Players: 4
 Run Time: 2

Type: Board

SHADOWRUN: SPRAWL OPS BOARD GAME

Shadowrun: Sprawl Ops

Game Master: Blair Van Briesen
 Table: B32
 Player Skill: Novice
 Character Levels:
 In this cyber-punk worker-placement game, each player controls a team of Shadow Runners that they can send on missions, loan to other players (for a fee, of course), and upgrade with new tech and equipment.

Players: 4
 Run Time: 4

Type: Board

STORY CUBES

Story Cubes

Game Master: Kyria Spooner
 Table: B52
 Player Skill: Novice
 Character Levels:
 The simplest game you'll play all weekend. We'll vote on a basic genre and then take turns rolling the dice for inspiration. Together, we'll tell a story, based on the images on the dice, continuing the narrative where the previous person left off. Let's relax and be Storytellers together! <3

Players: 9
 Run Time: 1

Type: Dice

TRIVIAL PURSUIT - FAMILY EDITION

Trivial Pursuit

Game Master: Cat Souliere
 Table: B45
 Player Skill: Novice
 Character Levels:
 Trivial Pursuit. Questions for adults. Questions for kids. Come break your brain on the last day!

Players: 6
 Run Time: 2

Type: Board



Sunday 3:00 pm

CHRONICLES OF VYRREN

Chronicles of Vyrren

Game Master: Ruby Weber
 Table: B49
 Player Skill: All
 Character Levels:
 This is a play test of my reworked TTRPG. The 3 hour time slot will be one mini-campaign. It will run 3 times on 3 different days. Since this is a test, expect some slight annoyances and occasional issues.

Players: 8
 Run Time: 3

Type: RPG

FLORIFEROUS

Floriferous

Game Master: Stephanie Murphy
 Table: B39
 Player Skill: Novice
 Character Levels:
 Your garden awaits! Spend the afternoon in your floriferous garden. Relax while enjoying this elegant game of picking, pairing, and arranging flowers. Find joy in the abundance of nature.

Players: 4
 Run Time: 1

Type: Card

HOLY IMLOCATIONS

Holy Imlocations

Game Master: Allen Thiele
 Table: B43
 Player Skill: Novice
 Character Levels:
 This is a playtest of a worker placement game in development using prototype pieces. As monks in a monastery being overran with devils, players will have to manage their piety and corruption on an ever changing board.

Players: 4
 Run Time: 2

Type: Board

Sunday 4:00 pm

TRANSFORMERS DECK-BUILDING GAME

Transformers Deck-Building Game

Game Master: Nicole Vraspir
 Table: B53
 Player Skill: All
 Character Levels:
 Play as your favorite Transformers, building a deck to take on Decepticons.

Players: 5
 Run Time: 2

Type: Card

TRANSMISSIONS

Transmissions

Game Master: Adam Vraspir
 Table: B52
 Player Skill: All
 Character Levels:
 Share mechanical friends in a lovely rondel worker placement game.

Players: 4
 Run Time: 2

Type: Board



Volunteers

Nuke-Con thanks all of the following (plus no doubt many more)!

Clint Beaver
Gary Bush
Stazia Dain
Steve Dawes
Grant Fitch
Mik Fitch
Starla Fitch
Fredd Gorham
John Kelly
Erik Luken

Michael McIntyre
Norajane McIntyre
Jesse Metcalf
Steph Murphy
Ann Myers
Tammy Norton
Marcus Ross

Keith Schuler
Mark Sidwell
Linda Snider
Josh Stortz
Kenneth Turner
Liz Ulrich
Leslie Van Briesen

Marcello De Velazquez
Adam Vraspir
Nicole Vraspir
Mark Wooge
Jaime Young
Sarah Young
All of our GMs
All of our Volunteers
All of our Gamers



Dealers

Silver Jinn Studios
Art of Lee Bokma
Soulrazor Studio
Charles Spooner
Nathraks3DMinis
Shipwreck Dice
Ground Zero Bellevue
Innocent Traveler Games
Matt Hebert Books
Captain Wells Studio

VZ3D Works
Druid Dice
Mana Merchant
Tabletop Adventures
Goblin God Games
Coventry Décor
The Game Shoppe
Zephyr Table Games
Rochelle's Designs
What the Cat Made



Exhibitors

Cardboard Caucus
House of Afros Capes & Curls
Spielbound
IPMS

LOLUG
Extra Life
AIM Institute of Technology

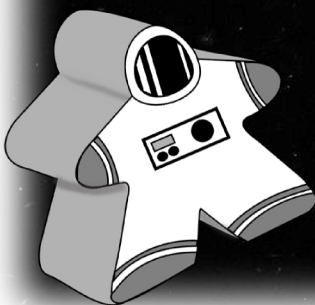
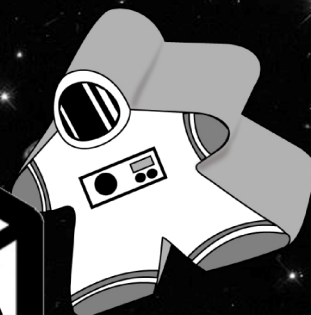
Board of Directors 2022

Michael McIntyre, Chair
Leslie Van Briesen, Treasurer
Josh Stortz, Secretary

Norajane McIntyre
Steve Dawes



NUKE-CON 2023



**September
22-24, 2023**

EARLY BIRD REGISTRATION

Early Bird Registration: \$30

Deadline: December 31, 2022

Name: _____

Alias: _____

Street: _____

City: _____ State: _____ Zip: _____

Phone #: (_____) _____ - _____

E-mail Address: _____

I prefer - ☐ email ☐ USPS mail.

Please make Checks payable to "Nuke-Con". Sorry, No Refunds
Mail to: Nuke-Con, 13960 Frederick Circle, Omaha, NE 68138

Reg

**Early Bird
Registration**

= \$30

	Size	Price	#	Sub-Total
Standard Convention T-Shirt	S	\$22	x _____	= _____
	M	\$22	x _____	= _____
	L	\$22	x _____	= _____
	XL	\$22	x _____	= _____
	2XL	\$24	x _____	= _____
	3XL	\$26	x _____	= _____
	4XL	\$28	x _____	= _____
	5XL	\$30	x _____	= _____

**Reg + Shirt
Total = _____**

Tall and long-sleeve options available.

Other options may be available.

Email tshirts@nuke-con.com for prices.