World Boardgaming Championships

2008 Schedule & Program

www.boardgamers.org
info@boardgamers.org

August 5-10, 2008

Pre-Cons begin Aug. 2

Lancaster Host Resort
Lancaster, PA

The Winter Nationals!

PrezCon 2009—Feb. 25 - Mar. 1

Charlottesville, Virginia

TOURNAMENTS & PLAQUES

More than 85 boardgame tournaments with full-color plaques to tournament champions and to many 2nd and 3rd place finishers. All tournament champions also receive a t-shirt. PrezCon offers track scheduling. All games are grouped into categories, or "tracks" scheduled with a minimum of overlap against one another. People who enjoy one type of game are able to play all of their favorites with few schedule conflicts.

LOCATION

PrezCon takes place at the Doubletree Hotel in Charlottelsville, VA. The hotel is within easy driving distance of the Richmond and Washington D.C. metropolitan areas. See the PrezCon web site for directions.

PREZCON Inc.
PO Box 4661
Charlottesville, VA 22905
434-531-9191

INDUSTRY VETERANS

PrezCon has become THE place for notable game designers and outstanding game companies to introduce their latest offerings. Don Greenwood, Mark Miklos, Rick Young, and Jerry Taylor are among the noted attendees.

DEALERS

Dealers include Columbia Games, GMT, Mayfair Games, Troll and Toad, Worthington Games, and Z-man Games.

SETTLERS OF CATAN

PrezCon is the site of the Settlers of Catan Mid-Atlantic Regional Championship. The winner will receive transportation to and hotel lodging at Origins (up to $500), to play in Mayfair's Settlers of Catan USA Championship Tournament.

www.prezcon.com

BPA is an association of boardgame enthusiasts incorporated as a non-profit company in the state of South Carolina for the express purpose of hosting the annual gaming conference known as the World Boardgaming Championships, or WBC for short. It offers tournaments, vendors, an auction, demonstrations, seminars, open gaming, and Juniors and Teen programs. In addition, for those who can't get enough, we offer six focused Pre-Cons immediately before WBC. We do other things, such as mini-cons and e-mail tournaments, but our raison d'etre is WBC. We love boardgaming competition — from wargames and Eurogames to racing, sports, and rail games, and we make no apologies for it. It's what we do. And we do it better than anybody else. To find out more about our activities spend some time on our website at *www.boardgamers.org*. You'll find more pre- and post-event information than any place on the net — over 300 pages of it. It's not very lucrative or cost effective, but we think it demonstrates our commitment to this hobby.

You can help continue this madness by taking a moment to subscribe to our FREE e-mail newsletter via the web site. Plus, send our Web Master information about your local club site. Finally, continue to spread the good news about our association and its activities by bringing your fellow gamers to the best week of gaming all year!.

Credits

Convention Director: Don Greenwood
Asst. Con. Director: Kaarin Engelmann
Webmaster: Kaarin Engelmann
Board Chairman: Ken Gutermuth
Secretary: Bruce Monnin
Treasurer: Bruno Passacantando
Legal Counsel: Scott Pfeiffer
BPA Logo: Mark Simonitch
Cover Art: Kurt Miller
Photography: Debbie Gutermuth
PBeM Coordinator: Hank Burkhalter
Online Discussion Board: John Kranz
Scans: Jeff Billings
Cafe Jay: Jay Tummelson
Insurance: Phil Barcafer
Exclusive Show Vendor: Decision Games
Security: Ken Whitesell, Dan Mathias, Paul Weintraub, Larry Lingle, Michelle Hymowitz
Juniors Room Monitors: Sharee Pack, Laurie Wojtaszczyk
AREA Ratings: Glenn Petroski, Bruno Wolff
Team Event Handicapper: Stuart Tucker
Auction: Columbus Area Boardgaming Society
Religious Services: Keith Hunsinger
Proof Reading: Bruce Monnin
Signs and Tech Support: Roy Gibson
Web Personal Scheduler: Steve Okonski
Sampler Showcase: Keith Levy
Registration Staff: Charlie Kibler, Stephanie, Jessica, and Tara Greenwood
Sponsors: Nicholas Benedict, David desJardins, James Doughan, Ken Gutermuth, Rio Grande Games, Jerald R. Tracy, Jay Tummelson

Contents

Orientation 2
Map 5
Schedule Key 6
Chronological Schedule 7
Alphabetical Event Listings 21
Juniors/Teen Schedule 28
Auction & Auction Store Info 30
Seminar Descriptions 31

2008 Vendors

Hours: Fri. through Sunday, 10 am to 6 pm

GMT Games
Rio Grande Games
Lost Battalion Games
Multiman Publishing
THe GAMe PLACe
Decision Games
SherCo Games
Columbia Games
Worthington Games
Mayfair Games
Flying Buffalo
L2 Design Group
Troll & Toad
Against the Odds
Z-Man Games
Our Game Table
Harmony House Hobbies
Belle & Blade War Video

Please support our vendors!

1541 Redfield Rd, Bel Air, MD 21015-5739
www.boardgamers.org • info@boardgamers.org

Welcome to the 10th Annual World Boardgaming Championships! It's hard to believe that it's been 10 years—plus eight additional years at AvalonCon—that we've been bringing together old friends and new for a week of gaming each summer.

Many things have remained the same at WBC. We are still a gamer's convention, run for boardgamers by boardgamers, with no middleman involvement. Further, long an afterthought elsewhere, tournaments remain king at WBC. No one applauds the victors, previews upcoming events, or schedules your week in advance any better than we do.

Other things we are constantly working to improve. This year, we've broken the Yearbook and Program into separate documents. This ensures that we can memorialize events of the previous year, without giving short shrift to the current year's convention schedule. Another advantage is that the program will easily fit in your pocket to better keep you gaming. Further, we've added new open gaming space (page 3)—even a room for monster gaming—and will be offering new seminars—including several sessions for non-gaming spouses.

You'll notice that events don't begin until 10 am on Wednesday. We're holding a Breakfast for our GMs to offer appreciation and give them a final briefing to prepare them for their responsibilities. (Attendance by reservation only.)

The major renovation project at the Host is complete. We will be taking advantage of additional meeting rooms, including Host A and B and Laurel Grove and the lobby off hotel registration. We will not use Wheatland this year because of its conversion to Stitches Comedy Club (open Friday and Saturday nights) or Lancaster, as it is now being used as a children's play room.

Finally, here are a few ideas to help you have a good convention experience:

- We offer many resources on our website to enhance your convention experience. The Host will again offer free wireless internet connections to help you take advantage of these resources at the convention;
- Bring the games you want to play. If not enough games are avaiable for tournaments, players must be turned away; and
- Remember that this convention is about having fun. Sportsmanlike-behavior helps everyone have a better time.

Kaarin Engelmann, Asst. Convention Director

DATE/TIME: WBC begins at 5 pm on Tues., Aug. 5, and runs through 6 pm on Sun., Aug. 10. Pre-Con activities kick-off at 10 am on Sat., Aug. 2. The auction begins on Tues., Aug. 5, in the morning. Vendor Sales are Friday through Sunday from 10 am through 6 pm.

LOCATION: All activities will take place at the Lancaster Host Resort, 2300 Lincoln Highway East (Route 30), Lancaster, PA 17602. Directions and information about accommodations and activities (such as golf) can be found online at *boardgamers.org/hotellan.htm.* Check-in time at the Host is 4 pm and check-out time is 11 am.

FOOD/BEVERAGES: Lancaster Host prohibits outside food and beverages on the premises, but the hotel offers a wide variety of meal options, including fine dining at the Legends and Vista Restaurants and less formal dining at the Good Spirits lounge and Splash's pool bar and grille. You'll find daily lunch and dinner specials at the Chef's Marketplace in the Ballroom Foyer from noon through 2 pm and 6 through 9 pm, beginning Tuesday evening and running through Saturday. There is also lite fare throughout the day from 9 am to 9 pm, including breakfast sandwiches. See the menu on the back cover.

SMOKING: No smoking is allowed in any gaming areas, including the adjoining hallways. Opening windows or doors is prohibited. Repeat offenders will be ejected without refund.

MEMBERSHIP: WBC is sponsored by the Boardgame Players Association (BPA). Sponsor- and Tribune-level membership provides admission to WBC and all Pre-Cons. Other levels of membership provide WBC admission. Multi-day General Admission to WBC grants Associate Membership in the BPA, which is required for participation in Play-By-e-Mail (PBeM) tournaments. Those who attend the convention via Guest Pass are not BPA members. For details on membership terms and conditions, see *boardgamers.org/bpaterms.htm*.

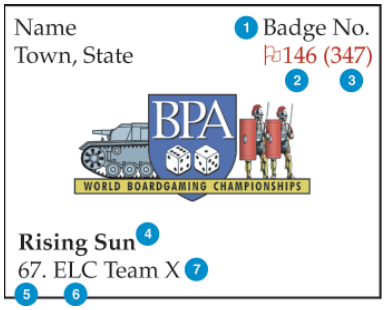
REGISTRATION: Pre-registration is available via BPA membership. It saves up to 50% off certain at-the-door admission prices and speeds check-in. No refunds are available. *There is no pre-registration for WBC tournaments.*

On-site conference registration begins on Sat., Aug. 2 at 9 am, in New Holland. On Sun., Aug. 3, through Sun., Aug. 10, registration

opens at 8 am. It closes nightly at 9 pm and at noon on Sun., Aug. 10.

Registration for the entire WBC costs $80 at the door. (Pre-Con costs are additional.) Costs are reduced $10 per day as the Conference proceeds. One-day Guest badges are available, but they allow play only for the designated day. Prizes won with a one-day badge must be claimed the same day. Registration is required for Open Gaming. Spectators are admitted free. Children 12 and under who participate only in Junior Events are admitted free if accompanied by a paying adult.

BADGES: Attendees must display their badges at all times to participate in Open Gaming and tournament play and to buy or sell at the auction. Badges contain the following information: 1. badge number, 2. Laurels earned in the previous year, 3. total Laurels earned, 4. limitations or privileges of the badgeholder (e.g., pre-cons), 5. team number, 6. team game, and 7. team name. Bring a badgeholder from a previous year or pay $2 to obtain a new one. Security has the right to eject players who do not display a badge.



OPEN GAMING: Official Open Gaming begins at 6 pm on Tuesday. Open Gaming locations are the Hotel Lobby at street level and in the Ballroom Foyer (downstairs) for all multi-player gaming, Vista C and D for all two-player gaming, and Laurel Grove for "Monster" games—multi-map, multi-day games. **NOTE: As a result of its location next to the restaurant, gaming in Vista C and D MUST be quiet.** Inquire with the Convention Registration Desk about availability in Laurel Grove. ***Ballroom A is also available for Open Gaming from Tuesday at 6 p.m. through Thursday at 5 p.m.***

Open Gaming may not spread into tournament areas at any time! A whiteboard is located outside New Holland to help coordinate open gaming and redirect overflow. No games may be left unattended in the Open Gaming area between 9 am and midnight. Any such games will be removed. Further, Open Gaming space may not be reserved by stacking games or belongings on tables. Tables designated for Open Gaming must be in active use or available for use.

TOURNAMENTS: WBC stands out primarily due to its high quality tournaments. Most events have unlimited entry, although some multi-player games require even multiples of players. If you are present at the starting time with a badge ***and a copy of the game***, you will usually get a spot in the event. You may play without a copy of the game only if sufficient copies are provided by others to accommodate you. ***Several tournaments have had to turn away players because there were not enough copies of the game to accommodate them. Bring a copy of the games you want to play!***

Scheduling: Tournament play commences at the scheduled times for each event and may run past midnight. No event may start a round after midnight or reconvene before 9 am without the consent of all remaining players. Some events can accommodate late arrivals. Talk with the GM if you have questions.

Finals may be rescheduled by the GM at the mutual convenience of the finalists, with the printed default time used if all players cannot agree on a mutually beneficial time.

We encourage attendees to play in as many events as possible. ***Do NOT, however, play in more than one event simultaneously!*** Do not ask a GM to make an exception for you. ***Above all, do not drop out of a multi-player game before it is finished.*** If an event is approaching its time limit, you have a right to ask for an adjudicated finish.

Kiosks: Each event has a triangular kiosk to act as a visible, central headquarters or buoy. As much as possible, all games for an event should be grouped near its kiosk. Except when an event is actually in progress, kiosks are located in Paradise Terrace in alphabetical order. GMs post brackets and alternate lists on the kiosks to notify players of their eligibility to advance to the next round. Even if you do not automatically qualify for the next round, you may advance as an alternate. If you qualify to advance but will decline the opportunity, scratch your name from the list. *Please do not write on the kiosk itself.*

Behavior: It is prohibited for bystanders to give information to any player or to hassle or otherwise distract a player. Those who violate this rule should be asked to cease and desist or leave the area. Anyone who does not respond to such requests or who becomes unruly will be removed by Hotel Security.

Laurels: Players automatically earn Laurels for placing in the top six places of any BPA-sanctioned tournament. Laurels are used as a scoring mechanism for BPA's Caesar and Consul awards. For each event, Laurels are calculated by multiplying the player hours level (1-6) by the finish rank points (1st/10 points, 2nd/6 points, 3rd/4 points, 4th/3 points, 5th/2 points, and 6th/1 point). More information is available online.

Prizes: Winners of Trial and Juniors events receive a rectangular plaque. Century tournament winners receive a shield plaque, are highlighted in the Yearbook, and receive Centurion shirts. (There is a $5 postage charge to mail the shirts.) Players finishing in second through sixth places may receive plaques, based on the Prize Level of the event. Plaques are color-coded for place (blue/2nd, red/3rd, gray/4th, white/5th, and sand/6th). To claim a prize, bring your badge to New Holland. *Be aware that before any prize can be awarded, the GM must submit all tournament paperwork.*

Some publishers and GMs offer additional non-cash prizes for events. (See each event's Preview page at *boardgamers.org/yearbkex/* for details.) Any Laurelist who earns a plaque in a GMT event receives merchandise credits, ranging from $5 to $20. The amount escalates with the Prize Level of the event. Multi-Man Publications offers credits of $10 per Prize Level for medalists in all their events. Thus, a Level 6 event earns credits of $60/1st, $50/2nd $40/3rd, $30/4th, $20/5th and $10/6th.

Yearbook/Event Reports: Full Event Reports for all tournaments are available online. They document all players who finished in first through sixth place (i.e., Laurelists), winners from previous years, and more. The printed yearbook is also available online and copies are available for sale in New Holland while supplies last.

Team Tournament Point Schedule

Entrants	1st	2nd	3rd-4th	5th-6th
128+	10	5	4	3
64+	9	4	3	2
32+	8	3	2	1
16+	7	2	1	0
8+	6	1	0	0

TEAMS: Teams are composed of any four players pre-registered as a team. Each team member must select a different event as his official game. Team members and games may change only during pre-registration. No changes may take place on-site. All Team Points are awarded automatically when the GM turns in the Winner's Claim for an event (see the Points Schedule). **A bonus point will be awarded to everyone who earns team points in an event that they have previously not won.** The team that gains the most points is the winner. The number of entrants in each team's events is the tie-breaker. Each member of the winning team receives a Team plaque and is memorialized on the website and in the Yearbook.

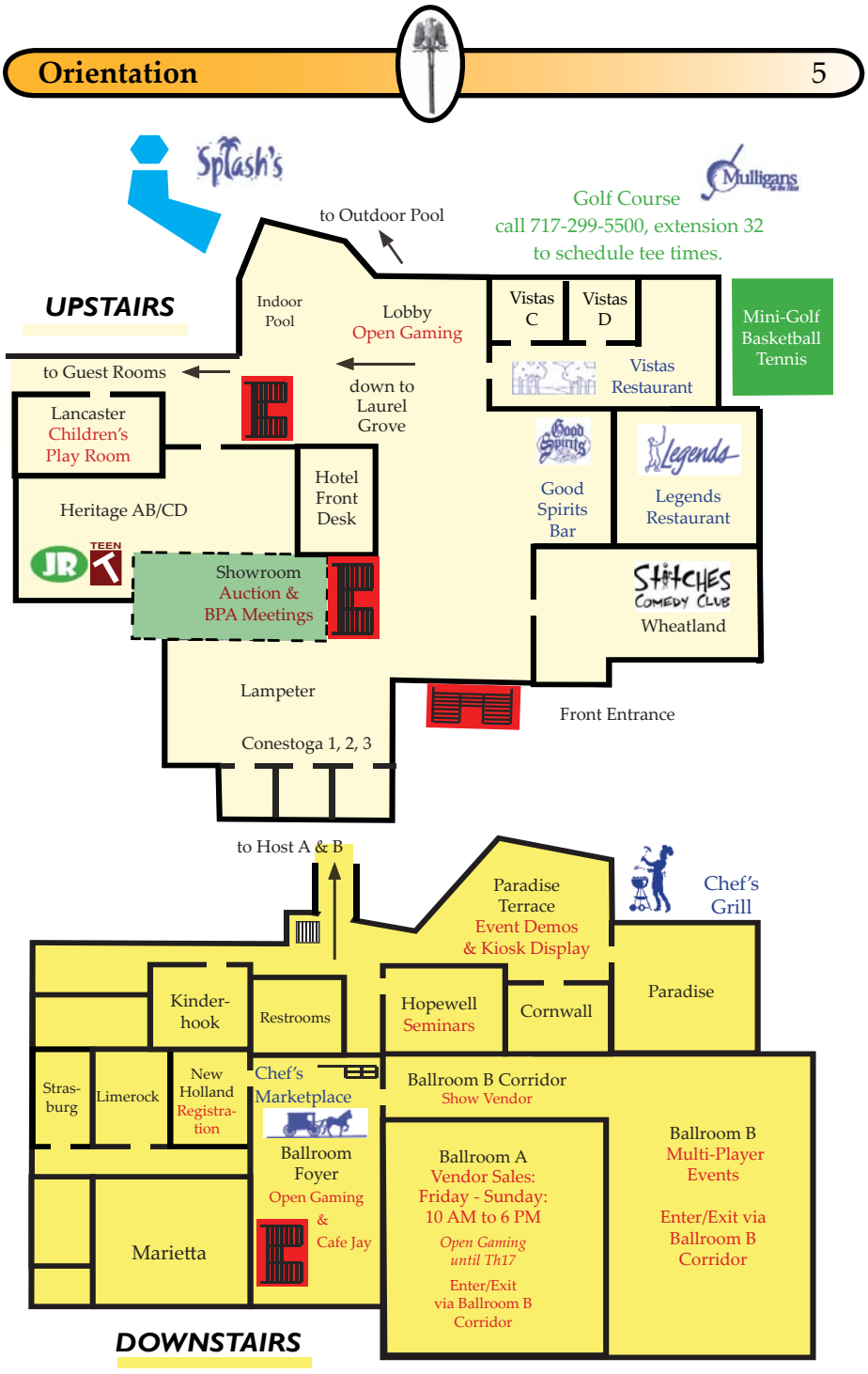
A self-service scoring system keeps onlookers updated as the convention proceeds. All Team members, whether scoring or not, should post their point totals on the kiosk Standings Board near Ballroom Foyer as soon as possible. Official scoring takes place after the convention.

JUNIORS/TEENS: Details about our program for ages 12 and under are on page 28. There are Teen Events for attendees ages 12-16 in Heritage on Wednesday through Saturday from 9 pm through 11 pm (with open gaming available there until midnight). A GM will run a different game each night.

GAME SALES: Vendors' booths in Ballroom A are open between 10 am and 6 pm from Friday through Sunday. (See our list of vendors online and on page 1.) Prior to that, consignment sales are available in Ballroom B Corridor from Decision Games, which serves as WBC's exclusive vendor Tuesday through Thursday. *Sale of items at WBC is strictly limited to licensed vendors and participants in the Auction and Auction Store.*

ANNUAL MEETING: We invite all members to attend our annual membership meeting on Tues., Aug. 5, at 3 pm in the Showroom.

ARMISTICE MEETING: The Sunday morning After Action Meeting in the Showroom allows members to talk about the conference just ended and pose questions for the future. We present our top annual awards.



Not Drawn to Scale

HOW TO READ THE SCHEDULE: The schedule that starts on the facing page is a chronological listing of events by order of appearance. Seminars are listed in ***bold italic serif*** type. Non-gamng events, such as meetings, are listed in *italic san-serif* type. Demonstrations are listed in *italic serif* type and appear second in the hourly listing. Advanced rounds, such as Finals, are listed in **bold serif** type. Juniors and Teen Events are listed in san-serif type.

When more than one event starts at the same time, events are listed in the following order:

1. non-gaming events,
2. demonstrations,
3. events in their first round
4. events in an advanced round (*play restricted to those who qualify to participate in the round),* and
5. Juniors/Teen events.

An alphabetical list of events begins on page 21. Century events are listed in **bold** and Trial events are listed in ***italics***. The three-letter abbreviation for the event is at the front of the row. It is shaded and based on the Class of the event.

DATES: Abbreviations for dates are Mo: Monday, Tu: Tuesday, We: Wednesday, Th: Thursday, Fr: Friday, Sa: Saturday, Su: Sunday. Pre-Con indicates that events occur on the Saturday through Monday before WBC begins. Separate admission is required for Non-Tribune Members for all Pre-Cons. (All precons are included in Tribune membership.)

TIMES: Times in the chronological schedule are listed in standard 12-hour time. Times in the alphabetical schedule are listed in military time; e.g., 11 is 11 am and 13 is 1 pm. Tournament play commences at the scheduled times for each event and may run past midnight. No event may start a round after midnight or reconvene before 9 am without the consent of all remaining players.

HEATS/ROUNDS: "H1/3" indicates the heat number out of the total number of heats. "R1/6" indicates the round number out of the total number of rounds. Heats are multiple starts of an event's preliminary (qualifying) round. Players may play in as many heats as they wish, win or lose. Rounds usually require players to qualify to advance to the next round. Players who wish to drop-out even if they qualify for the next round should tell the GM. Players who wish to enter an event in an advanced round must have the permission of the GM. They usually reduce their chance of winning as a result of missing prior rounds. PC indicates an event that begins during the Pre-Con but ends during WBC proper.

QUARTER/SEMI/FINAL: Play is restricted to players who have qualified for these rounds. For "SF/F," the Final immediately follows the Semi-Final. Final rounds may be rescheduled by the GM for the mutual benefit of the finalists. Such rescheduling requires the agreement of ALL remaining players, otherwise the scheduled time is the default. Those who can't abide by it must forfeit.

PRIZE Level: 1, 2, 3, 4, 5 or 6 is the number of places receiving plaques; 2 through 6 are Century events.

CLASS: There are three classes of tournaments: **A: Experienced Players Only**—red/dark shading; rules are not taught before or during play; **B: Beginners Allowed**—yellow/light shading; game will be taught ONLY at the listed Demo time. For advanced rounds, the Class is A; **C: Coached**—green/medium shading; game will be taught during or just prior to event start in event location. For advanced rounds, the Class is A. *(D) Demo:* Unless otherwise indicated, all teaching sessions take place in Paradise Terrace at the listed Table #. For B Class Events, anyone new to a game must attend. For C Class Events, attending a scheduled demo places less stress on the GM and the event. If no one arrives for a demo within 15 minutes of the scheduled starting time, the demo is cancelled.

FORMAT: Check the Event Preview at *boardgamers.org/yearbkex*. The Event Preview contains the details about how the event will run, any special tournament rules, the number of players who qualify to advance, and any tie-breakers in use. Note that most events become SE during the advanced rounds. Any questions about format should be directed to the GM BEFORE the event begins. Standard tie-breakers apply to events run with heats. They are described on the GM Guidelines page and in event previews.

SE: Single Elimination—play until you lose one game.

SEM: SE with Mulligan Round—the Mulligan is an optional Round 1 that forgives losses. Winners advance directly to Round 2. Non-winners may play in Round 1 with no penalty.

SWISS: Play all rounds paired against those with same record; no Final.
SwEl: Swiss Elimination—play all preliminary rounds; qualifiers advance to SE rounds.
HWO: Heats Winners Only—enter any number of preliminary heats; all winners advance to next round; only winners advance; no alternates advance.
HMW: Heats Most Wins—enter any number of heats; qualifiers advance to SE rounds; first tie breaker is most wins.
HSW: Heats Single Win—enter any number of preliminary heats; qualifiers advance to SE rounds; first tie breaker is win in first heat played.
HMSE: Multiple SE—each heat is played SE to determine one winner who advances to the next round.
FF: Free Form—Contact GM at the listed times for flexible scheduling.

LENGTH: This column lists the duration of the event in hours. Round lengths are rounded up to the next hour. **Actual allowed playing time is determined by the GM and is usually less than the scheduled period.**
CONTINUOUS: If "↻" appears in the Length column, the event continues immediately into the next round upon completion of a round. The only interruption is at midnight, when rounds are continued the following morning at 9 am. The number of rounds for two-player, single elimination and multiple single elimination events may be adjusted, based on participation levels.
LOCATION: A map of the facilities is located on page 5. GrognardCon Pre-Con events shift from Heritage to Conestoga 1 beginning at 6 pm on Tuesday. All Seminars are in Hopewell. All Juniors and Teen events are in Heritage. Dems are in Paradise Terrace at the table indicated. Lampeter "Rds" means the tournament should use the largest round tables in the room.

Saturday, Aug. 2—Pre-Con (Separate Admission Required for Non-Tribune Members):

	Event		Class	Format		GM	
9 am	*Registration*	-	-	-	*6*	*Don Greenwood*	*New Holland*
10 am	*War of the Ring Demo*	-	*B*	*Demo*	*1*	*Kevin Wojtaszczyk*	*Paradise*
12 pm	War of the Ring R1/5	4	B	SwEl	4↻	Kevin Wojtaszczyk	Paradise
2 pm	1776 R1/3 FF PC	1	B	SwEl	4	Bruno Sinigaglio	Heritage
	Afrika Korps R1/3 FF PC	3	B	SwEl	4	Bruno Sinigaglio	Heritage
	Anzio R1/3 FF PC	3	A	SwEl	4	Bruno Sinigaglio	Heritage
	Bulge '81 R1/3 FF PC	3	A	SwEl	5	Bruno Sinigaglio	Heritage
	Gettysburg '88 R1/3 FF PC	3	A	SwEl	3	Bruno Sinigaglio	Heritage
	Panzerblitz R1/3 FF PC	3	A	SwEl	3	Bruno Sinigaglio	Heritage
	Panzergr. Guderian R1/3 FF PC	3	A	SwEl	6	Bruno Sinigaglio	Heritage
	Russian Campaign R1/3 FF PC	4	B	SwEl	4	Bruno Sinigaglio	Heritage
	Waterloo R1/3 FF PC	3	A	SwEl	5	Bruno Sinigaglio	Heritage
	Wooden Ships R1/3 FF PC	1	B	SwEl	2	Bruno Sinigaglio	Heritage

Sunday, Aug. 3—Pre-Con (Separate Admission Required for Non-Tribune Members):

	Event		Class	Format		GM	
	Unless otherwise specified, all Pre-Con events continue in the same location.						
8 am	*Registration*	-	-	-	*13*	*Don Greenwood*	*New Holland*
9 am	Victory in the Pacific R1/7	6	A	Swiss	5↻	John Sharp	Marietta
2 pm	Hannibal R1/5	5	A	Swiss	5↻	Stuart Tucker	Paradise
5 pm	*Through the Ages Demo*	-	*B*	*Demo*	*2*	*Raphael Lehrer*	*Marietta*
7 pm	Through the Ages Mulligan	1	B	SEM	5	Raphael Lehrer	Marietta

Monday, Aug. 4—Pre-Con (Separate Admission Required for Non-Tribune Members):

	Event		Class	Format		GM	
	Unless otherwise specified, all Pre-Con events continue in the same location.						
8 am	*Registration*	-	-	-	*13*	*Don Greenwood*	*New Holland*
9 am	Hannibal R3/5	5	A	Swiss	5	Stuart Tucker	Marietta
	Paths of Glory R1/6	6	A	SwEl	7	Pete Reese	Paradise
10 am	*San Juan Demo*	-	*B*	*Demo*	*1*	*Jeff Mullet*	*Ballroom A*
	Through the Ages Demo	-	*B*	*Sampler*	*3*	*Tom McCorry*	*Ballroom A*
11 am	San Juan R1/4	1	B	SwEl	1	Jeff Mullet	Ballroom A
1 pm	*Container Demo*	-	*B*	*Sampler*	*2*	*John Weber*	*Ballroom A*
2 pm	Through the Ages R1/3	1	B	SE	5	Raphael Lehrer	Ballroom A
3 pm	*Brass Demo*	-	*B*	*Sampler*	*2*	*Tom McCorry*	*Ballroom A*
5 pm	*Agricola Demo*	-	*B*	*Sampler*	*3*	*Virginia Colin*	*Ballroom A*
7 pm	Die Macher R1/2	1	A	SE	5	Steve Simmons	Ballroom A
7:30 pm	*Age of Empires III Demo*	-	*B*	*Sampler*	*2.5*	*Kaarin Engelmann*	*Ballroom A*
8 pm	*Auction Registration*	-	-	*Sales*	*2*	*Jeff Mullet*	*Showroom*
9 pm	*Brass Demo*	-	*B*	*Sampler*	*2*	*Tom McCorry*	*Ballroom A*
10 pm	*Race for the Galaxy Demo*	-	*B*	*Sampler*	*1.5*	*Jim Vroom*	*Ballroom A*
11 pm	*In the Year of the Dragon Demo*	-	*B*	*Sampler*	*2*	*Keith Levy*	*Ballroom A*

Tuesday, Aug. 5—Pre-Con (Separate Admission Required for Non-Tribune Members):

	Event		Class	Format		GM	
	Unless otherwise specified, all Pre-Con events continue in the same location.						
	Open Gaming requires badge.						
8 am	*Registration*	-	-	-	*13*	*Don Greenwood*	*New Holland*
	Auction & Auction Store Registration		-	*Sign-In*	*4*	*Jeff Mullet*	*Showroom*
9 am	*Auction Store Opens at 9:30 a.m.*		-	*Sales*	*7*	*CABS*	*Showroom*
10 am	*Family Game Auction*	-	-	*Sales*	*2*	*CABS*	*Showroom*
	Kingsburg Demo	-	*B*	*Sampler*	*2*	*John Weber*	*Ballroom A*
	Manoeuvre R1/6	1	B	SwEl	1	Andy Lewis	Ballroom A
12 pm	*Wargames Auction*	-	-	*Sales*	*3*	*CABS*	*Showroom*
	Cuba Demo	-	*B*	*Sampler*	*2.5*	*Michelle Hymowitz*	*Ballroom A*
3 pm	*BPA Annual Meeting*	-	-	*Meeting*	*1*	*Don Greenwood*	*Showroom*
4 pm	*Collectibles Auction*	-	-	*Sales*	*1*	*CABS*	*Showroom*
	Stone Age Demo	-	*B*	*Sampler*	*2*	*Michelle Hymowitz*	*Ballroom A*
5 pm	*Teach Problem Solving With Games*		-	*Seminar*	*1*	*Sean McCulloch*	*Hopewell*
	1776 Demo	-	*B*	*Demo*	*1*	*Matt Burkins*	*Terrace #2*
	Afrika Korps Demo	-	*B*	*Demo*	*1*	*Jon Lockwood*	*Terrace #1*
	Empire Builder Demo	-	*B*	*Demo*	*1*	*Tom Dunning*	*Terrace #5*
	Here I Stand Demo	-	*B*	*Demo*	*1*	*Ed Beach*	*Terrace #6*
	War of 1812 Demo	-	*B*	*Demo*	*1*	*Frank Cunliffe*	*Terrace #3*

Tuesday, Aug. 5—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
6 pm	*Ace of Aces Demo & Signup*	*1*	*C*	*Demo*	*1*	*Doug Porterfield*	*Hopewell*
	Advanced Civilization Demo	-	*C*	*Demo*	*1*	*Shantanu Saha*	*Terrace #7*
	Britannia Demo	-	*B*	*Demo*	*1*	*Jim Jordan*	*Terrace #5*
	Merchant of Venus Demo	-	*B*	*Demo*	*1*	*Richard Irving*	*Terrace #4*
	Pirate's Cove Demo	-	*B*	*Demo*	*1*	*Tom Pavy*	*Terrace #2*
	Superstar Baseball Demo	-	*B*	*Demo*	*1*	*Chris Palermo*	*Terrace #1*
	Tigers in the Mist Demo	-	*B*	*Demo*	*1*	*Ray Freeman*	*Terrace #3*
	Vinci Demo	-	*B*	*Demo*	*1*	*Mark Neale*	*Terrace #6*
	1776 R1/3 FF	1	B	SwEl	4	Matt Burkins	Conestoga 1
	Afrika Korps R1/3 FF	3	B	SwEl	4	Jon Lockwood	Conestoga 1
	Anzio R1/3 FF	3	A	SwEl	4	Robert Ryan	Conestoga 1
	Atlantic Storm H1/4	4	B	HMW	2	John Coussis	Ballroom B
	Auction H1/2	2	B	SEM	1	George Sauer	Strasburg
	Bitter Woods Mulligan	3	A	SEM	5	Ed Witkowski	Lampeter
	Breakout Normandy Mulligan	4	A	SEM	5	Andrew Cummins	Lampeter
	Bulge '81 R1/3 FF	3	A	SwEl	5	Frank Sinigaglio	Conestoga 1
	Circus Maximus H1/4	6	B	HWO	4	John Jacoby	Conestoga 2
	El Grande H1/3	3	B	HMW	2	Rob Flowers	Limerock
	Empire Builder H1/3	5	B	HMW	4	Tom Dunning	Host A
	Gettysburg '88 R1/3 FF	3	A	SwEl	3	Vince Meconi	Conestoga 1
	History of the World R1/3	4	A	SE	6	Kevin Youells	Lampeter
	Panzerblitz R1/3 FF	3	A	SwEl	3	Bert Schoose	Conestoga 1
	Panzergru. Guderian R1/3 FF	3	A	SwEl	6	Robert Frisby	Conestoga 1
	Power Grid H1/3	6	B	HMW	3	Jim Castonguay	Marietta
	Russian Campaign R1/3 FF	4	B	SwEl	4	Tom Gregorio	Conestoga 1
	Successors Mulligan	1	A	SEM	4	Rob Seulowitz	Conestoga 3
	War of 1812 R1/6	1	B	Swiss	2	Frank Cunliffe	Lampeter
	Waterloo R1/3 FF	3	A	SwEl	5	Marty Musella	Conestoga 1
	Wooden Ships R1/3 FF	1	B	SwEl	2	Tim Hitchings	Conestoga 1
	World At War R1/1	6	A	SE	50	Mike Crowe	Lampeter
	Titan: The Arena JR R1/2	1	C	SE	1.5	Greg Crowe	Heritage

Tuesday's Dinner Special
Chef's MarketPlace • 6-9 pm • Ballroom Foyer
Pizza Pizza – Assorted Pizza and Stromboli

7 pm	*Cuba Demo*	-	*B*	*Demo*	*1*	*M. Hymowitz*	*Terrace #7*
	Santa Fe Rails Demo	-	*B*	*Demo*	*1*	*Rob Kircher*	*Terrace #1*
	Titan Two Demo	-	*B*	*Demo*	*1*	*Rich Atwater*	*Terrace #2*
	Britannia H1/3	4	B	HSW	5	Jim Jordan	Lampeter
	Goa Mulligan	3	A	SEM	3	Bruce Reiff	Ballroom B
	Here I Stand H1/2	5	B	HMW	5	Ed Beach	Kinderhook
	March Madness H1/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Pirate's Cove H1/3	3	B	HMW	2	Larry Lingle	Marietta
	Risk H1/2	3	C	SwEl	3	Alan Hayes	Strasburg
	Vinci H1/2	3	B	HWO	3	Mark Neale	Host B
8 pm	*Thurn & Taxis Demo*	-	*B*	*Demo*	*1*	*Jim Vroom*	*Terrace #3*
	Titan Demo	-	*B*	*Demo*	*1*	*Bruno Wolff*	*Terrace #2*
	Air Baron H1/4	4	B	HSW	3	Henry Richardson	Limerock
	Formula Motor Racing H1/3	3	B	HMW	2	Chris LeFevre	Ballroom B
	Medici H1/4	3	C	HMW	1	John Pack	Ballroom B
	Santa Fe Rails H1/3	1	B	HSW	2	Rob Kircher	Paradise
	Superstar Baseball Draft	3	B	SwEl	1	Chris Palermo	Hopewell

Tuesday, Aug. 5—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
9 pm	*Elchfest Demo*	-	*B*	*Demo*	*1*	*Dan Dolan Jr*	*Terrace #3*
	Gangsters Demo	-	*B*	*Demo*	*1*	*John Pack*	*Terrace #4*
	Shogun Demo	-	*B*	*Demo*	*1*	*Eric Freeman*	*Terrace #1*
	Vegas Showdown Demo	-	*B*	*Demo*	*1*	*John Weber*	*Terrace #2*
	Caylus H1/2	3	A	HSW	3	Peter Putnam	Host B
	Queen's Gambit H1/3	3	C	SwEl	2	Buddy Sinigaglio	Lampeter
	Superstar Baseball H1/4 FF	3	B	SwEl	1	Chris Palermo	Cornwall
10 pm	*Amun Re Demo*	-	*B*	*Demo*	*1*	*Jeremy Billones*	*Terrace #7*
	Auction Demo	-	*B*	*Demo*	*1*	*George Sauer*	*Terrace #5*
	Battleline Demo	-	*B*	*Demo*	*1*	*Bruce Reiff*	*Terrace #3*
	Battlelore Demo	-	*B*	*Demo*	*1*	*Mary Ellen Powers*	*Terrace #4*
	Candidate Demo	-	*B*	*Demo*	*1*	*Jeff Mullet*	*Terrace #6*
	Ivanhoe Demo	-	*B*	*Demo*	*1*	*Jeff Senley*	*Terrace #2*
	Win, Place & Show Demo	-	*B*	*Demo*	*1*	*Ken Gutermuth*	*Terrace #1*
	Elchfest R1/6	1	C	SE	1	Dan Dolan Jr	Paradise
	Gangsters H1/4	4	B	HSW	3	John Pack	Ballroom B
	Ingenious H1/4	2	B	HMW	1	Pete Stein	Marietta
	Shogun H1/2	1	B	HMW	3	Eric Freeman	Strasburg
	Vegas Showdown H1/2	1	B	HMW	2	John Weber	Host A
11 pm	*Ra Demo*	-	*B*	*Demo*	*1*	*Steve Scott*	*Terrace #6*
	Ivanhoe H1/4	1	B	HMW	1	Jeff Senley	Marietta
	Win, Place & Show Mulligan	3	B	SEM	3	Ken Gutermuth	Cornwall
	Yspahan Mulligan	1	A	SEM	1	Jeff Mullet	Limerock

Wednesday, Aug. 6—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
7:30 am	*GM Breakfast - Reservation Only*		*-*	*Meeting*	*1*	*Kaarin Engelmann*	*Vistas C*
9 am	*Registration*		*-*	*-*	*13*	*Don Greenwood*	*New Holland*
	TransAmerica JR R1/2	1	C	SE	1.5	Ewan McNay	Heritage
10 am	***Boardgames in Staff Training***		***-***	***Seminar***	***4***	***Jon Lockwood***	***Hopewell***
	1830 Demo		*B*	*Demo*	*1*	*Pierre LeBoeuf*	*Terrace #7*
	Athens & Sparta Demo	-	*B*	*Demo*	*1*	*Jeff Cornett*	*Terrace #1*
	Great Campaigns ACW Demo	-	*B*	*Demo*	*1*	*Dave Cross*	*Terrace #2*
	Titan: The Arena Demo	-	*B*	*Demo*	*1*	*Greg Crowe*	*Terrace #3*
	Advanced Civilization H1/2	5	C	HSW	8	Shantanu Saha	Kinderhook
	Amun Re H1/2	3	B	HSW	2	Jeremy Billones	Ballroom B
	Battlelore R1/4	3	B	SwEl	3	Mary Ellen Powers	Paradise
	Bitter Woods R1/4	3	A	SE	5	Ed Witkowski	Lampeter
	Breakout Normandy R1/4	4	A	SE	5	Andrew Cummins	Lampeter
	Candidate R1/2	1	B	SE	2	Bruce Reiff	Conestoga 2
	Cuba H1/2	1	A	HMW	3	M. Hymowitz	Ballroom B
	Empire Builder H2/3	5	B	HMW	4	Tom Dunning	Host A
	March Madness H2/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Merchant of Venus H1/3	4	B	HMW	3	Richard Irving	Host B
	Thurn & Taxis H1/2	4	B	HMW	2	Jim Vroom	Marietta
	Tigers in the Mist R1/4	4	B	Swiss	4	Ray Freeman	Lampeter
	Titan Two-Player R1/5	3	B	SE	4	Rich Atwater	Lampeter
	Titan R1/3 FF (every 4 hours)	6	B	SwEl	5	Bruno Wolff	Lampeter
	Wilderness War R1/7	5	A	SwEl	4	Keith Wixson	Lampeter
	Yspahan R1/3	1	A	SE	1	Jeff Mullet	Strasburg

Open gaming is limited to designated areas—Hotel Lobby and Ballroom Foyer for multi-player gaming, Vista C and D for two-player gaming, and Laurel Grove for "Monster" games.

Wednesday, Aug. 6—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
11 am	*Battle Cry Demo*	-	*B*	*Demo*	*1*	*Peter Card*	*Terrace #4*
	Combat Commander Demo	-	*B*	*Demo*	*1*	*Joel Tamburo*	*Terrace #3*
	Princes of Florence Demo	-	*B*	*Demo*	*1*	*Eric Brosius*	*Terrace #5*
	Wooden Ships Demo	-	*B*	*Demo*	*1*	*Tim Hitchings*	*Terrace #1*
	1830 H1/4	5	B	HMW	6	Pierre LeBoeuf	Limerock
	Athens & Sparta R1/4	1	B	SE	3	Jeff Cornett	Lampeter
	Great Campaigns ACW R1/6	3	B	SwEl	3	Dave Cross	Conestoga 3
	Superstar Baseball H2/4 FF	3	B	SwEl	1	Chris Palermo	Cornwall
	Yspahan SF/F	**1**	**A**	**SE**	**1**	**Jeff Mullet**	**Strasburg**

Wednesday's Lunch Special
Chef's MarketPlace • 12-2 pm • Ballroom Foyer
Chef's Grill – Grilled to order hamburgers, cheeseburgers and chicken breast sandwiches.

12 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Battlegroup Demo	-	*B*	*Demo*	*1*	*Jeff Billings*	*Terrace #1*
	Downfall of Pompeii Demo	-	*B*	*Demo*	*1*	*Larry Lingle*	*Terrace #6*
	Galaxy Demo	-	*B*	*Demo*	*1*	*Mark Mitchell*	*Terrace #3*
	Combat Commander Mulligan	4	B	SEM	3	Joel Tamburo	Conestoga 2
	Princes of Florence H1/2	3	B	HMW	2	Eric Brosius	Ballroom B
	Santa Fe Rails H2/3	1	B	HSW	2	Rob Kircher	Paradise
	Wellington H1/2	3	A	HWO	6	Mark McLaughlin	Lampeter
	Guillotine JR R1/2	1	C	SE	1.5	Ray Stakenas	Heritage
1 pm	*Agricola Demo*	-	*B*	*Demo*	*1*	*Tom McCorry*	*Terrace #2*
	Formula De Demo	-	*B*	*Demo*	*1*	*Josh Githens*	*Terrace #7*
	Ingenious Demo	-	*B*	*Demo*	*1*	*Pete Stein*	*Terrace #4*
	Manifest Destiny Demo	-	*B*	*Demo*	*1*	*Bill Crenshaw*	*Terrace #5*
	Paydirt Demo	-	*B*	*Demo*	*1*	*Harry Flawd*	*Terrace #3*
	Pillars of the Earth Demo	-	*B*	*Demo*	*1*	*Raphael Lehrer*	*Terrace #1*
	Power Grid Demo	-	*B*	*Demo*	*1*	*Jim Castonguay*	*Terrace #6*
	Britannia H2/3	4	B	HSW	5	Jim Jordan	Lampeter
	Downfall of Pompeii H1/3	1	B	HMW	2	Larry Lingle	Marietta
	Galaxy H1/4	3	B	HMW	2	Mark Mitchell	Strasburg
	Medici H2/4	3	C	HMW	1	John Pack	Ballroom B
2 pm	*El Grande Demo*	-	*B*	*Demo*	*1*	*Rob Flowers*	*Terrace #3*
	Formula Motor Racing Demo	-	*B*	*Demo*	*1*	*Chris LeFevre*	*Terrace #7*
	Republic of Rome Demo	-	*B*	*Demo*	*1*	*Sean Larsen*	*Terrace #5*
	Agricola H1/2	1	B	HSW	3	Tom McCorry	Ballroom B
	Empire Builder H3/3	5	B	HMW	4	Tom Dunning	Host A
	Formula De H1/2	3	B	HMW	3	Josh Githens	Ballroom B
	Gangsters H2/4	4	B	HSW	3	John Pack	Ballroom B
	Ingenius H2/4	2	B	HMW	1	Pete Stein	Paradise
	Manifest Destiny H1/3	4	B	HSW	4	Bill Crenshaw	Host B
	Paydirt H1/2 AFC	3	B	HMSE	2	Harry Flawd	Cornwall
	Pillars of the Earth H1/2	3	B	HSW	2	Raphael Lehrer	Paradise
	Power Grid H2/3	6	B	HMW	3	Jim Castonguay	Marietta
3 pm	***Spouse Program (Sit and Stitch)***	**-**	**-**	***Seminar***	***1***	***Tamara House***	***Hopewell***
	Lost Cities Demo	-	*B*	*Demo*	*1*	*Ivan Lawson*	*Terrace #2*
	March Madness Demo	-	*B*	*Demo*	*1*	*Terry Coleman*	*Terrace #1*
	Auction R1/3	2	B	SE	1	George Sauer	Paradise
	Battlegroup H1/4	1	B	HWO	3	Jeff Billings	Lampeter
	Dune H1/3	3	A	HMW	4	Brad Johnson	Strasburg
	Formula Motor Racing H2/3	3	B	HMW	2	Chris LeFevre	Ballroom B
	Ticket to Ride JR R1/2	1	C	SE	1.5	Matthew Beach	Heritage

Wednesday, Aug. 6—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
4 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	El Grande H2/3	3	B	HMW	2	Rob Flowers	Conestoga 2
	Pirate's Cove H2/3	3	B	HMW	2	Larry Lingle	Marietta
5 pm	***Gaming & Ethics***	**-**	**-**	***Seminar***	***1***	***Tamburo/Engelmann***	***Hopewell***
	Football Strategy Demo	-	*B*	*Demo*	*1*	*Nate Hoam*	*Terrace #2*
	Kremlin Demo	-	*B*	*Demo*	*1*	*Steve Cuccaro*	*Terrace #6*
	Rail Baron Demo	-	*B*	*Demo*	*1*	*Ron Secunda*	*Terrace #3*
	Russia Besieged Demo	-	*B*	*Demo*	*1*	*Rob Beyma*	*Terrace #4*
	Russian Campaign Demo	-	*B*	*Demo*	*1*	*Tim Gregorio*	*Terrace #1*
	War At Sea Demo	-	*B*	*Demo*	*1*	*Frank Cunliffe*	*Terrace #7*
	Caylus H2/2	3	A	HSW	3	Peter Putnam	Ballroom B
	Lost Cities H1/4	3	B	HMW	1	Ivan Lawson	Paradise

Wednesday's Dinner Special
Chef's MarketPlace • 6-9 pm • Ballroom Foyer
China Dragon – Oriental Station featuring General Tso's
Chicken and Beef Teriyaki, Fried Rice & Egg Rolls

6 pm	***Probability & Decision Making***	**-**	**-**	***Seminar***	***1***	***Chris Yaure***	***Hopewell***
	Age of Renaissance Demo	-	*B*	*Demo*	*1*	*Tedd Mullally*	*Terrace #6*
	Atlantic Storm Demo	-	*B*	*Demo*	*1*	*John Coussis*	*Terrace #5*
	Puerto Rico Demo	-	*B*	*Demo*	*1*	*John Weber*	*Terrace #2*
	Robo Rally Demo	-	*B*	*Demo*	*1*	*Marc Houde*	*Terrace #7*
	Saint Petersburg Demo	-	*B*	*Demo*	*1*	*Steve Quade*	*Terrace #1*
	1830 H2/4	5	B	HMW	6	Pierre LeBoeuf	Limerock
	Amun Re H2/2	3	B	HSW	2	Jeremy Billones	Ballroom B
	Football Strategy H1/2	3	B	HMSE	2↻	Nate Hoam	Cornwall
	Kremlin H1/4	2	B	HMW	3	Steve Cuccaro	Host B
	Napoleonic Wars H1/2	5	A	HWO	6	Mark McLaughlin	Lampeter
	Rail Baron H1/3	5	B	HSW	4	Ron Secunda	Host A
	Republic of Rome H1/2	1	B	HWO	6	Sean Larsen	Kinderhook
	Successors R1/3	1	B	SE	4	Rob Seulowitz	Conestoga 2
	Titan: the Arena H1/3	3	B	HMW	1	Greg Crowe	Marietta
	History of the World SF	**4**	**A**	**SE**	**6**	**Kevin Youells**	**Lampeter**
	Formula Motor Racing JR R1/2	1	C	SE	1.5↻	Jeff Bakalchuck	Heritage
7 pm	***Buying, Selling and Trading Games***	**-**	**-**	***Seminar***	***1***	***Bill Thompson***	***Hopewell***
	Atlantic Storm H2/4	4	B	HMW	2	John Coussis	Ballroom B
	Robo Rally H1/2	4	B	HWO	3	Marc Houde	Paradise
	Russia Besieged Mulligan	3	B	SEM	4	Rob Beyma	Lampeter
8 pm	***Secrets of WargameRoom.com***	**-**	**-**	***Seminar***	***1***	***Bruce Wigdor***	***Hopewell***
	Air Baron Demo	-	*B*	*Demo*	*1*	*Henry Richardson*	*Terrace #2*
	Alhambra Demo	-	*B*	*Demo*	*1*	*Debbie Guttermuth*	*Terrace #3*
	FAB: Bulge Demo	-	*B*	*Demo*	*1*	*Ric Young*	*Terrace #4*
	Age of Renaissance H1/2	3	B	HMW	5	Tedd Mullally	Strasburg
	Ra H1/4	4	B	HMW	2	Steve Scott	Ballroom B
	Saint Petersburg H1/3	4	B	HMW	2	Steve Quade	Marietta
9 pm	*Clash For a Continent Demo*	-	*B*	*Demo*	*1*	*Grant Wylie*	*Terrace #1*
	Ticket to Ride Demo	-	*B*	*Demo*	*1*	*Claire Brosius*	*Terrace #2*
	Air Baron H2/4	4	B	HSW	3	Henry Richardson	Ballroom B
	Alhambra H1/2	3	B	HWO	2	Debbie Gutermuth	Ballroom B
	FAB: Bulge Mulligan	1	B	SEM	4	Ric Young	Lampeter
	Queen's Gambit H2/3	3	C	SwEl	2	Buddy Sinigaglio	Lampeter
	Memoir '44 TEEN	1	A	Special	3	Mark Yoshikawa	Heritage
	Pitchcar TEEN	1	C	SwEl	2↻	Laurie Wojtaszczyk	Heritage

Wednesday, Aug. 6—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
10 pm	*Can't Stop Demo*	-	*C*	*Demo*	*1*	*Beth Zhao*	*Terrace #7*
	Pillars of the Earth H2/2	3	B	HSW	2	Raphael Lehrer	Paradise
	Shogun H2/2	1	B	HMW	3	Eric Freeman	Host B
	Thurn & Taxis H2/2	4	B	HMW	2	Jim Vroom	Marietta
	Vegas Showdown H2/2	1	B	HMW	2	John Weber	Host A
11 pm	Ace of Aces H2/4 FF	1	C	SwEl	1	Doug Porterfield	Hopewell
	Can't Stop R1/3	2	C	SE	1	Beth Zhao	Ballroom B
	Ivanhoe H2/4	1	B	HMW	1	Jeff Senley	Conestoga 2
	Monsters Ravage Am... H1/4	3	C	HMW	2	Mark Love	Ballroom B

Thursday, Aug. 7—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
9 am	*ASL Starter Kit Demo*	-	*B*	*Demo*	*1*	*Perry Cocke*	*Terrace #1*
	Circus Maximus Demo	-	*B*	*Demo*	*1*	*John Jacoby*	*Terrace #2*
	Enemy In Sight Demo	-	*B*	*Demo*	*1*	*Bill Alderman*	*Terrace #5*
	Hammer of the Scots Demo	-	*B*	*Demo*	*1*	*Lyman Moquin*	*Terrace #3*
	Kaiser's Pirates Demo	-	*B*	*Demo*	*1*	*Jim Day*	*Terrace #6*
	1830 H3/4	5	B	HMW	6	Pierre LeBoeuf	Limerock
	Advanced Civilization H2/2	5	C	HSW	8	Shantanu Saha	Kinderhook
	ASL R1/4	3	A	SwEl	4	Perry Cocke	Lampeter
	Age of Renaissance H2/2	3	B	HMW	5	Tedd Mullally	Strasburg
	Atlantic Storm H3/4	4	B	HMW	2	John Coussis	Ballroom B
	Axis & Allies R1/5	4	A	SwEl	5	Craig Yope	Lampeter
	B17 R1/3	6	A	Swiss	4	David Terry	Conestoga 2
	Battlegroup H2/4	1	B	HWO	3	Jeff Billings	Lampeter
	Cuba H2/2	1	A	HMW	3	M. Hymowitz	Ballroom B
	C&C Ancients R1/4	3	A	SE	4	Andy Lewis	Paradise
	El Grande H3/3	3	B	HMW	2	Rob Flowers	Ballroom B
	FAB: Bulge R1/5	1	B	SE	4	Rick Young	Lampeter
	Formula Motor Racing H3/3	3	B	HMW	2	Chris LeFevre	Host B
	March Madness H3/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Pirate's Cove H3/3	3	B	HMW	2	Larry Lingle	Marietta
	Russia Besieged R1/4	3	B	SE	4	Rob Beyma	Lampeter
	Up Front R1/8	4	A	SwEl	2	Jim Burnett	Lampeter
	War At Sea R1/8	4	B	SwEl	2	Vince Meconi	Lampeter
	Empire Builder SF/F	**5**	**A**	**SE**	**4**	**Tom Dunning**	**Host A**
	Pillars of the Earth SF	**3**	**A**	**SE**	**2**	**Raphael Lehrer**	**Host A**
	Liar's Dice JR R1/2	1	C	SE	1	Jason Levine	Heritage
10 am	*Hamburgum Demo*	-	*B*	*Demo*	*1*	*Chris Trimmer*	*Terrace #4*
	ASL Starter Kit R1/4	1	B	SE	4	Perry Cocke	Lampeter
	Dune H2/3	3	A	HMW	4	Brad Johnson	Lampeter
	Enemy In Sight H1/3	3	B	HSW	2	Bill Alderman	Lampeter
	Kaiser's Pirates H1/4	1	B	HSW	2	Jim Day	Lampeter
	Superstar Baseball H3/4 FF	3	B	SwEl	1	Chris Palermo	Cornwall
11 am	***WBC 2007 in Video***	**-**	**-**	***Seminar***	***1***	**-**	***Hopewell***
	Euphrat & Tigris H1/2	1	B	HSW	2	Craig Moffitt	Ballroom B
	Hamburgum H1/2	1	B	HSW	2	Chris Trimmer	Marietta
	Pickomino JR R1/2	1	C	SE	1	John Coussis	Heritage
12 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Race For the Galaxy Demo	-	*B*	*Demo*	*1*	*Winton Lemoine*	*Terrace #3*
	Power Grid H3/3	6	B	HMW	3	Jim Castonguay	Marietta
	Wellington H2/2	3	A	HWO	6	Mark McLaughlin	Lampeter
	Formula Motor Racing SF/F	**3**	**A**	**SE**	**2**	**Chris LeFevre**	**Host B**

Thursday, Aug. 7—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
1 pm	*Speed Circuit Demo*		*B*	*Demo*	*1*	*Doug Schulz*	*Terrace #5*
	Galaxy H2/4	3	B	HMW	2	Mark Mitchell	Paradise
	Hammer of the Scots R1/5	1	B	SwEl	3	Lyman Moquin	Lampeter
	Race For the Galaxy H1/4	1	B	HMW	2	Winton Lemoine	Ballroom B
	El Grande SF/F	**3**	**A**	**SE**	**2**	**Rob Flowers**	**Host A**
	Ubongo Jr. R1/3	1	C	SwEl	1	Lynda Shea	Heritage

Thursday's Lunch Special
Chef's MarketPlace • 12-2 pm • Ballroom Foyer
Wrap Works – Made to order wrapped sandwiches
and a selection of chef's soups.

2 pm	*Imperial Demo*	-	*B*	*Demo*	*1*	*Dave Bohnenberger*	*Terrace #6*
	Formula De H2/2	3	B	HMW	3	Josh Githens	Ballroom B
	Kaiser's Pirates H2/4	1	B	HSW	2	Jim Day	Lampeter
	Kremlin H2/4	2	B	HMW	3	Steve Cucarro	Host B
3 pm	***Spouse Program (Sit and Stitch)***		***-***	***Seminar***	***1***	***Tamara Houde***	***Hopewell***
	Battlegroup H3/4	1	B	HWO	3	Jeff Billings	Lampeter
	Clash For a Continent H1/2	1	B	HMSE	1	Grant Wylie	Conestoga 3
	Goa R1/3	3	A	SE	3	Bruce Reiff	Ballroom B
	Imperial H1/2	3	B	HMW	3	Dave Bohnenberger	Limerock
	Ra H2/4	4	B	HMW	2	Steve Scott	Ballroom B
	Risk H2/2	3	C	SwEl	3	Alan Hayes	Strasburg
4 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Stockcar Racing Demo	-	*B*	*HSW*	*1*	*John McLaughlin*	*Terrace #3*
	Modeling Conflict	**-**	**-**	***Seminar***	***2***	***Mark Miklos***	***Hopewell***
	For The People R1/5	4	A	SE	6	Mark Herman	Lampeter
	Rail Baron H2/3	5	B	HSW	4	Ron Secunda	Host A
	Caylus SF/F	**3**	**A**	**SE**	**3**	**Peter Putnam**	**Host B**
	LoTR: Confrontation JR R1/6	1	C	SE	.5	James Doughan	Heritage
5 pm	*Here I Stand Demo*	-	*B*	*Demo*	*1*	*Ed Beach*	*Terrace #6*
	Monsters Ravage Am. Demo	-	*C*	*Demo*	*1*	*Mark Love*	*Terrace #1*
	Princes of Florence H2/2	3	B	HMW	2	Eric Brosius	Ballroom B
	Santa Fe Rails H3/3	1	B	HSW	2	Rob Kircher	Paradise
	Stockcar Racing H1/3	3	B	HSW	2	John McLaughlin	Marietta
	1776 SF/F	**1**	**A**	**SE**	**4**	**Matt Burkins**	**Conestoga 1**
	Pirate's Cove SF/F	**3**	**A**	**SE**	**2**	**Larry Lingle**	**Marietta**

Thursday's Dinner Special
Chef's MarketPlace • 6-9 pm • Ballroom Foyer
Pasta Pasta – Italian station featuring an array of pastas with
our chef's special sauces, freshly baked lasagna and garlic bread.

6 pm	***History of Conquest of Paradise***		***-***	***Seminar***	***1***	***Kevin McPartland***	***Hopewell***
	Battles of Am. Rev. Demo	-	*B*	*Demo*	*1*	*Mark Miklos*	*Terrace #4*
	Mystery of the Abbey Demo	-	*B*	*Demo*	*1*	*Ellen Hoam*	*Terrace #7*
	1830 H4/4	5	B	HMW	6	Pierre LeBoeuf	Limerock
	Football Strategy H2/2	3	B	HMSE	2	Nate Hoam	Cornwall
	Monsters Ravage Am. H2/4	3	C	HMW	2	Mark Love	Ballroom B
	Napoleonic Wars H2/2	5	A	HWO	6	Mark McLaughlin	Lampeter
	Republic of Rome H2/2	1	B	HWO	6	Sean Larsen	Lampeter
	Goa SF/F	**3**	**A**	**SE**	**3**	**Bruce Reiff**	**Ballroom B**
	History of the World F	**4**	**A**	**SE**	**6**	**Kevin Youells**	**Lampeter**
	Successors SF	**1**	**A**	**SE**	**5**	**Rob Seulowitz**	**Lampeter**

Thursday, Aug. 7—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
7 pm	Galaxy H3/4	3	B	HMW	2	Mark Mitchell	Paradise
	Here I Stand H2/2	5	B	HMW	5	Ed Beach	Kinderhook
	Manifest Destiny H2/3	4	B	HSW	4	Bill Crenshaw	Strasburg
	Mystery of the Abbey R1/3	1	B	SE	2	Ellen Hoam	Host B
	Puerto Rico H1/3	5	B	HSW	2	John Weber	Ballroom B
	Saint Petersburg H2/3	4	B	HMW	2	Steve Quade	Marietta
	Union Pacific R1/3	1	A	SE	2	Joe Lux	Conestoga 3
	Thurn & Taxis SF/F	**4**	**A**	**SE**	**2**	**Jim Vroom**	**Marietta**
	Adel Verpflichtet JR R1/2	1	C	SE	1	Tamara Houde	Heritage
8 pm	*Crusader Rex Demo*	-	*B*	*Demo*	*1*	*Ric Manns*	*Terrace #3*
	Memoir '44 Demo	-	*B*	*Demo*	*1*	*Mark Guttag*	*Terrace #2*
	Red Star Rising Demo	-	*B*	*Demo*	*1*	*Adam Starkweather*	*Terrace #1*
	Twilight Struggle Demo	-	*B*	*Demo*	*1*	*Ananda Gupta*	*Terrace #4*
	Air Baron H3/4	4	B	HSW	3	Henry Richardson	Host A
	Battles of Am. Rev. Mulligan	3	B	SEM	3	Mark Miklos	Lampeter
	Merchant of Venus H2/3	4	B	HMW	3	Richard Irving	Ballroom B
9 pm	Agricola H2/2	1	B	HSW	3	Tom McCorry	Ballroom B
	Crusader Rex Mulligan	1	B	SEM	3	Ric Manns	Lampeter
	Memoir '44 Mulligan	3	B	SEM	2	Mark Guttag	Paradise
	Queen's Gambit H3/3	3	B	SwEl	2	Buddy Sinigaglio	Lampeter
	Speed Circuit H1/3	4	B	SwEl	4	Doug Schulz	Conestoga 2
	Amun Re SF	**3**	**A**	**SE**	**2**	**Jeremy Billones**	**Ballroom B**
	Ace of Aces TEEN	1	C	Swiss	2	Doug Porterfield	Heritage
10 pm	*Gangsters Demo*	-	*B*	*Demo*	*1*	*John Pack*	*Terrace #4*
	Ace of Aces H3/4 FF	1	C	SwEl	1	Doug Porterfield	Hopewell
	Ingenious H3/4	2	B	HMW	1	Pete Stein	Marietta
11 pm	Gangsters H3/4	4	B	HSW	3	John Pack	Ballroom B
	Ivanhoe H3/4	1	B	HMW	1	Jeff Senley	Marietta
	Pro Golf R1/2	1	C	SE	1	Bruce Monnin	Hopewell
	Titan: The Arena H2/3	3	B	HMW	1	Greg Crowe	Paradise
	Pillars of the Earth F	**3**	**A**	**SE**	**2**	**Raphael Lehrer**	**Host A**
	Vegas Showdown SF	**1**	**A**	**SE**	**2**	**John Weber**	**Host A**

Friday, Aug. 8—WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
9 am	Air Baron H4/4	4	B	HSW	3	Henry Richardson	Host A
	Battles of Am Rev. R1/5	3	B	SE	3	Mark Miklos	Lampeter
	Circus Maximus H2/4	6	B	HWO	4	John Jacoby	Conestoga 2
	Crusader Rex R1/4	1	B	SE	3	Ric Manns	Lampeter
	Empire of the Sun R1/4	1	A	SE	4	Mark Herman	Lampeter
	Kingmaker H1/3	3	B	HMW	4	Justin Thompson	Strasburg
	Kremlin H3/4	2	B	HMW	3	Steve Cuccaro	Host B
	March Madness H4/4	2	B	HMSE	1	Terry Coleman	Cornwall
	Memoir '44 R1/6	3	B	SE	2	Mark Guttag	Paradise
	Monty's Gamble R1/4	1	A	SE	4	Dave Long	Lampeter
	Ra H3/4	4	B	HMW	2	Steve Scott	Ballroom B
	Rail Baron H3/3	5	A	HSW	4	Ron Secunda	Marietta
	Red Star Rising R1/4	1	B	SE	4	Adam Starkweather	Lampeter
	Speed Circuit H2/3	4	B	SwEl	4	Doug Schulz	Conestoga 3
	Twilight Struggle R1/6	5	B	SE	4	Ananda Gupta	Lampeter
	Vinci H2/2	3	B	HWO	3	Mark Neale	Limerock
	Advanced Civilization F	**5**	**A**	**SE**	**10**	**Shantanu Saha**	**Kinderhook**
	Age of Renaissance SF	**3**	**A**	**SE**	**5**	**Tedd Mullally**	**Host B**
	Amun Re F	**3**	**A**	**SE**	**2**	**Jeremy Billones**	**Ballroom B**
	Here I Stand SF	**5**	**A**	**SE**	**5**	**Ed Beach**	**Kinderhook**
	Santa Fe Rails SF	**1**	**A**	**SE**	**2**	**Rob Kircher**	**Marietta**
	Blokus JR R1/3	1	C	SE	1	Daniel Broh-Kahn	Heritage

Friday, Aug. 8—WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
10 am	Kaiser's Pirates H3/4	1	B	HSW	2	Jim Day	Lampeter
	Superstar Baseball H4/4 FF	3	B	SwEl	1	Chris Palermo	Cornwall
11 am	***WBC 2007 in Video***	**-**	**-**	***Seminar***	***1***	**-**	***Hopewell***
	Imperial H2/2	3	B	HMW	3	Dave Bohnenberger	Ballroom B
	Power Grid SF/F	**6**	**A**	**SE**	**3()**	**Jim Castonguay**	**Marietta**

Friday's Lunch Special
Chef's MarketPlace • 12-2 pm • Ballroom Foyer
Peppers – Made to order steak and chicken burritos, fresh tortilla chips and salsa

12 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Waterloo: Fate of France Demo	-	*B*	*Demo*	*1*	*Richard Beyma*	*Terrace #1*
	Atlantic Storm H4/4	4	B	HMW	2	John Coussis	Ballroom B
	Queen's Gambit R2/5	3	A	SE	2()	Buddy Sinigaglio	Lampeter
	Saint Petersburg H3/3	4	B	HMW	2	Steve Quade	Marietta
	Wellington SF	**3**	**A**	**SE**	**6**	**Mark McLaughlin**	**Lampeter**
	Elchfest JR R1/8	1	C	SE	.25()	Dan Dolan, Sr.	Heritage
1 pm	*Conquest of Paradise Demo*	-	*B*	*Demo*	*3*	*Kevin McPartland*	*Terrace #2*
	Tikal Demo	-	*B*	*Demo*	*1*	*Daniel Broh-Kahn*	*Terrace #3*
	Alhambra H2/2	3	B	HWO	2	Debbie Gutermuth	Paradise
	Amazing Space Venture H1/4	1	C	HWO	2	Steve LeShay	Ballroom B
	Battlegroup H4/4	1	B	HWO	3	Jeff Billings	Lampeter
	Britannia H3/3	4	B	HSW	5	Jim Jordan	Lampeter
	Kremlin H4/4	2	B	HMW	3	Steve Cuccaro	Host B
	Merchant of Venus H3/3	4	B	HMW	3	Richard Irving	Host A
	1830 SF	**5**	**A**	**SE**	**6**	**Pierre LeBoeuf**	**Limerock**
	Cuba SF/F	**1**	**A**	**SE**	**3()**	**M. Hymowitz**	**Strasburg**
2 pm	***What Wargaming Can Teach***	**-**	**-**	***Seminar***	***1***	***JR Tracy***	***Hopewell***
	Combat Commander R1/6	4	B	SE	3	Joel Tamburo	Conestoga 2
	Conquest of Paradise Mulligan	1	B	SEM	3	Kevin McPartland	Conestoga 3
	Hamburgum H2/2	1	B	HSW	2	Chris Trimmer	Marietta
	Kaiser's Pirates H4/4	1	B	HSW	2	Jim Day	Lampeter
	Paydirt H2/2 NFC	3	B	HMSE	2()	Harry Flawd	Cornwall
	Ticket to Ride H1/3	4	B	HMW	2	Claire Brosius	Ballroom B
	Tikal H1/3	3	B	HSW	2	Daniel Broh-Kahn	Ballroom B
	Waterloo; Fate of France R1/4	1	B	SE	3()	Richard Beyma	Lampeter
	Atlantic Storm SF/F	**4**	**A**	**SE**	**2()**	**John Coussis**	**Ballroom B**
	Formula De F	**3**	**A**	**SE**	**3**	**Josh Githens**	**Ballroom B**
	Monsters Menace Am. JR R1/2	1	C	SE	1.5()	Mark Love	Heritage
3 pm	***Spouse Program (Sit and Stitch)***	**-**	**-**	***Seminar***	***1***	***Tamara Houde***	***Hopewell***
	Notre Dame Demo	-	*B*	*Demo*	*1*	*Jim Vroom*	*Terrace #5*
	Winds of Plunder Demo	-	*B*	*Demo*	*1*	*Chris LeFevre*	*Terrace #6*
	Enemy In Sight H2/3	3	B	HSW	2	Bill Alderman	Lampeter
	Alhambra SF/F	**3**	**A**	**SE**	**2()**	**Debbie Gutermuth**	**Paradise**
4 pm	***Wargamers Make...Politicians***	**-**	**-**	***Seminar***	***1***	***Nick Palmer***	***Hopewell***
	Amazing Space Venture Demo	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Notre Dame H1/2	1	B	HWO	2	Jim Vroom	Host A
	Puerto Rico H2/3	5	B	HSW	2	John Weber	Ballroom B
	Winds of Plunder R1/3	1	B	SE	2()	Chris LeFevre	Marietta
	Hamburgum SF/F	**1**	**A**	**SE**	**2()**	**Chris Trimmer**	**Marietta**
	Rail Baron SF	**5**	**A**	**SE**	**5**	**Ron Secunda**	**Host B**
	Risk F	**3**	**A**	**SE**	**3**	**Alan Hayes**	**Strasburg**

Friday, Aug. 8—WBC (Team Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
5 pm	*Wargaming as a Career Choice*	-	-	*Seminar*	*1*	*Don Chappell*	*Hopewell*
	Amazing Space Venture H2/4	1	C	HWO	2	Steve LeShay	Ballroom B
	Conquest of Paradise R1/3	1	B	SE	3	Kevin McPartland	Conestoga 3
	Anzio SF/F	**3**	**A**	**SE**	**5**	**Robert Ryan**	**Conestoga 1**
	Trouble JR R1/2	1	C	SE	1	Bruce Reiff	Heritage

Friday's Dinner Special
Chef's MarketPlace • 6-9pm • Ballroom Foyer
Chef's Grill – Cooked on the grill barbecue beef brisket or half chicken
Served with mashed potatoes, slaw and a biscuit.

6 pm	*Adel Verpflichtet Demo*	-	*C*	*Demo*	*1*	*Tom DeMarco*	*Terrace #1*
	Kingmaker Demo	-	*B*	*Demo*	*1*	*Justin Thompson*	*Terrace #2*
	Stockcar Racing Demo	-	*B*	*Demo*	*1*	*John McLaughlin*	*Terrace #3*
	Diplomacy R1/3	4	A	SE	8	Tom Pasko	Kinderhook
	Dune H3/3	3	A	HMW	4	Brad Johnson	Lampeter
	Galaxy H4/4	3	B	HMW	2	Mark Mitchell	Cornwall
	Lost Cities H2/4	3	B	HMW	1	Ivan Lawson	Paradise
	Medici H3/4	3	C	HMW	1	John Pack	Ballroom B
	Kremlin F	**2**	**A**	**SE**	**3**	**Steve Cuccaro**	**Host B**
	Napoleonic Wars SF	**5**	**A**	**SE**	**6**	**Mark McLaughlin**	**Lampeter**
	Panzerblitz SF/F	**3**	**A**	**SE**	**3**	**Bert Schoose**	**Conestoga 1**
	Successors F	**1**	**A**	**SE**	**5**	**Rob Seulowitz**	**Conestoga 3**
7 pm	*Age of Empire III Demo*	-	*B*	*Demo*	*1*	*Karsten Englemann*	*Terrace #1*
	Monsters Ravage Am. Demo	-	*C*	*Demo*	*1*	*Mark Love*	*Terrace #1*
	Nuclear War Demo	-	*C*	*Demo*	*1*	*Rick Loomis*	*Terrace #5*
	Adel Verpflichtet R1/7	3	C	SwEl	1	Tom DeMarco	Ballroom B
	Battleline R1/4	1	B	SwEl	1	Bruce Reiff	Paradise
	Kingmaker H2/3	3	B	HMW	4	Justin Thompson	Strasburg
	Race For the Galaxy H2/4	1	B	HMW	2	Winton Lemoine	Ballroom B
	Stockcar Racing H2/3	3	B	HSW	2	John McLaughlin	Marietta
	WMD JR R1/2	1	C	SE	1	Frank Cunliffe	Heritage
8 pm	*Wits & Wagers Game Show*	-	-	*Seminar*	*1.5*	*Dominic Crapuchettes*	*Hopewell*
	Age of Steam H1/2	3	A	HWO	3	Pete Staab	Host A
	Clash For a Continent H2/2	1	B	HMSE	1	Grant Wylie	Cornwall
	Monsters Ravage Am. H3/4	3	C	HMW	2	Mark Love	Ballroom B
	Age of Renaissance F	**3**	**A**	**SE**	**5**	**Tedd Mullally**	**Host B**
	Air Baron SF	**4**	**A**	**SE**	**3**	**Henry Richardson**	**Limerock**
	Bulge '81 SF/F	**3**	**A**	**SE**	**5**	**Frank Sinigaglio**	**Conestoga 1**
	Princes of Florence SF/F	**3**	**A**	**SE**	**2**	**Eric Brosius**	**Ballroom B**
9 pm	Downfall of Pompeii H2/3	1	B	HMW	2	Larry Lingle	Marietta
	Bohnanza TEEN R1/2	1	C	SE	1	Ed Beach	Heritage
10 pm	Ace of Aces H4/4 FF	1	C	SwEl	1	Doug Porterfield	Hopewell
	Ingenious H4/4	2	B	HMW	1	Pete Stein	Paradise
	Agricola SF	**1**	**A**	**SE**	**3**	**Tom McCorry**	**Ballroom B**
	Shogun SF	**1**	**A**	**SE**	**3**	**Eric Freeman**	**Host B**
11 pm	*B17 After Action Meeting*	-	-	*Meeting*	*1*	*Dave Terry*	*Hopewell*
	CMS Demolition Derby H3/4	6	B	HWO	4	John Jacoby	Paradise
	Ivanhoe H4/4	1	B	HMW	1	Jeff Senley	Marietta
	Liar's Dice R1/3	3	C	SE	1	Jason Levine	Ballroom B

A GM's job is not easy. Players can volunteer to help GMs by serving as an Assistant GM, recording statistics or anecdotes, submiting AREA data, or even writing-up an event for post-convention coverage.

Saturday, Aug. 9—WBC (Club Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
9 am	Acquire R1/5	3	A	SwEl	1	Joe Lux	Conestoga 3
	Age of Empires III H1/2	1	B	HSW	4	Karsten Englemann	Lampeter
	Battle Cry R1/4	3	B	SwEl	2	Peter Card	Paradise
	Diplomacy R2/3	4	A	Swiss	8	Tom Pasko	Kinderhook
	Lost Cities H3/4	3	B	HMW	1	Ivan Lawson	Marietta
	Ra H4/4	4	B	HMW	2	Steve Scott	Ballroom B
	Settlers of Catan R1/5	6	A	SwEl	2	Kathy Stroh	Ballroom B
	Speed Circuit H3/3	4	B	SwEl	4	Doug Schulz	Conestoga 2
	Squad Leader R1/4	3	A	Swiss	4	Bill Thomson	Lampeter
	Tikal H2/3	3	B	HSW	2	Daniel Broh-Kahn	Ballroom B
	We The People R1/7	4	C	SwEl	3	Don Chappelle	Lampeter
	Afrika Korps SF/F	**3**	**A**	**SE**	**4**	**Jon Lockwood**	**Conestoga 1**
	Air Baron F	**4**	**A**	**SE**	**3**	**Henry Richardson**	**Limerock**
	Battlegroup SF/F	**1**	**A**	**SE**	**2**	**Jeff Billings**	**Lampeter**
	Gettysburg SF/F	**3**	**A**	**SE**	**4**	**Vince Meconi**	**Conestoga 1**
	Great Campaigns ACW SF/F	**3**	**A**	**SE**	**4**	**Dave Cross**	**Conestoga 1**
	Merchant of Venus SF/F	**4**	**A**	**SE**	**3**	**Richard Irving**	**Limerock**
	Titan SF	**6**	**B**	**SwEl**	**5**	**Bruno Wolff**	**Lampeter**
	Vegas Showdown F	**1**	**A**	**SE**	**2**	**John Weber**	**Limerock**
	Vinci SF/F	**3**	**A**	**SE**	**3**	**Mark Neale**	**Cornwall**
	Bumper Car Arena JR R1/2	1	C	SE	1.5	Marc Houde	Heritage
10 am	*1960 Demo*	-	*B*	*Demo*	*1*	*Greg Schmittgens*	*Terrace #2*
	Year of the Dragon Demo	-	*B*	*Demo*	*1*	*Keith Levy*	*Terrace #1*
	Kingmaker H3/3	3	B	HMW	4	Justin Thomson	Strasburg
	Race For the Galaxy H3/4	1	B	HMW	2	Winton Lemoine	Ballroom B
	Kaiser's Pirates SF/F	**1**	**A**	**SE**	**3**	**Jim Day**	**Lampeter**
	Waterloo SF/F	**3**	**A**	**SE**	**5**	**Marty Musella**	**Conestoga 1**
11 am	***The Real National Treasure***	***-***	***-***	***Seminar***	***1***	***Steve Rawlings***	***Hopewell***
	Age of Steam H2/2	3	A	HWO	3	Pete Staab	Marietta
	Puerto Rico H3/3	5	B	HSW	2	John Weber	Ballroom B
	Agricola F	**1**	**A**	**SE**	**3**	**Tom McCorry**	**Limerock**

Saturday's Lunch Special
Chef's MarketPlace • 12-2 pm • Ballroom Foyer
Philly's – Made-to-order Philadelphia cheesesteaks or chicken cheesesteaks or Italian sausage sandwiches with onions and peppers.

12 pm	***How to Grow the Hobby***	***-***	***-***	***Seminar***	***2***	***Keith Levy***	***Hopewell***
	Amazing Space Venture Demo	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	1960 R1/5	1	B	SE	3	Greg Schmittgens	Lampeter
	Wellington F	**3**	**A**	**SE**	**6**	**Mark McLaughlin**	**Lampeter**
	Crokinole JR R1/4	1	C	SEM	.75	Stan Hilinski	Heritage
1 pm	*Brawlin' Battleships Demo*	-	*B*	*Demo*	*1*	*Evan Hitchings*	*Terrace #3*
	Carcassonne Demo	-	*B*	*Demo*	*1*	*Tom McCorry*	*Terrace #2*
	Monsters Ravage Am. Demo	-	*C*	*Demo*	*1*	*Mark Love*	*Terrace #1*
	Age of Empires III H2/2	1	B	HSW	4	Karsten Englemann	Lampeter
	Amazing Space Venture H3/4	1	C	HWO	2	Steve LeShay	Ballroom B
	Titan; The Arena H3/3	3	B	HMW	1	Greg Crowe	Conestoga 2
	Britannia SF	**4**	**A**	**SE**	**5**	**Jim Jordan**	**Lampeter**
	Dune F	**3**	**A**	**SE**	**6**	**Brad Johnson**	**Limerock**
	Galaxy SF/F	**3**	**A**	**SE**	**2**	**Mark Mitchell**	**Cornwall**
	Imperial SF	**3**	**A**	**SE**	**3**	**Dave Bohnenberger**	**Limerock**
	Panzergr. Guderian SF/F	**3**	**A**	**SE**	**6**	**Robert Frisby**	**Conestoga 1**
	Russian Campaign SF/F	**4**	**A**	**SE**	**3**	**Tom Gregorio**	**Conestoga 1**

Saturday, Aug. 9—WBC (Club Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
2 pm	*Stockcar Racing Demo*	-	*B*	*Demo*	*1*	*John McLaughlin*	*Terrace #3*
	Brawlin' Battleships R1/2	3	B	SE	2	Evan Hitchings	Conestoga 3
	Carcassonne R1/5	3	B	SE	1	Tom McCorry	Ballroom B
	Monsters Ravage Am. H4/4	3	C	HMW	2	Mark Love	Ballroom B
	Ace of Aces F	**1**	**A**	**SE**	**1**	**Doug Porterfield**	**Hopewell**
3 pm	***Election Games***	**-**	**-**	***Seminar***	***1***	***Matthews/Arneson***	***Hopewell***
	Lost Cities H4/4	3	B	HMW	1	Ivan Lawson	Paradise
	Manifest Destiny H3/3	4	B	HSW	4	Bill Crenshaw	Strasburg
	Stockcar Racing H3/3	3	B	HSW	2	John McLaughlin	Marietta
	Age of Steam SF	**3**	**A**	**SE**	**3**	**Peter Staab**	**Limerock**
	Ivanhoe SF/F	**1**	**A**	**SE**	**1**	**Jeff Senley**	**Marietta**
	Saint Petersburg SF/F	**4**	**A**	**SE**	**2**	**Steve Quade**	**Marietta**
	Titan: The Arena SF/F	**3**	**A**	**SE**	**1**	**Greg Crowe**	**Conestoga 2**
	Circus Maximus JR	1	C	SE	3	Bill Beckman	Heritage
4 pm	*Amazing Space Venture Demo*	-	*C*	*Demo*	*1*	*Steve LeShay*	*Terrace #4*
	Facts In Five R1/4	2	C	SwEl	.25	Arthur Field	Hopewell
	Race For the Galaxy H4/4	1	B	HMW	2	Winton Lemoine	Ballroom B
	Robo Rally H2/2	4	B	HWO	3	Marc Houde	Conestoga 2
	Ticket to Ride H2/3	4	B	HMW	2	Claire Brosius	Ballroom B
	Win, Place & Show R1/2	3	B	SE	3	Ken Gutermuth	Cornwall
	Year of the Dragon H1/2	1	B	HMW	2	Keith Levy	Paradise
5 pm	*Euphrat & Tigris Demo*	-	*B*	*Demo*	*1*	*Craig Moffit*	*Terrace #3*
	Flying Colors Demo		*B*	*Demo*	*1*	*Rob Doane*	*Terrace #2*
	Naval War Demo	-	*B*	*Demo*	*1*	*Jon Lockwood*	*Terrace #5*
	Amazing Space Venture H4/4	1	C	HWO	2	Steve LeShay	Ballroom B
	Gangsters H4/4	4	B	HSW	3	John Pack	Ballroom B
	Age of Empires III SF/F	**1**	**B**	**SE**	**4**	**Karsten Engelmann**	**Lampeter**
	Wooden Ships SF/F	**1**	**A**	**SE**	**2**	**Tim Hitchings**	**Conestoga 1**

Saturday's Dinner Special
Chef's MarketPlace • 6-9 pm • Ballroom Foyer
Dutch Country Pig – Slow roasted suckling pig hand carved to order or country fried chicken, mashed potatoes, slaw and a biscuit.

6 pm	***Online gaming: Brettspielwelt***	**-**	**-**	***Seminar***	***1***	***Jeff Bakalchuck***	***Hopewell***
	Attack Sub Demo	-	*B*	*Demo*	*1*	*Rob Mull*	*Terrace #1*
	Euphrat & Tigris H2/2	1	B	HSW	2	Craig Moffitt	Ballroom B
	Flying Colors R1/3	1	B	SwEl	2	Rob Doane	Lampeter
	Naval War R1/2	3	B	SE	3	Jon Lockwood	Kinderhook
	Year of the Dragon H2/2	1	B	HMW	2	Keith Levy	Paradise
	Conquest of Paradise SF/F	**1**	**A**	**SE**	**3**	**Kevin McPartland**	**Marietta**
	1830 F	**5**	**A**	**SE**	**6**	**Pierre LeBoeuf**	**Limerock**
	Napoleonic Wars F	**5**	**A**	**SE**	**6**	**Mark McLaughlin**	**Lampeter**
	Puerto Rico R2/4 QF	**5**	**A**	**SE**	**2**	**John Weber**	**Ballroom B**
	Ra SF/F	**4**	**A**	**SE**	**2**	**Steve Scott**	**Ballroom B**
	Rail Baron F	**5**	**A**	**SE**	**5**	**Ron Secunda**	**Lampeter**
	Republic of Romes F	**1**	**A**	**SE**	**6**	**Sean Larsen**	**Lampeter**
	Superstar Baseball SF/F	**3**	**A**	**SE**	**1**	**Chris Palermo**	**Cornwall**
	Titan F	**6**	**A**	**SE**	**5**	**Bruno Wolff**	**Lampeter**
	Slapshot JR R1/2	1	C	SE	1.5	Mark Yoshikawa	Heritage
7 pm	***Charles S. Roberts Awards***	**-**	**-**	***Seminar***	***1***	***Allan Rothberg***	***Hopewell***
	Circus Maximus H4/4	6	B	HWO	4	John Jacoby	Conestoga 2
	Here I Stand F	**5**	**A**	**SE**	**5**	**Ed Beach**	**Lampeter**
	Kingmaker F	**3**	**A**	**SE**	**4**	**Justin Thompson**	**Strasburg**
	Lost Cities R2/6	**3**	**A**	**SE**	**1**	**Ivan Lawson**	**Paradise**
	Win, Place & Show F	**3**	**A**	**SE**	**3**	**Ken Gutermuth**	**Cornwall**

Saturday, Aug. 9—WBC (Club Shirt Day; Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
8 pm	*Wits & Wagers Game Show*	-	-	*Seminar*	*1.5*	*Dominic Crapuchettes*	*Hopewell*
	Notre Dame H2/2	1	B	HWO	2	Jim Vroom	Conestoga 3
	Nuclear War R1/4	1	C	Swiss	1()	Rick Loomis	Ballroom B
	Tikal H3/3	3	B	HSW	2	Daniel Broh-Kahn	Ballroom B
	Amazing Space Venture SF/F	**1**	**A**	**SE**	**2()**	**Steve LeShay**	**Ballroom B**
	Euphrat & Tigris SF/F	**1**	**A**	**SE**	**2()**	**Craig Moffitt**	**Ballroom B**
	Gangsters SF/F	**4**	**A**	**SE**	**3()**	**John Pack**	**Ballroom B**
	Imperial F	**3**	**A**	**SE**	**3**	**Dave Bohnenberger**	**Limerock**
	Manifest Dynasty SF	**4**	**A**	**SE**	**4**	**Bill Crenshaw**	**Strasburg**
	Year of the Dragon SF/F	**1**	**A**	**SE**	**2**	**Keith Levy**	**Paradise**
9 pm	Downfall of Pompeii H3/3	1	B	HMW	2	Larry Lingle	Marietta
	Robo Rally SF	**4**	**A**	**HWO**	**3**	**Marc Houde**	**Kinderhook**
	Stockcar Racing F	**3**	**A**	**SE**	**4**	**John McLaughlin**	**Marietta**
	Wilderness War QF/SF/F	**4**	**A**	**SE**	**4()**	**Keith Wixson**	**Lampeter**
	Galaxy TEEN	I	C	SE	2	Mark Mitchell	Heritage
10 pm	**Notre Dame SF/F**	**1**	**A**	**SE**	**2()**	**Jim Vroom**	**Conestoga 3**
	Race For the Galaxy SF/F	**1**	**A**	**SE**	**2()**	**Winton Lemoine**	**Paradise**
	Santa Fe Rails F	**1**	**A**	**SE**	**2**	**Rob Kircher**	**Paradise**
	Tikal SF	**3**	**A**	**SE**	**2**	**Daniel Broh-Kahn**	**Limerock**
11 pm	Medici H4/4	3	C	HMW	1	John Pack	Ballroom B
	Slapshot R1/3	4	C	SE	1()	Sean McCulloch	Ballroom B

Sunday, Aug. 10—WBC (Badge Required for Events & Open Gaming):

	Event		Class	Format		GM	
7 am	*Christian Religious Services*	-	-	*Meeting*	*1*	*Keith Hunsinger*	*Showroom*
8 am	*Armistice After Action*	-	-	*Meeting*	*1*	*Don Greenwood*	*Showroom*
9 am	*Trans America Demo*	-	*B*	*Demo*	*1*	*Lisa Gutermuth*	*Terrace #1*
	Attack Sub R1/6	2	B	SwEl	1()	Rob Mull	Paradise
	Diplomacy R3/3	4	A	Swiss	8	Tom Pasko	Kinderhook
	Enemy In Sight H3/3	3	B	HSW	2	Bill Alderman	Lampeter
	Ticket to Ride H3/3	4	B	HMW	2	Claire Brosius	Ballroom B
	Age of Steam F	**3**	**A**	**SE**	**3**	**Peter Staab**	**Limerock**
	Britannia F	**4**	**A**	**SE**	**5**	**Jim Jordan**	**Lampeter**
	Circus Maximus F	**6**	**A**	**SE**	**5**	**John Jacoby**	**Conestoga 2**
	Downfall of Pompeii SF/F	**1**	**A**	**SE**	**2()**	**Larry Lingle**	**Marietta**
	Football Strategy F	**3**	**A**	**SE**	**2**	**Nate Hoam**	**Cornwall**
	Ingenius SF/F	**2**	**A**	**SE**	**1()**	**Pete Stein**	**Marietta**
	Manifest Destiny F	**4**	**A**	**SE**	**4**	**Bill Crenshaw**	**Strasburg**
	March Madness SF/F	**2**	**A**	**SE**	**1()**	**Terry Coleman**	**Cornwall**
	Monsters Ravage Am. SF/F	**3**	**A**	**SE**	**2()**	**Mark Love**	**Ballroom B**
	Paydirt F	**3**	**A**	**SE**	**2**	**Harry Flawd**	**Cornwall**
	Puerto Rico SF/F	**5**	**A**	**SE**	**2()**	**John Weber**	**Ballroom B**
	Robo Rally F	**4**	**A**	**SE**	**4**	**Marc Houde**	**Ballroom B**
	Shogun F	**1**	**A**	**SE**	**3**	**Eric Freeman**	**Strasburg**
	Speed Circuit F	**4**	**A**	**SE**	**4**	**Doug Schulz**	**Conestoga 3**
	Tikal F	**3**	**A**	**SE**	**2**	**Daniel Broh-Kahn**	**Limerock**
	Zooloretto JR R1/2	I	C	SE	1.5()	Keith Levy	Heritage
10 am	Trans America R1/3	1	B	SE	1()	Lisa Gutermuth	Ballroom B
	Clash For a Continent F	**1**	**A**	**SE**	**1**	**Grant Wylie**	**Cornwall**
11 am	**Enemy In Sight SF/F**	**3**	**A**	**SE**	**2()**	**Bill Alderman**	**Lampeter**
	Medici SF/F	**3**	**A**	**SE**	**1()**	**John Pack**	**Ballroom B**
	Ticket To Ride SF/F	**4**	**A**	**SE**	**2()**	**Claire Brosius**	**Ballroom B**

See you next year on Aug. 4–9 (with Pre-Cons starting Aug. 1)!

776 *1776*—GM: Matthew Burkins; FF SwEl; B; 🎖 1; *Demo: Tu17(T2);* 4-hour rounds; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Th17.

8XX 18XX—GM: Pierre LeBoeuf; HMW; B; 🎖 5; *Demo: We10(T7);* Heats: We11, We18, Th9, Th18 (1870); 16 players advance to Semi Fr13; Final Sa18; all rounds in Limerock.

960 *1960: The Making of a President*—GM: Greg Schmittgens; SE; B; 🎖 1; *Demo: Sa10(T2);* 3-hour continuous rounds in Lampeter; Round 1 starts Sa12.

AOA *Ace of Aces*—GM: Doug Porterfield; FF SwEl; C; 🎖 1; Register any time or Tu18 in Hopewell; We23, Th22, Fr22 optional circus; top 6 advance to Round Robin Final Sa14.

ACQ Acquire—GM: Joe Lux; SwEl; A; 🎖 3; Three 1-hour continuous rounds start Sa9 in Conestoga 3, with top 16 advancing to SE Semi Sa12.

ADV Adel Verpflichtet—GM: Tom DeMarco; SwEl; C; 🎖 3; *Demo: Fr18(T1);* 4 games in Round 1 at Fr19 in Ballroom B; top 10 advance to 2-game Semi at Fr22; top 5 advance to Final Fr23.

ACV Advanced Civilization—GM: Shantanu Saha; HSW; C; 🎖 5; *Demo: Tu18(T7);* 8-hour Heats We10 and Th9 in Kinderhook; top 8 advance to Final Fr9.

ASL Advanced Squad Leader—GM: Perry Cocke; SwEl; A; 🎖 3; Round 1 at Th9 features an, open-ended scenario; top four German and Russian players advance to SE starting Th15; all rounds in Lampeter.

ASK *ASL Starter Kit*—GM: Perry Cocke; SE; B; 🎖 1; *Demo: Th9(T1);* continuous rounds beginning Th10 in Lampeter.

AFK Afrika Korps—GM: Jon Lockwood; FF SwEl; B; 🎖 3; *Demo: Tu17(T1);* 4-hour rounds; Grognard Pre-Con begins Sa14 in Heritage, shifts to Conestoga 1 Tu18; 4 players advance to SE Sa9.

AE3 *Age of Empires III*—GM: Karsten Engelmann; HSW; B; 🎖 1; *Demo: Fr19(T1);* Heats: Sa9, Sa13; Semi Sa17; Final Sa21; All rounds in Lampeter.

AOR Age of Renaissance—GM: Ted Mullally; HMW; B; 🎖 3; *Demo: We18(T6);* Heat 1 We20 and Heat 2 Th9 in Strasburg; 15 players advance to Semi Fr9 in Host B; Final Fr20 in Host B.

AOS Age of Steam—GM: Peter Staab; HWO; A; 🎖 3; Heats: Fr20 in Host A, Sa11 in Marietta; winners only advance to Semi Sa15 in Limerock; Final Su9 in Limerock.

AGR *Agricola*—GM: Tom McCorry; HSW; B; 🎖 1; *Demo: We13(T2);* Heats: We14, Th21 in Ballroom B; Semi Fr22 in Ballroom B; Final Sa11 in Limerock.

ABN Air Baron—GM: Henry Richardson; HSW; B; 🎖 4; *Demo: We20(T2);* Heats: Tu20 in Limerock, We21 in Ballroom B, Th20 in Host A, Fr9 in Host A; Semi Fr20 and Final Sa9 in Limerock.

ALH Alhambra—GM: Debbie Gutermuth; HWO; B; 🎖 3; *Demo: We20(T3);* Heats: We21 in Ballroom B, Fr13 in Paradise; Semi Fr15 and Final Fr17 in Paradise; 25 players advance to Semi.

ASV *Amazing Space Venture*—GM: Steve LeShay; HMW; C; 🎖 1; *Demos: We-Sa at 12 and 16 (T4);* Heats: Fr13, 17 and Sa13, 17; Semi Sa20; Final Sa22; all rounds in Ballroom B.

AMR Amun Re—GM: Jeremy Billones; HSW; B; 🎖 3; *Demo: Tu22(T7);* Heats: We10, We18; Semi Th21; Final Fr9; all rounds in Ballroom B.

ANZ Anzio—GM: Bob Ryan; FF SwEl; A; 🎖 3; 5-hour rounds; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Fr17.

A&S *Athens & Sparta*—GM: Jeff Cornett; SE; B; 🎖 1; *Demo: We10(T1);* continuous 3-hour rounds beginning We11 in Lampeter.

ACS Atlantic Storm—GM: John Coussis; HMW; B; 🎖 4; *Demo: We18(T5);* Heats: Tu18, We19, Th9, Fr12; top 36 advance to Semi-Final Fr14; Final Fr16; all rounds in Ballroom B; except in Final, may play *Pacific Typhoon*.

ATS **Attack Sub**—GM: Rob Mull; SwEl; B; 🎖 2; *Demo: Sa18(T1)*; 3 continuous 1-hour rounds of Swiss play beginning Su9; top eight players advance to SE Su12; all rounds in Paradise.

AUC **Auction**—GM: George Sauer; SEM; B; 🎖 2; *Demo: Tu22(T5)*; Mulligan is Tu18 in Strasburg; Rounds 1 and 2 We15 and W16 in Paradise; Round 3 Su9 in Paradise.

A&A **Axis & Allies**—GM: Craig Yope; SwEl; A; 🎖 4; three continuous 4.5-hour rounds beginning Th9; top 25% of players from first day advance to SE play beginning Fr9; all rounds in Lampeter.

B17 **B-17**—GM: Dave Terry; Swiss; A; 🎖 6; three continuous 3-hour rounds in Conestoga 2 beginning Th9; after-action briefing Fr23 in Hopewell.

BCY **Battle Cry**—GM: Peter Card; SwEl; B; 🎖 3; *Demo: We11(T4)*; Round 1 is Sa9; top four Confederate players and top four Union advance to continuous SE beginning Sa12; all rounds in Paradise.

B81 **Battle of the Bulge '81**—GM: Frank Sinigaglio; FF SwEl; A; 🎖 3; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Fr20.

BGP ***Battlegroup***—GM: Jeff Billings; HWO; B; 🎖 1; *Demo: We12(T1)*; Heats: We15, Th9, Th15, Fr13; Semi-Final Sa9; Final Sa12; all rounds in Lampeter.

BAT ***Battleline***—GM: Bruce Reiff; SwEl; B; 🎖 1; *Demo: Tu22(T3)*; Round 1 Fr19 is 2-hour Round Robin; *players may not drop out mid-round;* winners advance to SE beginning Fr21; all rounds in Paradise.

BLR **BattleLore**—GM: Mary Ellen Powers; SwEl; B; 🎖 3; *Demo: Tu22(T4)*; Two 1-game rounds beginning We10; winners advance to continuous SE rounds beginning We16; all rounds in Paradise.

BAR **Battles of the American Revolution (Saratoga)**—GM: Mark Miklos; SEM; B; 🎖 3; *Demo: Th18(T4);* Mulligan Th20; continuous SE rounds start Fr9; all rounds in Lampeter.

BWD **Bitter Woods**—GM: Ed Witkowski; SEM; A; 🎖 3; Mulligan Tu18; continuous 5-hour rounds begin We10; all rounds in Lampeter.

BBS **Brawling Battleships Steel**—GM: Evan Hitchings; SE; B; 🎖 3; *Demo: Sa13(T3)*; continuous rounds beginning Sa14; all rounds in Conestoga 3.

BKN **Breakout Normandy**—GM: Andrew Cummins; SEM; A; 🎖 4; Mulligan Tu18; continuous 5-hour rounds begin We10; all rounds in Lampeter.

BRI **Britannia**—GM: James Jordan; HSW; B; 🎖 4; *Demo: Tu18(T5)*; Heats: Tu19, We13, Fr13; top 16 advance to Semi-Final Sa13; Final Su9; all rounds in Lampeter.

CDT ***Candidate***—GM: Jeff Mullet; SE; B; 🎖 1; *Demo: Tu22(T6)*; continuous 2-hour rounds beginning We10 in Conestoga 2.

CNS **Can't Stop**—GM: Beth Zhao; SE; C; 🎖 2; *Demo: We22(T7)*; continuous rounds begin We23 in Ballroom B; bring copies of the game!

CAR **Carcassonne**—GM: Tom McCorry; SE; B; 🎖 3; *Demo: Sa13(T2)*; Round 1 Sa14 is multi-player games advancing 16 to 2-player SE continuous rounds beginning Sa16; all rounds in Ballroom B.

CYL **Caylus**—GM: Peter Putnum; HSW; A; 🎖 3; Heats: Tu21 and We17 in Ballroom B; Semi-Final/Final begin Th16 in Host B.

CMS **Circus Maximus**—GM: John Jacoby; HWO; B; 🎖 6; *Demo: Th9(T2)*; Heats: Tu18, Fr9, Sa19 in Conestoga 2; Demolition Derby heat with up to 50 charioteers Fr23 in Paradise; Final Su9 in Conestoga 2.

CFC ***Clash For A Continent***—GM: Grant Wylie; HMSE; B; 🎖 1; *Demo: We21(T1)*; Heat Th15 in Conestoga 3, Fr20 in Cornwall; heats played SE until 1 winner from each advances to Final Su10 in Cornwall.

CBC **Combat Commander**—GM: Joel Tamburo; SEM; B; 🎖 4; *Demo: We11(T3)*; Mulligan We12 in Conestoga 2; continuous 3-hour rounds begin Fr14 in Conestoga 2; moves to Lampeter on Sa9.

CCA **Command and Colors: Ancients**—GM: Andy Lewis; SwEl; A; 🎖 3; first two 4-hour rounds at Th9 and Th13 will be Round Robin; SE 3-hour rounds begin Th17; all rounds in Paradise.

CQP ***Conquest of Paradise***—GM: Kevin McPartland; SEM; B; 🎖 1; *Demo: Fr13(T2)*; Mulligan Fr14 and Round 1 Fr17 in Conestoga 3; SF/F Sa18 in Marietta.

CRX ***Crusader Rex***—GM: Ric Manns; SEM; B; 🎖 1; *Demo: Th20(T3)*; Mulligan Th21; continuous 3-hour rounds begin Fr9; all rounds in Lampeter.

CUB ***Cuba***—GM: Michelle Hymowitz; HMW; A; 🎖 1; *Demo: Tu19(T7)*; Heats: We10, Th9 in Ballroom B; Semi Fr13 and Final Fr16 in Strasburg. *Extra demo at Showcase Sampler Pre-Con Tu12. (Separate admission required.)*

DIM ***Die Macher***—GM: Steve Simmons; SE; A; 🎖 1; part of Sampler Showcase Pre-Con *(separate admission required)*; Round 1 Mo19; Round 2 Tu9; all rounds in Ballroom A.

DIP **Diplomacy**—GM: Tom Pasko; Swiss; A; 🎖 4; rounds last 6 to 8 hours; Round 1 Fr18; Round 2 Sa9; Round 3 Su9; all rounds in Kinderhook.

POM ***Downfall of Pompeii***—GM: Larry Lingle; HMW; B; 🎖 1; *Demo: We12(T6)*; Heats: We13, Fr21, Sa21; Semi Su9; Final Su11; all rounds in Marietta.

DUN **Dune**—GM: Brad Johnson; HMW; A; 🎖 3; Heat 1 We15 in Strasburg; Heat 2 Th10 and Heat 3 Fr18 in Lampeter; six highest qualifying scores advance to Final Sa13 in Limerock.

ELG **El Grande**—GM: Rob Flowers; HMW; B; 🎖 3; *Demo: We14(T3)*; Heats: Tu18 in Limerock, We16 in Conestoga 2, Th9 in Ballroom B; SF/F begin Th13 in Host A.

ELC ***Elchfest***—GM: Dan Dolan, Jr.; SE; C; 🎖 1; *Demo: Tu21(T3)*; continuous rounds begin Tu22 in Paradise; each match-up will be a best two-of-three.

EPB **Empire Builder**—GM: Tom Dunning; HMW; B; 🎖 5; *Demo: Tu17(T5)*; Heats: Tu18, We10, We14; Semi-Final Th9; Final Th13; all rounds in Host A; *play any of Mayfair's crayon rails games.*

EOS ***Empire of the Sun***—GM: Mark Herman; SE; A; 🎖 1; continuous 4-hour rounds begin Fr9 in Lampeter; will use one-year tournament scenarios supplied with the game .

EIS **Enemy In Sight**—GM: William Alderman; HSW; B; 🎖 3; *Demo: Th9(T5)*; Heats: Th10, Fr15, Su9; Semi-Final Su11; Final Su13; all rounds in Lampeter.

E&T ***Euphrat & Tigris***—GM: Craig Moffitt; HSW; B; 🎖 1; *Demo: Sa17(T3)*; Heats: Th11, Sa18; Semi-Final Sa20; Final Sa22; all rounds in Ballroom B.

FI5 **Facts In Five**—GM: Arthur Field; SwEl; C; 🎖 2; three continuous Swiss rounds starting on Sa16; top 5 will advance to final SE round; all rounds in Hopewell.

FAB ***Fast Action Battles: Bulge***—GM: Rick Young; SEM; B; 🎖 1; *Demo: We20(T4)*; Mulligan We21; continuous 4-hour rounds beginning Th9; all rounds in Lampeter.

FLC ***Flying Colors***—GM: Rob Doane; SwEl; B; 🎖 1; *Demo: Sa17(T2)*; three 2-hour rounds beginning Sa18; top four advance to SE beginning Su9; all rounds in Lampeter.

FBS **Football Strategy**—GM: Nathaniel Hoam; HMSE; B; 🎖 3; *Demo: We17(T2)*; Heats: We18, Th18; one player from each heat advances to Final at convenience of players or Su9; all games in Cornwall.

FTP **For The People**—GM: Mark Herman; SE; A; 🎖 4; 6-hour continuous rounds beginning Th16 in Lampeter; uses 2006 Reprint deck (all cards) and all optional rules.

FDE **Formula De**—GM: Josh Githens; HMW; B; 🎖 3; *Demo: We13(T7)*; two-lap, 3-hour Heats: We14, Th14; top 10 players advance to three-lap Final Fr14; all games in Ballroom B.

FMR **Formula Motor Racing**—GM: Chris LeFevre; HMW; B; 🎖 3; *Demo: We14(T7)*; Heats: Tu20, We15 in Ballroom B, Th9 in Host B; Semi-Final Th12 and Final Th14 in Host B.

GXY **Galaxy**—GM: Mark Mitchell; HMW; B; 🎖 3; *Demo: We12(T3)*; Heats: We13 in Strasburg, Th13 and Th19 in Paradise, Fr18 in Cornwall; Semi-Final Sa13 and Final Sa15 in Cornwall.

GSR **Gangsters**—GM: John Pack; HSW; B; 🎖 4; *Demos: Tu21(T4) and Th22(T4)*; Heats: Tu22, We14, Th23, Sa17; Semi-Final Sa20; Final Sa23; all games in Ballroom B.

GBG **Gettysburg '88**—GM: Vince Meconi; FF SwEl; A; 🎖 4; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa9.

GOA **Goa**—GM: Bruce Reiff; SEM; A; 🎖 3; Mulligan Tu19; 3-hour continuous rounds beginning Th15; all rounds in Ballroom B.

GCA **Great Campaigns of the American Civil War**—GM: Dave Cross; SwEl; B; 🎖 3; *Demo: We10(T2)*; six 3-hour Swiss rounds begin We11 in Conestoga 3; SF/F begin Sa9 in Conestoga 1.

HBG ***Hamburgum***—GM: Chris Trimmer; HSW; B; 🎖 1; *Demo: Th10(T4)*; two-hour Heats Th11, Fr14; Semi-Final Fr16; Final Fr18; all games in Marietta.

HOS ***Hammer of the Scots***—GM: Lyman Moquin; SwEl; B; 🎖 1; *Demo: Th9(T3)*; three 3-hour Swiss rounds beginning Th13; SF/F begin Th22 in Lampeter.

HRC **Hannibal: Rome vs Carthage**—GM: Stuart Tucker; Swiss; A; 🎖 5; Omens Pre-Con; five 5-hour continuous rounds starting Su14 in Paradise; Round 3 starts Mo9 in Marietta.

HIS **Here I Stand**—GM: Ed Beach; HMW; B; 🎖 5; *Demos: Tu17(T6), Th17(T6)*; Heats: Tu19, Th19 in Kinderhook; Semi-Final Fr9 in Kinderhook; Final Sa19 in Lampeter.

HWD **History of the World**—GM: Kevin Youells; SE; A; 🎖 4; Round 1 Tu18; standings posted to kiosk; Round 2 We18; top 6 advance to Final Th18; all rounds in Lampeter.

IMP **Imperial**—GM: Dave Bohnenberger; HMW; B; 🎖 3; *Demo: Th14(T6)*; 3-hour Heats: Th15 in Limerock, Fr11 in Ballroom B; top 16 advance to Semi-Final Sa13 in Limerock; Final Sa20 in Limerock.

ING **Ingenious**—GM: Peter Stein; HMW; B; 🎖 2; *Demo: We13(T4)*; 1-hour Heats: Tu22 in Marietta, We14 in Paradise, Th22 in Marietta, Fr22 in Paradise; Semi-Final Su9 and Final Su10 in Marietta.

IVH ***Ivanhoe***—GM: Jeff Senley; HMW; B; 🎖 1; *Demo: Tu22(T2)*; 90-minute Heats: Tu23 in Marietta, We23 in Conestoga 2, Th23 and Fr23 in Marietta; Semi-Final Sa15 and Final Sa16 in Marietta.

KPR ***Kaiser's Pirates***—GM: Jim Day; HSW; B; 🎖 1; *Demo: Th9(T6)*; one-hand Heats: Th10, Th14, Fr10, Fr14; top eight advance to three-hand Semi-Final Sa10; Final Sa13; all games in Lampeter.

KGM **Kingmaker**—GM: Justin Thompson; HMW; B; 🎖 3; *Demo: Fr18(T2)*; Heats: Fr9, Fr19, Sa10; top six advance to Final Sa19; all games in Strasburg.

KRM **Kremlin**—GM: Steve Cuccaro; HMW; B; 🎖 2; *Demo: We17(T6)*; Heats: We18, Th14, Fr9, Fr13; top six advance to Final Fr18; all games in Host B.

LID **Liar's Dice**—GM: Jason Levine; SE; C; 🎖 3; continuous 30-minute rounds beginning Fr23 in Ballroom B; bring copies of the game.

LST **Lost Cities**—GM: Ivan Lawson; HMW; B; 🎖 3; *Demo: We15(T2)*; Heats: We17 and Fr18 in Paradise, Sa9 in Marietta, Sa15 in Paradise; top 32 advance to SE rounds in Paradise beginning Sa19.

MAN ***Manoeuvre***—GM: Andy Lewis; SwEl; B; 🎖 1; *Demo: Tu9 in Ballroom A*; Sampler Showcase Pre-Con; continuous Swiss rounds begin Tu10; QF/SF/F begin Tu14; all rounds in Ballroom A.

MFD **Manifest Destiny**—GM: Bill Crenshaw; HSW; B; 🎖 4; *Demo: We13(T5)*; Heats: We14 in Host B; Th19 and Sa15 in Strasburg; Semi-Final Sa20 and Final Su9 in Strasburg.

MMS **March Madness**—GM: Terry Coleman; HMSE; B; 🎖 2; *Demo: We15(T1)*; Heats: Tu19, We10, Th9, Fr9; Semi-Final Su9; Final Su10; all rounds in Cornwall.

MED **Medici**—GM: John Pack; HMW; C; 🎖 3; Heats: Tu20, We13, Fr18, Sa23; Semi-Final Su11; Final Su12; all rounds in Ballroom B.

M44 **Memoir '44**—GM: Mark Guttag; SEM; B; 🎖 3; *Demo: Th20(T2)*; Mulligan Th21; 2-hour continuous rounds starting Fr9; all rounds in Paradise; theme is Mediterranean Theater.

MOV **Merchant of Venus**—GM: Richard Irving; HMW; B; 🎖 4; *Demo: Tu18(T4)*; Heats: We10 in Host B, Th20 in Ballroom B, Fr13 in Host A; Semi-Final Sa9 and Final Sa12 in Limerock; .

MRA **Monster's Ravage America**—GM: Mark Love; HMW; B; 🎖 3; *Demos: Th17, Fr19, Sa13(T1)*; Heats: We23, Th18, Fr20, Sa14; Semi-Final Su9; Final Su12; all rounds in Ballroom B.

MGM ***Monty's Gamble***—GM: David Long; SE; A; 🎖 1; 4-hour continuous rounds beginning Fr9 in Lampeter; secret bidding of supply points for side.

MOA ***Mystery of the Abbey***—GM: Ellen Hoam; SE; B; 🎖 1; *Demo: Th18(T7);* 2-hour continuous rounds starting Th19 in Host B.

NW5 **Napoleonic Wars**—GM: Mark McLaughlin; HWO; A; 🎖 5; Heats: We18, Th18; Semi-Final Fr18; Final Sa18; all rounds in Lampeter (using round tables).

NVW **Naval War**—GM: Jon Lockwood; SE; B; 🎖 3; *Demo: Sa17(T5);* 3-hour continuous rounds starting Sa18 in Kinderhook.

NTD ***Notre Dame***—GM: Jim Vroom; HWO; B; 🎖 1; *Demo: Fr15(T5);* Heats: Fr16 in Host A, Sa20 in Conestoga 3; Semi-Final Sa22 and Final Sa23 in Conestoga 3.

NUC ***Nuclear War***—GM: Rick Loomis; Swiss; C; 🎖 1; *Demo: Fr19(T5);* Four 1-hour continuous rounds beginning Sa20 in Ballroom B; bring a copy of the game.

PZB **Panzerblitz**—GM: Bert Schoose; FF SwEl; A; 🎖 3; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Fr18.

PGG **Panzergruppe Guderian**—GM: Robert Frisby; FF SwEl; A; 🎖 3; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa13.

POG **Paths of Glory**—GM: Peter Reese; SwEl; A; 🎖 6; Guns of August Pre-Con; four 7-hour Swiss rounds start Mo9 in Paradise; QF/SF/F begin Tu17 in Lampeter.

PDT **Paydirt**—GM: Harry Flawd; HMSE; B; 🎖 3; *Demo: We13(T3);* Heats: We14 (AFC), Fr14 (NFC); Super Bowl Su9; all rounds in Cornwall.

POE **Pillars of the Earth**—GM: Raphael Lehrer; HSW; B; 🎖 3; *Demo: We13(T1);* Heats: We14, We22 in Paradise; Semi-Final Th9 and Final Th23 in Host A.

PRC **Pirates Cove**—GM: Larry Lingle; HMW; B; 🎖 3; *Demo: Tu18(T2);* Heats: Tu19, We16, Th9; Semi-Final Th17; Final Th19; all rounds in Marietta.

PGD **Power Grid**—GM: Jim Castonguay; HMW; B; 🎖 6; *Demo: We13(T6);* Heats: Tu18, We14, Th12; Semi-Final Fr11; Final Fr14; all rounds in Marietta.

POF **Princes of Florence**—GM: Eric Brosius; HMW; B; 🎖 3; *Demo: We11(T5);* Heats: We12, Th17; Semi-Final Fr20; Final Fr22; all rounds in Ballroom B.

PGF ***Pro Golf***—GM: Bruce Monnin; SwEl; C; 🎖 1; Round 1 Th23 in Hopewell; four lowest scores play a skins game Final with large foam dice Th24; all courses provided by GM; bring dice.

PRO **Puerto Rico**—GM: John Weber; HMW; B; 🎖 5; *Demo: We18(T2);* Heats: Th19, Fr16, Sa11; Quarter-Final Sa18; Semi-Final Su9; Final Su11; all rounds in Ballroom B.

RA! **Ra!**—GM: Steve Scott; HMW; B; 🎖 4; *Demo: Tu23(T6);* Heats: We20, Th15, Fr9, Sa9; Semi-Final Sa18; Final Sa20; all rounds in Ballroom B.

RFG ***Race for the Galaxy***—GM: Winton Lemoine; HMW; B; 🎖 1; *Demo: Th12(T3);* Heats: Th13, Fr19, Sa10, Sa16 in Ballroom B; top 16 advance to Semi-Final Sa22 in Paradise; Final Sa23 in Paradise.

RBN **Rail Baron**—GM: Ron Secunda; HSW; B; 🎖 5; *Demo: We17(T3);* Heats: We18 in Host A, Th16 in Host A, Fr9 in Marietta; Semi-Final Fr16 in Host B; Final Sa18 in Lampeter.

RSR ***Red Star Rising***—GM: Adam Starkweather; SE; B; 🎖 1; *Demo: Th20(T1);* 4-hour continuous rounds beginning Fr9 in Lampeter.

ROR ***Republic of Rome***—GM: Sean Larsen; HWO; B; 🎖 1; *Demo: We14(T5);* Heats: We18 in Kinderhook, Th18 in Lampeter (using round tables); Final Sa18 in Lampeter.

RSK **Risk**—GM: Alan Hayes; SwEl; C; 🎖 3; Heats: Tu19, Th15; top six players advance to Final Fr16; all rounds in Strasburg.

RRY **RoboRally**—GM: Marc Houde; HWO; B; 🎖 4; *Demo: We18(T7);* Heats: We19 in Paradise, Sa16 in Conestoga 2; Semi-Final Sa21 in Kinderhook; Final Su9 in Ballroom B.

RBS **Russia Besieged**—GM: Rob Beyma; SEM; B; 🎖 3; *Demo: We17(T4);* Mulligan We19; 5-hour continuous rounds beginning Th9 in Lampeter.

TRC **Russian Campaign**—GM: Tom Gregorio; FF SwEl; B; 🎖 4; *Demo: We17(T1);* Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa13.

SPB **Saint Petersburg**—GM: Steven Quade; HMW; B; 🎖 4; *Demo: We18(T1);* Heats: We20, Th19, Fr12; Semi-Final Sa15; Final Sa17; all rounds in Marietta.

SJN ***San Juan***—GM: Jeff Mullet; SwEl; B; 🎖 1; *Demo: Mo10(Ballroom A);* Showcase Sampler Pre-Con; four Swiss rounds start Mo11; top players advance to continuous SE play; all rounds in Ballroom A.

SFR ***Santa Fe Rails***—GM: Rob Kircher; HSW; B; 🎖 1; *Demo: Tu19(T1);* Heats: Tu20, We12, Th17 in Paradise; Semi-Final Fr9 in Marietta; Final Sa22 in Paradise.

SET **Settlers of Catan**—GM: Kathy Stroh; SwEl; A; 🎖 6; three 2-hour continous Swiss rounds beginning Sa9; top 16 advance to SE rounds beginning Sa15; all rounds in Ballroom B.

SHG ***Shogun***—GM: Eric Freeman; HSW; B; 🎖 1; *Demo: Tu21(T1);* Heats: Tu22 in Strasburg, We22 in Host B; Semi-Final Fr22 in Host B; Final Su9 in Strasburg.

SLS **Slapshot**—GM: Sean McCulloch; SE; C; 🎖 4; three continuous 1-hour rounds beginning Sa23 in Ballroom B; bring copies of the game.

SCT **Speed Circuit**—GM: Doug Schulz; SwEl; B; 🎖 4; *Demo: Th13(T5);* Preliminary rounds: Th21 in Conestoga 2, Fr9 Conestoga 3, Sa9 Conestoga 2; Final Su9 in Conestoga 3.

SQL **Squad Leader**—GM: Bill Thomson; Swiss; A; 🎖 3; four 4-hour continuous rounds starting Sa9; all rounds in Lampeter.

QGB **Star Wars: Queen's Gambit**—GM: Buddy Sinigaglio; HMW; C; 🎖 3; Heats: Tu21, We21, Th21; top 16 advance to continuous SE rounds beginning Fr12; all rounds in Lampeter.

SCC **Stock Car Championship Racing**—GM: John McLaughlin; HSW; B; 🎖 3; *Demos: Th16, Fr18, Sa14 (T3);* Heats: Th17, Fr19, Sa15; top 3 from each heat race advance to Final Sa21; all rounds in Marietta.

SUC ***Successors***—GM: Robert Seulowitz; SEM; A; 🎖 1; Mulligan Tu18 in Conestoga 3; Round 1 We18 in Conestoga 2; SF Th18 in Lampeter; *if required;* F Fr18 in Conestoga 3.

SSB **Superstar Baseball**—GM: Chris Palermo; FF SwEl; B; 🎖 3; *Demo: Tu18(T1); Draft Tu20 in Hopewell;* Heats: Tu21, We11, Th10, Fr10; Semi-Final Sa18; Final Sa20; all rounds in Cornwall.

AGE ***Through the Ages***—GM: Raphael Lehrer; SEM; B; 🎖 1; *Demos: Su17 (Marietta), Mo10 (Ballroom A);* Sampler Showcase Pre-Con; Mulligan Su19 in Marietta; 5-hour continuous rounds beginning Mo14 in Ballroom A.

T&T **Thurn & Taxis**—GM: Jim Vroom; HMW; B; 4; *Demo: Tu20(T3);* Heats: We10, We22; 16 players advance to Semi-Final Th19; Final Th21; all rounds in Marietta.

TTR **Ticket To Ride**—GM: Claire Brosius; HMW; B; 4; *Demo: We21(T2);* Heats: Fr14, Sa16, Su9; Semi-Final Su11; Final Su13; all rounds in Ballroom B.

TIM **Tigers in the Mist**—GM: Ray Freeman; Swiss; B; 4; *Demo: Tu18(T3);* 5-hour continuous rounds beginning We10; all rounds in Lampeter.

TKL **Tikal**—GM: Daniel Broh-Kahn; HSW; B; 3; *Demo: Fr13(T3);* Heats: Fr14, Sa9, Sa20 in Ballroom B; Semi-Final Sa22 and Final Su9 in Limerock.

TTN **Titan**—GM: Bruno Wolff; FF SwEl; B; 6; *Demo: Tu20(T2);* preliminary rounds We through Fr with games starting at 10, 14, 18, 22 daily; top 16 advance to two SE rounds starting Sa9; all rounds in Lampeter.

TT2 **Titan (2-Player)**—GM: Rich Atwater; SE; B; 3; *Demo: Tu19(T2);* continuous rounds beginning We10; all rounds in Lampeter.

TTA **Titan: The Arena**—GM: Greg Crowe; HMW; B; 3; *Demo: We10(T3);* Heats: We18 in Marietta, Th23 in Paradise, Sa13 in Conestoga 2; .Semi-Final Sa15 and Final Sa16 in Conestoga 2.

TAM ***TransAmerica***—GM: Lisa Gutermuth; SE; B; 1; *Demo: Su9(T1);* 1-hour continuous rounds beginning Su10 in Ballroom B.

TWS **Twilight Struggle**—GM: Ananda Gupta; SE; B; 5; *Demo: Th20(T4);* 4-hour continuous rounds beginning Fr9 in Lampeter.

UNP ***Union Pacific***—GM: Joe Lux; SE; A; 1; three 90-minute continuous rounds beginning Th19 in Conestoga 3; some alternates may advance to Round 2 in order to fill-out tables evenly.

UPF **Up Front**—GM: Jim Burnett; SwEl; A; 4; five 90-minute continuous rounds starting Th9; top 8 players advance to SE rounds beginning Th15; all rounds in Lampeter.

VSD ***Vegas Showdown***—GM: John Weber; HMW; B; 1; *Demo: Tu21(T2);* Heats: Tu22, We22 in Host A; Semi-Final Th23 in Host A; Final Sa9 in Limerock.

VIP **Victory In the Pacific**—GM: John Sharp; Swiss; A; 6; Rising Sun Pre-Con; seven 5-hour continuous rounds beginning Su9; will use chess clocks

VNC **Vinci**—GM: Mark Neale; HWO; B; 3; *Demo: Tu18(T6);* Heats: Tu19 in Host B, Fr9 in Limerock; Semi-Final Sa9 and Final Sa12 in Cornwall.

WAS **War at Sea**—GM: Vince Meconi; SwEl; B; 4; *Demo: We17(T7);* five 2-hour continuous rounds beginning Th9; Quarter-Final Th19; Semi-Final Th21; Final Th23; all rounds in Lampeter.

812 ***War of 1812***—GM: Frank Cunliffe; Swiss; B; 1; *Demo: Tu17(T3);* 2-hour continous rounds begin Tu18 in Lampeter.

WOR **War of the Ring**—GM: Kevin Wojtaszczyk; SwEl; B; 4; Middle Earth Pre-Con; *Demo: Sa10(Paradise);* three 3.5-hour continuous rounds beginning Sa12; Semi-Final Su9; Final Su13; all rounds in Paradise.

WAT **Waterloo**—GM: Marty Musella; FF SwEl; A; 3; Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa10.

WFF ***Waterloo: Fate of France***—GM: Richard Beyma; SE; B; 1; *Demo: Fr12(T1);* 3-hour continuous rounds beginning Fr14; all rounds in Lampeter.

WTP **We The People**—GM: Don Chappell; SwEl; C; 4; three continuous Swiss rounds beginning Sa9; top 8 advance to SE rounds beginning Sa16; all rounds in Lampeter.

WLL **Wellington**—GM: Mark McLaughlin; HWO; A; 3; Heats: We12, Th12; Semi-Final Fr12; Final Sa12; all rounds in Lampeter.

WNW **Wilderness War**—GM: Keith Wixson; SwEl; A; 🎖 5; four 4-hour continuous rounds beginning We10; top 8 advance to SE rounds beginning Sa21; all rounds in Lampeter.

WPL ***Winds of Plunder***—GM: Chris LeFevre; SE; B; 🎖 1; *Demo: Fr15 (T6);* 2-hour rounds beginning Fr16; all rounds in Marietta.

WPS **Win, Place & Show**—GM: Ken Gutermuth; SEM; B; 🎖 3; *Demo: Tu22 (T1);* Mulligan Tu23; two 3-hour continuous rounds Sa16 in Cornwall.

WSM ***Wooden Ships & Iron Men***—GM: Tim Hitchings; FF SwEl; B; 🎖 1; *Demo: We11 (T1);* Grognard Pre-Con begins Sa14 in Heritage, Tu18 shifts to Conestoga 1; 4 players advance to SE Sa17.

WAW **World at War**—GM: Mike Crowe; SE; A; 🎖 6; one long round (60 hours) of Global War Campaign Game Scenario played in teams of two or three beginning Tu18 in Lampeter.

YOD ***Year of the Dragon***—GM: Keith Levy; HMW; B; 🎖 1; *Demo: Sa10:(T1);* Heats: Sa16, Sa18; SF/F begin Sa20; all rounds in Paradise.

YSP ***Yspahan***—GM: Jeff Mullet,; SEM; A; 🎖 1; Mulligan Tu23 in Limerock; 1-hour continuous rounds starting We10 in Strasburg.

Juniors & Teen Event Schedule

WBC offers events exclusively for kids 12 and under. Participation is free to children accompanied by a BPA member. Before any Junior may use the Juniors facilities, a parent or guardian must accompany the child to Heritage to complete a consent form. In general, children should be able to read, be well behaved, and relate well with others. Any child who behaves inappropriately will be asked to leave. A library of games is available for use by Juniors (and Teens after 9 pm). The Teen program is available for youth ages 12 through 16. Teens over 12 must have a WBC badge. *All of these events take place in Heritage.*

Day	*Time*	*Event*	*Format*	⌛	*GM*
Tu	6 pm	Titan: The Arena JR R1/2	SE	1.5	Greg Crowe
We	9 am	TransAmerica JR R1/2	SE	1.5	Ewan McNay
	12 pm	Guillotine JR R1/2	SE	1.5	Ray Stakenas
	3 pm	Ticket to Ride JR R1/2	SE	1.5	Matthew Beach
	6 pm	Formula Motor Racing JR R1/2	SE	1.5	Jeff Bakalchuck
	9 pm	*Memoir '44 TEEN (experienced players only)*	*Special*	*3*	*Mark Yoshikawa*
		Pitchcar TEEN	*SwEl*	*2*	*Laurie Wojtaszczyk*
Th	9 am	Liar's Dice JR R1/2	SE	1	Jason Levine
	11 am	Pickomino JR R1/2	SE	1	John Coussis
	1 pm	Ubongo Jr. R1/3	SwEl	1	Lynda Shea
	4 pm	LoTR: Confrontation JR R1/6	SE	.5	James Doughan
	7 pm	Adel Verpflichtet JR R1/2	SE	1	Tamara Houde
	9 pm	*Ace of Aces TEEN*	*Swiss*	*2*	*Doug Porterfield*
Fr	9 am	Blokus JR R1/3	SE	1	Daniel Broh-Kahn
	12 pm	Elchfest JR R1/8	SE	.25	Dan Dolan, Sr.
	2 pm	Monsters Menace Am. JR R1/2	SE	1.5	Mark Love
	5 pm	Trouble JR R1/2	SE	1	Bruce Reiff
	7 pm	Weapons of Mass Destruction JR R1/2	SE	1	Frank Cunliffe
	9 pm	*Bohnanza TEEN R1/2*	*SE*	*1*	*Ed Beach*
Sa	9 am	Bumper Car Arena JR R1/2	SE	1.5	Marc Houde
	12 pm	Crokinole JR R1/4	SEM	.75	Stan Hilinski
	3 pm	Circus Maximus JR	SE	3	Bill Beckman
	6 pm	Slapshot JR R1/2	SE	1.5	Mark Yoshikawa
	9 pm	*Galaxy TEEN*	*SE*	*2*	*Mark Mitchell*
Su	9 am	Zooloretto JR R1/2	SE	1.5	Keith Levy

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JUNE 24-29, 2009

Greater Columbus Convention Center
Columbus, OH

Sat and Sun fair-only entrance just $3 per person, $10 per family.

ES 062608 G22998-2

Registration:	8 to 10 pm on Mon., Aug. 4 8 am to noon on Tues., Aug. 5
Auction Store:	9:30 am to 4 pm on Tues., Aug. 5, with price changes at noon and 2 pm
Auction:	10 am to 5 pm on Tues., Aug. 5
	***Approximate** Schedule:* *Euros & Family—10 am to 12 pm* *Wargames—12 to 3 pm* *Collectibles—4 to 5 pm*
Where:	Lancaster Showroom, Lancaster Host

BPA's Auction and Auction Store are services for our members who want to sell or buy long-out-of-print games at what is perhaps the largest gathering of the players of those games on the planet. The Store will be on one side of the Lancaster Showroom, next to the Auction. Thus, it will be possible to check out the Store during the Auction without missing any of the bidding for games in the auction itself. *All items for sale in both the Auction and Auction store must be pre-registered.*

SCHEDULE: As much as possible, the auction staff will follow the printed schedule and group auction offerings by theme. *Exceptions will occur since we cannot control when items are delivered. The Boardgame Player's Association Annual Meeting will take place at 3 pm, when the Wargame portion of the auction is over. Immediately after the conclusion of the meeting, the remainder of the auction will take place. Auction store prices will change at noon and 2 pm.*

AUCTION BUYERS: Bidding is limited to those with a current WBC badge. Every bidder needs an official Bid number. They are $1 each and will be available 10 minutes prior to (and during) the auction from the Auction staff in Lancaster Showroom. All bids must be in $1 increments. Auctions proceed quickly, so bid loud and clear. If the auctioneer can't see or hear you, it's your fault. The auction staff will be bidding as well. Please feel free to bid against them.

ITEM DESCRIPTION: Lots offered for sale will be defined by the seller as being in one of the physical condition categories: *Shrink wrapped, Unpunched But Opened/Complete, Punched Complete, Punched No Idea As To Completeness, Punched and Missing, Other.*

CAVEAT EMPTOR! (BUYER BEWARE): We do our best to accurately describe items up for bid, but we are not responsible for mistakes or missing components. Buyers agree to hold BPA and its auction staff harmless in the event of disputed merchandise. All sales are final!

CASH ONLY: In God we trust, all others pay cash. When you win or purchase an item you must come forward to pay the cashier and claim your purchase immediately. We do not accept checks or credit cards. Buyers who fail to complete their purchases promptly in the view of our cashier will forfeit the item.

TABS: *Tabs are only available by special arrangement with the head auctioneer* and will require a non-refundable cash deposit, which will be credited towards purchases; unused balances are lost. See the head auctioneer PRIOR to the start of the auction. All Tabs must be settled, IN CASH, immediately after the auction. Any questions pertaining to this policy should be directed to the auctioneer at *auction@boardgamers.org*.

UNSOLD ITEMS: Sellers must pick up any unsold items between 4 and 5:30 pm on Tuesday. Staff will not secure items after that and will treat any remaining items as abandoned.

SELLER PAYOUT: Sellers are responsible for collecting their proceeds and unsold items promptly. Auction Store Sellers receive the sales price minus an amount determined by the fee schedule. Auction Sellers receive 85% of the sales price, rounded to the nearest quarter. Payouts will be available from the convention registration desk by showing badge and identification number by noon on Thursday and will remain available during registration hours. Amounts unclaimed by 12 pm on Sunday are forfeit to the BPA.

Teach Problem Solving Techniques With Games • Tu17-18 • Sean McCulloch

Dr. Sean McCulloch, Associate Professor of Computer Science at Ohio Wesleyan University, will investigate ways in which games can be used to teach problem solving techniques in a high school/college classroom. Specific examples and demonstrations will be used. The examples will come from college-level Computer Science classes, but should be applicable to high school (or interested middle school) students.

How To Use Boardgames in Staff Training • We10-14 • Jon Lockwood

Dr. Jon Lockwood, a professor at the National War College, will run a "what if" discussion and demonstration staff simulation of the battle of Gettysburg in which two competing "staffs" of up to 10 players each will plan and fight the first day of the Gettysburg campaign using a blind simultaneous movement system with a referee. It will introduce the factors of limited intelligence, "fog of war", and "friction" and allow you to change the overall operational strategy and tactics for either side from what they were historically.

Spouse Program (Sit & Stitch) • We15-16, Th15-16, Fr15-16 • Tamara Houde

Are you not quite as enthusiastic about gaming as the crew you accompanied? Or perhaps you are just ready to clear your mind. Bring along your sewing, knitting, crocheting or just yourself and enjoy the camaraderie. Tamara will bring extra supplies and patterns for anyone who wants to learn or pick up a new project. Make connections for the rest of the week and coordinate excursions (with or without children) outside the hotel, including plays, shopping, or mini-golf.

Gaming & Ethics • We17-18 • Joel Tamburo & Kaarin Engelmann

A follow-up to last year's open discussion about how the ethical standards we use in our everyday lives project into our gaming lives. For example, how do our everyday ethics affect the "stab" in games like *Diplomacy*? Joel Tamburo is owner and moderator of an online discussion forum for theological issues and is completing pre-ordination collegiate studies. Kaarin Engelmann is Assistant Convention Director and a BPA Board Member.

Probability & Decision Making • We18-19 • Chris Yaure

This year's seminar will focus on two-player game theory, including zero-sum games, pure and mixed strategies, Nash equilibrium, minimax theory, and decision-making with uncertainty. Participate in simulations and discuss approaches to analyzing games played at the WBC. Chris Yaure is an insurance professional who uses basic probability theory and statistics to analyze the value of complex insurance claims. He looks forward to talking about the math behind the games.

Primer on Buying, Selling, and Trading Games • We19-20 • Bill Thomson

Bill Thomson runs the Wargame Academy, a resource for historical boardgame simulation, and serves as the GM for *Squad Leader* at WBC. He'll talk about which games you should buy, sell, or trade; how much they are worth; and how to get a good deal. When should you use e-bay versus an auction, trade, or garage sale? What did you miss out on at the auction on Tuesday? Plan your strategies for the next auction you attend. Attending this seminar will give you the advantage!

Secrets of WargameRoom.com • We20-21 • Bruce Wigdor

Get the scoop on Bruce Wigdor's terrific Wargameroom.com site for play of card-driven and block games. One strong aspect of Bruce's programs is that they know and enforce all the game rules (in fact they facilitate learning the rules!), so you and your opponent can just concentrate on strategy. Bruce stays very active in updating his programs and running Wargameroom.com leagues. This seminar offers the chance to get the scoop from the man behind the site.

WBC 2007 Video • Th11-12 and Fr11-12 • Debbie Gutermuth

Debbie has assembled photos from last year into an outstanding video with music that will help you relive those good times while creating new ones at WBC 2008. There will be no presentation--the video will simply be available for viewing during these times. We appreciate the time Debbie took to put this together and hope you enjoy it during one of your lunch breaks during the week. (Remember, you do have to eat to keep up your strength for gaming!)

Modeling Conflict Between Allies in a 3-Player War Game Using Savannah 1779 • Th16-18 • Mark Miklos

Designer Mark Miklos will review the Battle of Savannah with emphasis on the dynamics of the Franco-American alliance (French arrogance and American mistrust were manifest and our discussion will look at many specific examples), examine the award-winning *Battles of the American Revolution Series* core game system and how it was modified to reflect the nuances between the Allies—including initiative, momentum, diversion and stacking rules, and look at the innovations that were grafted onto the core system to make *Savannah* a unique 3-player game—in particular, the concepts of separate army morale and Random Events.

History of GMT's Conquest of Paradise • Th18-19 • Kevin McPartland

Designer Kevin McPartland's recently published *Conquest of Paradise* is a game of empire building in the "Polynesian Triangle" of the central Pacific Ocean. Players explore the unknown ocean, hoping to discover the most lucrative island groups, and colonize them. They build canoes and train warriors to create a force to defend their empire, while forging lines of communication with their developing discoveries. Find out where his ideas originated and what it took to get those ideas into print as a game.

What Wargaming Can (and Can't) Teach You • Fr14-15 • JR Tracy

ASL champion JR Tracy will take time out of his gaming to talk about the learning that comes from sitting down and pushing counters or cards around in historical scenarios. Whether you are trying to enhance your own learning opportunities, you are a parent, or you work with youth, this seminar is the perfect opportunity to find out how to integrate gaming into the educational experience.

Would Wargamers Make Good Politicians? • Fr16-17 • Nick Palmer

Nick Palmer, member of the British Parliament, will fly across the Atlantic Ocean to examine the characteristics that make a good politician and how they overlap with the characteristics that make a good wargamer. (Okay, he's really coming to defend his *Diplomacy* title, but doesn't the other reason sound more business related?) Find out if you have what it takes to run for and win a political office.

Wargaming as a Career Choice • Fr17-18 • Don Chappell

Don Chappell will discuss Operations Research and Systems Analysis as a career choice. The presentation will cover how games are used as analysis tools, compare computer simulations with wargaming, review the education and training required of an ORSA analyst and where to find ORSA jobs, identify ORSA Professional Associations, and explain what an ORSA analyst does in a typical day and the frustrations involved with being an ORSA analyst.

Wits & Wagers Game Show • Fr20-22 and Sa20-22 • Dominic Crapuchettes

Take a break for this 90-minute trivia event you can win without knowing any trivia by betting on the best answer provided by another team. Seven teams of from 4 to 10 players compete to win prizes. Bring your own team or form one when you get there. No need to learn rules beforehand—just show up and play! Win funny money for having the smartest team, best team name or simply for making the hosts laugh! You can use North Star Funny Money to purchase North Star Games products.

The Real National Treasure – a Good Die-Cutter • Sa11-12 • Steve Rawlings

Steve Rawling, publisher of *ATO Magazine,* talks about one of the most critical elements of game manufacturing, the successful creation and die-cutting of game pieces. Make sure to attend if you've ever thought of publishing your own game or if you are interested in what goes on behind the scenes to bring your favorite games to the table.

How to Grow the Hobby • Sa12-14 • Keith Levy

Keith Levy, president and founder of Games Club of Maryland, has been working to share and grow the hobby of gaming for more than 12 years. Under Keith's leadership, GCOM has become the largest group of affiliated clubs in the Western Hemisphere, with more than 30 locations spanning across hundreds of miles. The seminar will cover how to organize volunteers, ways to assemble a game inventory, what gaming supplies and equipment are required, considerations when selecting sites.

Election Games in an Election Year • Sa15-16 • Jason Matthews and Erik Arneson

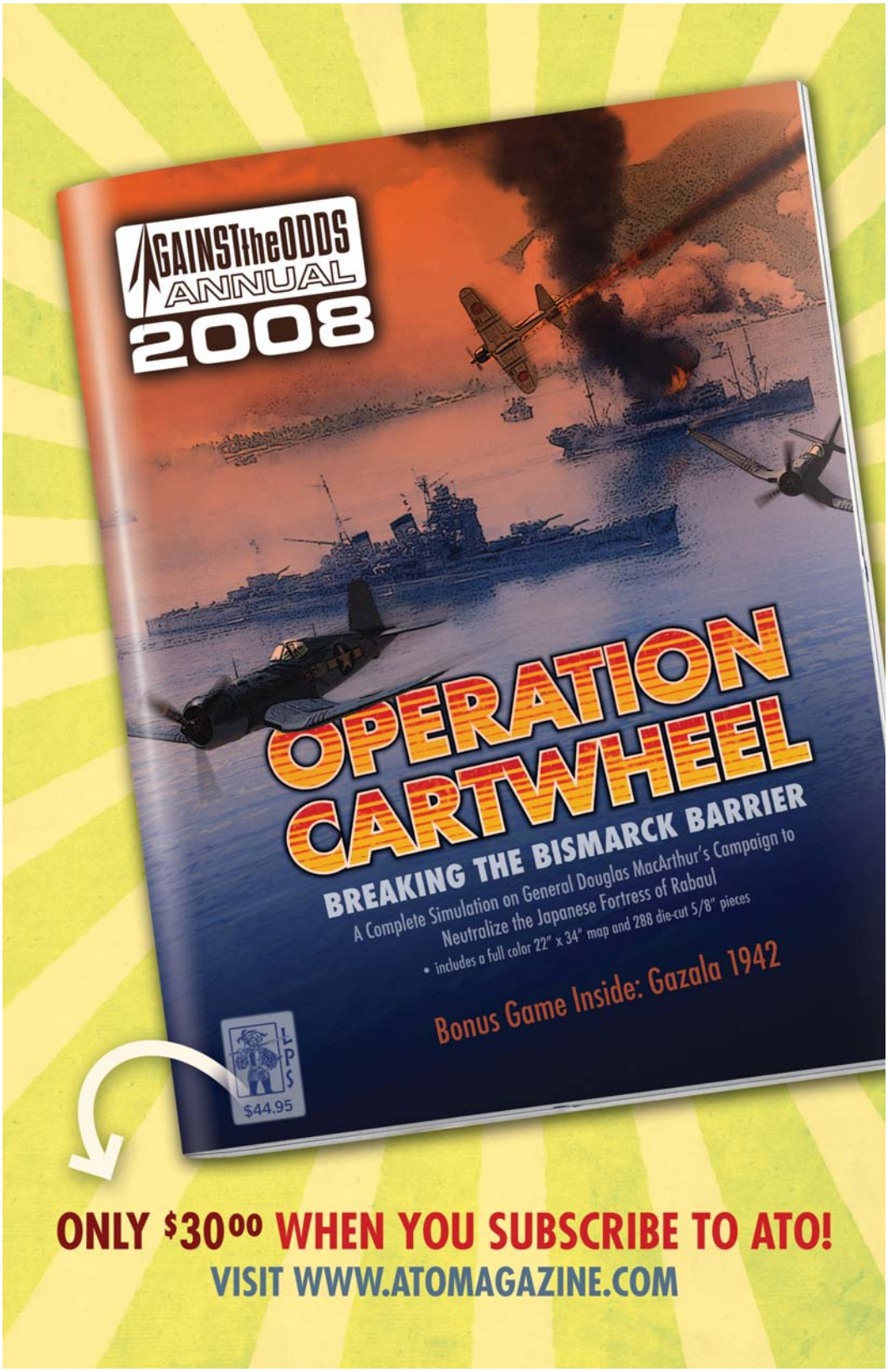
Game designer Jason Matthews, a die-hard Democrat who is chief of staff for Louisiana Senator Mary Landrieu, and Erik Arneson, a writer for About.boardgames.com and die-hard Republican staffer for the PA legislature will take time during this election year to discuss various election games. (They will undoubtedly talk politics, too!) You won't get an opportunity like this for at least another four years. Don't miss this presentation!

Online Gaming on Brettspielwelt • Sa18-19 • Jeff Bakalchuck

BrettSpielWelt (BSW) is a large, popular German online gaming portal. It contains more than 50 popular classical and modern board games and card games, including *Carcassonne, Can't Stop, Lost Cities,* and *Settlers of Catan.* The portal is independent, non-commercial and free from advertising. Jeff "The Boomer" Bakalchuck has developed *brettspielwelt.info,* a site for the English speaking gamers on BSW. Get familiar with online play of Eurogames!

Charles S. Roberts Awards Presentation • Sa19-20 • Allan Rothberg

The Charles S. Roberts Awards are presented annually for excellence in the historical wargaming hobby. Charles S. Roberts was a designer and the original owner-operator of The Avalon Hill Game Company. He invented the modern wargame industry almost single-handedly. Allan Rothberg, one of the executive directors for the award committee, will recognize the 2007 winners.



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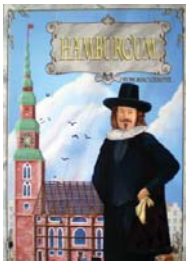
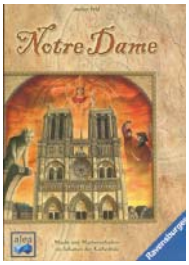
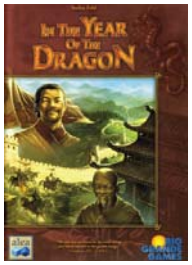
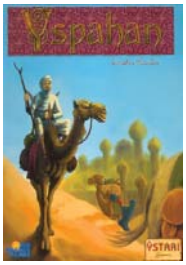
Cafe Jay 2008

Cafe Jay returns to the World Boardgaming Championships in 2008. Take a moment to relax with us in the Ballroom Foyer. It is THE place to learn all the hot new games from Europe— Cuba, Hamburgum, Notre Dame, Year of the Dragon, Yspahan...









Refreshments remain mere steps away, with Chef's Marketplace offering a varied menu, including daily lunch and dinner specials (find them in the schedule) and lite fare throughout the day. Sit down at a Cafe Jay table, get a bite to eat, something cold to drink, and discover what could be your new favorite game!

Daily Specials • Chef's Marketplace

Open Daily: 9 am to 9 pm

Honey Dijon Chicken Sandwiches
Smoked Turkey Ciabatta Sandwiches
Field Greens and Feta Wrap Sandwiches
Chicken Salad on a Pretzel Roll
Caesar and Chicken Caesar Salads
All Beef Hot Dogs
Breakfast Sandwiches in the Morning
Selection of Candy and Snacks
Nachos & Cheese, Soft Pretzels
Assorted Beverages
Freshly Brewed Coffee