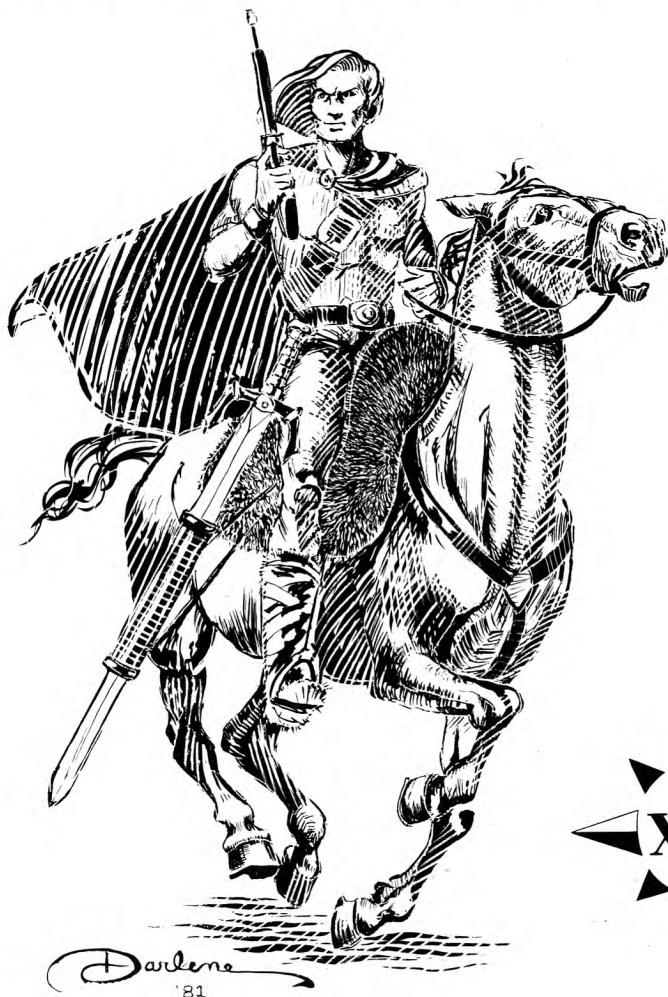


# THE GEN CON® XIV GAME CONVENTION



*August 13-16<sup>th</sup> 1981*

PROGRAM & SCHEDULE OF EVENTS- U.W. PARKSIDE

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# We've taken the Dungeons & Dragons game out of the Dark Ages.



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COMPUTER LABYRINTH GAME

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## THE GEN CON® XIV GAME CONVENTION AND TRADE SHOW AUGUST 13-16, 1981 INFORMATION BROCHURE

The Gen Con Game Convention is the oldest in America, dating back to 1967, when a group of gamers from the Milwaukee-Chicago area got together for a weekend devoted to nothing but gaming. They all enjoyed it so much that in 1968 they decided to invite everyone for the fun; the result was the Gen Con I Game Convention—a one day event which, despite its short duration, drew hobbyists from both the East and West Coasts, Texas and Canada. From that beginning the Gen Con Game Fair has grown as a national convention year by year—and when the International Federation of Wargaming was no longer able to sponsor the event, the LGTSA and then TSR Hobbies, Inc. took over. The Gen Con convention is still primarily a get-together for game hobbyists, a chance to meet old and new friends, play games, see what their fellow enthusiasts are doing, and get a look at new products from the manufacturers' exhibits. It is all for YOUR diversion and amusement.

### The Convention Site

The 1981 site is again the University of Wisconsin-Parkside, near Kenosha, Wisconsin. UW-Parkside is best reached by taking Highway I-94 to exit 339 (County E), then taking "E" east for five miles to Highway 31 (Green Bay Rd.). The campus is right across the highway.

The 700 acre campus is mostly a carefully preserved wildlife area which adjoins the 500 acre Petrifying Springs County Park. The campus facilities, however, are largely contained in a quarter mile long mega-building, which puts most of the available floor space for the convention under one roof. This unique setting has made Parkside a favorite among conventioners.

The convention will use the five units of the mega-building—the **Student Union, Molinaro Hall, Greenquist Hall, Wyllie Learning Center**, and the **Communication Arts Building**—and the **Physical Education Building**

(about 150 yards south of the main complex).

The **Student Union** contains the two campus cafeterias (one fast food type and a traditional cafeteria), a 400 seat theatre, and a recreation room with a twelve lane bowling alley, pool tables, ping pong tables, foosball tables, and pinball machines.

### Convention Registration

#### Fees

At the door, 4 days .....	\$15.00
At the door, 3 days .....	\$15.00
At the door, 2 days .....	\$12.00
At the door, 1 day .....	\$ 7.00

Upon paying the convention registration fee you are entitled to:

1. A color coded name tag (for identification and use in the Special Exhibitor Door Prize Program).
2. The right to freely circulate throughout the convention during established convention hours.
3. A book of coupons good for redemption at any exhibitor's booth.

Registration fees will be collected at the convention site at the Student Union Entrance (see maps). Visa and MasterCard will be accepted at the convention door.

Once you have registered, it is important that you wear your color coded name tag at all times during the convention. Your name tag allows you to register for tournaments, receive door prizes from exhibitors, and use discount coupons at exhibitor booths. Conventioneers who refuse to wear their name tags are only disrupting the convention and will be asked to leave, so your cooperation is appreciated. Conventioneers who lose their name tags must report to the Convention Registration Area, where, for a \$7.00 cover charge, it will be replaced with one labeled **FIRST REPLACEMENT**. If you find and turn in your original name tag at the Convention Registration Area your \$7.00 will be refunded.

### Coupons, Promotions & Drawings

This year every person who registers at the convention will receive a book of ten discount coupons at no extra charge. Each

coupon will be good for \$1.00 off a purchase of \$10.00 or more. These coupons will be accepted by all exhibitors selling merchandise in the Exhibit Area (yes, folks, that includes new releases such as TSR's AD&D™ FIEND FOLIO tome).

There are a few minor restrictions on the use of these coupons:

1. These coupons are non-transferable and must have the redeeming conventioneer's name and badge number on them in order to be used.

2. Only one coupon can be used per purchase.

3. Only one coupon can be used per dealer.\* (In other words, make one big purchase rather than a series of \$11.00 purchases.)

4. The game auction will not accept coupons.

\*The TSR booth will accept more than one coupon from conventioners, providing more than one purchase is made.

These coupons are the exhibitor's way of saying "thank you" for coming to the Gen Con XIV Game Convention. The convention committee hopes that you will make a point of visiting the Exhibit Area and take a look at what is happening in the gaming industry.

To encourage all conventioners to visit every booth in the Exhibit Area we have expanded our prize drawing. This year there will be a drawing each day of the convention. Approximately 60 numbers will be drawn—each corresponding to the registration numbers on convention identification badges. One of these numbers will be posted at each exhibit. When a conventioner finds a booth with a posted number that matches the number on his ID badge, he will receive a small door prize of merchandise, or a gift certificate. Since there will be a drawing every day the Exhibit Area is open, the smart conventioner will make a point of visiting every exhibit once a day.

At the end of the convention, there will be a grand prize drawing based on returned questionnaires which are available at the registration tables and information booths. Just fill out the questionnaire and on the last day of the convention you will be eligible for up to \$100.00 in prizes. You need not be present to win.

## Games & Events

The Event Registration Area is located in two rooms on the D-1 level (ground floor) of Molinaro Hall. Registration for events starting on Thursday or Friday will be in Molinaro D-111, only tickets for Thursday or Friday events will be available at this room. Tickets for other days, or refunds will not be available in Molinaro D-111. Registration for events starting on Saturday or Sunday will be in Molinaro D-101, only tickets for Saturday or Sunday events will be available at this room. Tickets for other days, or refunds will not be available in Molinaro D-101.

After you have registered for an event, please make a point of arriving at your event on time, even a little early. Latecomers may find their places taken!

If after an event you are a winner, go to Information #1 with the event judge to pick up your prize, or ask the judge what you should do to receive your prize.

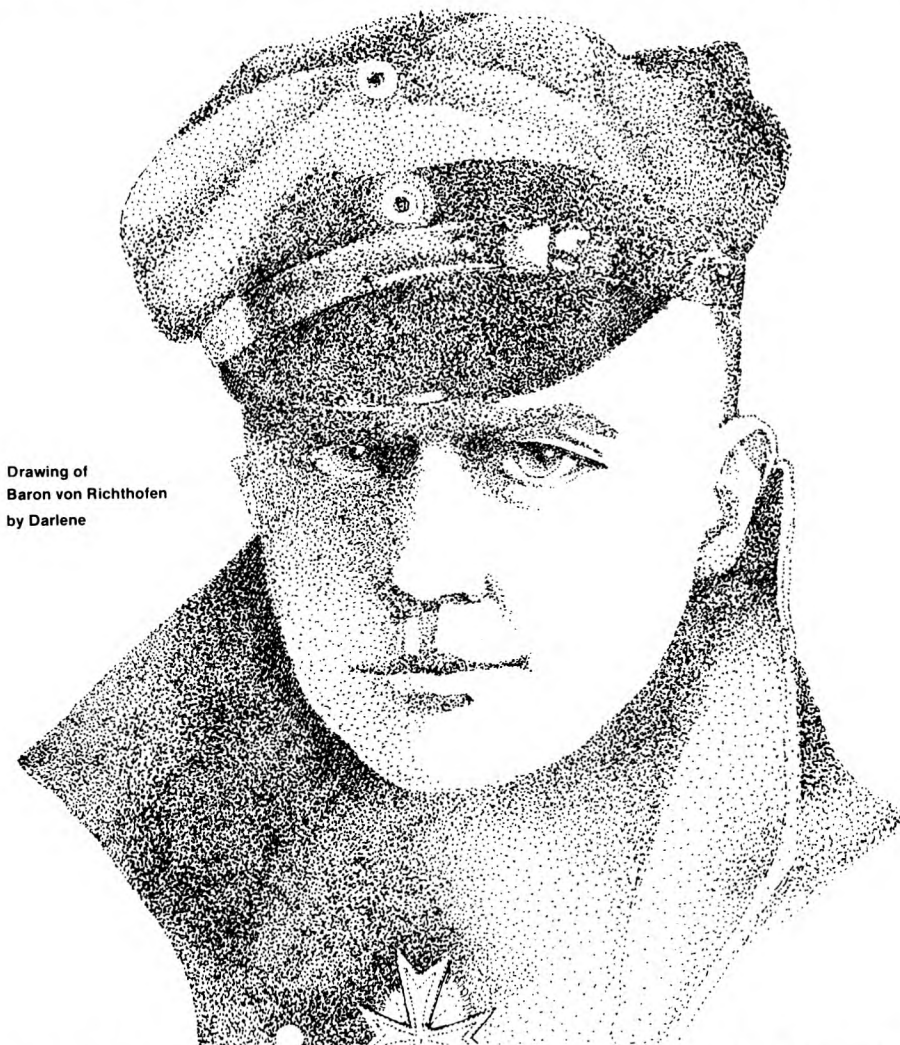
## Explanation of Game Experience Ratings

In order to ensure that the events you enter will fit your gaming experience, we have included a Gaming Experience Rating with each event description again this year. The purpose of this rating is to provide a gauge for the complexity of an event. These ratings are as follows:

1. No experience needed, younger players welcome, rules will be taught.
2. No experience needed, some maturity preferred, rules will be taught.
3. General experience needed in games of this type, specific rules will be taught.
4. Experience needed in type of game and period, specific rules will be taught.
5. Players must be familiar with the game rules used.
6. Players must have considerable experience with the game rules used.

We hope that this system will allow you to use your time at the Gen Con XIV Game Convention to your best advantage and enjoyment.

## The spirit of the Red Baron lives on ....



Drawing of  
Baron von Richthofen  
by Darlene

## in the FIGHT IN THE SKIES™ Society!

We're glad to be a part of all the many activities that make the Gen Con® convention the best one around. And we're doubly proud that our FIGHT IN THE SKIES games have been a part of the action every single year since the first Gen Con® show — and this year is no exception.

For information on the FITS Society or its newsletter, AERODROME, contact:

Mike Carr, 1271-D Wisconsin St., Lake Geneva, WI 53147

Don't miss the 1981 "Dawn Patrol" game: Saturday, August 15th, 7:30 AM



# **Gen Con XIV Game Convention Exhibitors** (at presstime)

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Dungeon Distributors	8-9
Board Craft	10
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The Chaosium	46-47
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FASA	80
Dragon Publishing	81-83
Valiant Miniatures	84
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## **Booth Nos.**

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House of the Seven Dragons	87
Z & M Publishing	88-89
Discovery Games	90
Adventure Gaming, Inc.	91
Dimension Six Inc.	92-93
Stone Castle	94
Flying Buffalo	95-96
Fantasy & Hobby Sales	97-98
Palladium Books	99
WBF Enterprises	100

## **Friends of the Gen Con XIV Game Convention**

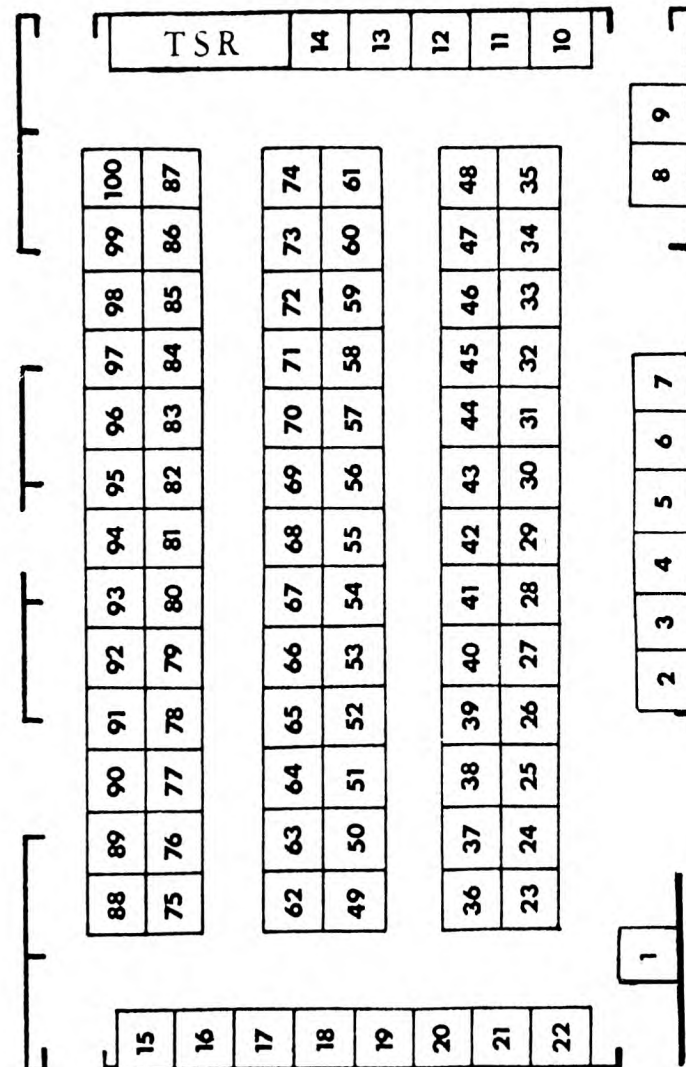
The convention committee gratefully acknowledges the assistance provided by the following companies, and hopes that conventioners will drop by these companies' booths to show their appreciation also:

Archive Miniatures • Broadsword Miniatures • Castle Creations • Chaosium, Inc. • DB Enterprises • Discovery Games • Dragon Publishing • Eon Products • FASA • Game Designers' Workshop • Gamelords, Ltd. • Gorgonstar Publications • Grenadier Models • Group One • Hippocrene Books, Inc. • Iron Crown Enterprises • Kabal Gaming Systems • TSR Hobbies, Inc. • Letters • Mattel Electronics • Metagaming • Nova Game Design • Precision Dice Co. • Teka Fine Line Brushes • SPI • WFF 'N PROOF Learning Games Assoc. • Zocchi Distributors

## **Prize Donors**

Prizes for the Gen Con XIV Game Convention's independent events were donated by the following companies:

Archive Miniatures • The Armory • Broadsword Miniatures • Chaosium, Inc. • Castle Creations • DB Enterprises • Discovery Games • Dragon Publishing • FASA • Grenadier Models • Group One • Harry's House, Inc. • Iron Crown Enterprises • Kabal Gaming Systems • TSR Hobbies, Inc. • Letters • Precision Dice Co. • Teka Fine Line Brushes • WFF 'N PROOF Learning Games Associates • Valiant Miniatures





## TOURNAMENT FEES

The fee for each tournament you enter is one dollar unless otherwise noted. There are no other game fees.

Some events are free, and for such games there will be no prize offered. All events shown on the master program in red will have free entry.

## OPEN GAMING

The term "open gaming" simply refers to games for which there is no planned prize or those which are spontaneous, unscheduled events. Despite the many scheduled events, much of Gen Con will be open gaming. Some open games will have prizes available to the winners, but tournament fees will not be charged.

## INFORMATION AND EMERGENCY NUMBERS

During the convention, information may be obtained at Information #1, a booth on the concourse of Greenquist Hall. The staff there will answer questions and post messages to convention staff members and conventioners.

## Costume

Many conventioners have attended past Gen Con Game Conventions in costume. While such garb does add additional color and novelty to the convention, care must be exercised so that this practice neither mars the image of the Hobby nor causes difficulties for the convention staff.

Please follow these guidelines for costume.

1. No uniform insignia, medal, helmet, etc. of any military unit in existence after January 1st, 1900 will be allowed on the convention site. However, if you are currently a member of the armed services, you may wear your proper uniform.

2. No conventioner may display or carry weapons or weapon replicas of any sort. Wisconsin State law, Kenosha County law, and university policy prohibit the carrying of weaponry of any sort. Specifically prohibited are any and all hand or shoulder weapons and their replicas, regardless of the materials from which they are made.

Prohibited items will be confiscated by the convention staff and held until after the convention closes.

## Independent Sellers

No company or individual may sell merchandise, services, distribute handbills, or solicit funds on the convention site except with the sanction of the Gen Con® XIV Game Convention. Sellers must restrict their business to the areas and times set forth by the convention committee, and listed elsewhere in this brochure.

## Lodging & Accommodations

The Gen Con XIV Gaming Convention does not have the facilities for dorm space at the convention site. All the motels and motor inns mentioned in this list, some of which compare very favorably in price to dorms, are within 10 miles of the convention site and most are served by public transit. The motels printed in red will be visited by one of the convention shuttle buses, once in the morning and once in the evening.

Under \$20.00 per day

**Big Leif's Hotel and Bowling Lanes**, 1351 State St., Racine, WI (414) 633-0014. No reservations.

**Country Inn Motel**, 5828 Douglas Ave., Racine, WI (414) 639-1191

**Esmond Motel**, Highway 45, Union Grove, WI (414) 878-2060

**Hotel Plaza**, 5711 7th Ave., Kenosha, WI (414) 654-5429

**Motel 32**, 9801 Sheridan Rd., Racine, WI (414) 694-4160

**Seven Oaks Motel**, 7821 120th Ave., Kenosha, WI (414) 694-4271

**Y.M.C.A.**, 725 Lake Ave., Racine, WI (414) 634-1994

\$20.00-\$30.00 per day

**Beach-Aire Motel**, 1147 Sheridan Rd., Kenosha, WI (414) 552-8131

**Bluebird Motel**, 779 Sheridan Rd., Kenosha, WI (414) 552-8510

**Bristol Motel**, 4510 200th Ave. (Highway 45), Bristol, WI (414) 857-7911

**Easterday Motel**, 2510 120th Ave. (I-94 Frontage Rd.), Kenosha, WI (414) 859-3020

**Elks Lodge #756**, 5706 8th Ave., Kenosha, WI (414) 859-3020; Elk club members or Elk club member sponsored only.

**Glyholm Motel**, 1507 Sheridan Rd., Kenosha, WI (414) 551-7230

**Motel Interstate**, Intersection of I-94 and Highway 142, Kenosha, WI (414) 859-2221

**Paul's Motel**, 1033 Highway 41 (I-94), Racine, WI (414) 886-3830

**Red Oaks Motel**, 1098 Sheridan Rd., Kenosha, WI (414) 552-8333

**Seeker Motel**, 1700 Durand Ave., Racine, WI (414) 637-8555

**Seven Mile Motel**, 8205 Highway 41 (I-94), Racine, WI (414) 835-2622

**Travelers Inn Motel & Campground**, 14017 Durand Ave. (I-94 and Highway 11), Racine, WI (414) 878-2458

Over \$30.00 per day

**Clayton House**, 5005 Washington Ave., Racine, WI (414) 637-7911

**Holiday Inn**, 5125 6th Ave., Kenosha, WI (414) 637-9311

**Howard Johnson's Motor Inn**, Intersection I-94 and Highway 50, Kenosha, WI (414) 857-2311

**Racine Motor Inn**, 535 Main St., Racine, WI (414) 633-3551

**Shore Acres Motel**, 749 Sheridan Rd., Kenosha, WI (414) 552-8355

**White Brick Motel**, 973 Sheridan Rd., Kenosha, WI (414) 552-8244

## Camping

There are two campgrounds fairly close to the convention site. The closest is Jackson Park, which is located on the northern border of Petrifying Springs County Park—on Highway 31, just one mile north of County E. The phone number of Jackson Park is (414) 552-8041.

The second campground is located at the intersection of I-94 and Highway 11.

Both of these campgrounds charge \$5.00 a day (with electricity) and \$4.00 a day (without). Reservations are not accepted earlier than a week in advance.

## REFRESHMENTS & MEALS

Food for conventioners will be available right at the convention, at reasonable cost.

For those who desire further recommendations for food service in the surrounding area, the following list is provided:

### Elegant

Oage Thnomsen's, 2227 60th St., Kenosha 657-9314

Camelot, 1201 Douglas Ave., Racine 637-9231

Bartley House, 1212 58th St., Kenosha 658-1966

### Convenient

Village Inn Pancake House, 3619 30th Ave., Kenosha 652-2026

Casa Capri, 2129 Birch Rd., Kenosha 551-7171

Chancery Pub & Restaurant, 6430 Washington Ave., Racine 632-8866

### Around-The-Clock

Sambo's, 4305 52nd, Kenosha 654-8011  
Denny's, 5501 Washington Ave., Racine 637-9170

There are many fine eating establishments in Racine and Kenosha, and to list them all would take several pages. Thus, the above is only a representative cross-section. For further directions or alternate suggestions, ask at information booth #1.

## Free Shuttle Bus Service

This year the convention will have a free shuttle bus going to each of the motels marked in red in the Lodging & Accommodations section of this brochure. Exact schedules will be posted at the motels listed. So ask at the front desk when you come in.

## PARKING, TRAFFIC AND LAW ENFORCEMENT:

Pursuant to authority vested in the Chancellor of the University of Wisconsin - Parkside by the Regents of the Wisconsin Administrative Code, parking at Parkside is limited to Comm-Arts, Union, Tallent and Phy Ed lots in those designated areas where parking is permitted.

### General Parking Information:

- A. Parking is not permitted on the perimeter or cross hatch markings of any lot.
- B. Reserved and Physically Disabled spaces in the lots are restricted as posted at all times
- C. There is no parking on Inner or Outer Loop Roads at any time.
- D. Parking meters are in effect during the hours posted on the meters.
- E. Parking is permitted only within the marked stalls of lots and not on X-hatches.
- F. When parking in a parking lot be sure that you park between the lines and not on the lines.
- G. Motorcycles, motor scooters, motor bikes, etc. are to be parked only in designated areas in the parking lots.
- H. Parking areas of the lots designated as "Mini-Car Parking" are for use only by vehicles that are no larger than 15 feet in length. A vehicle that is larger than 15 feet in length and parked in "Mini-Car Parking" areas will be ticketed.
- I. A permit authorizing brief parking in service areas and loading zones to load and unload, may be obtained by Gen Con dealers and judges from the Campus Security Department, but must be requested through a PAW Staff Member.
- J. The right is reserved to close any parking area for University purposes. Advance notice will be given when practical.
- K. The driver of a motor vehicle is responsible for finding a legal parking space. Lack of space in any lot is not considered a valid reason for violation of regulations. Any changes, errors or omissions on the map shall not relieve the vehicle operator of responsibility for parking in a legal parking space.
- L. The University assumes no liability for loss or damage to any vehicle or contents thereof while parked on campus.

### Traffic Regulations:

- A. The motor vehicle laws of Wisconsin are in effect on University property.
- B. The speed limit on campus is 15 mph unless otherwise stated.
- C. Pedestrians shall be given right-of-way at all crosswalks.
- D. Motor vehicles are not allowed on any sidewalks for any reason.
- E. Inner Loop Road is a one-way access road for the University. Going the wrong way on this road is a traffic violation.
- F. Motor vehicle accidents on campus should be reported to the Campus Security Department in Tallent Hall.

### Enforcement:

Parking on University lands is subject to the provisions of sec. UWS 18.05 of the Wisconsin Administrative Code, as amended above. Vehicles parked in violation of these regulations may be immobilized or towed and stored at the owner's expense.

Campus Security regularly patrols the lots to enforce parking regulations.

NOTICE: The full-time officers employed by Campus Security are sworn State Police Officers and are required by law to enforce all Wisconsin State, Kenosha County and University of Wisconsin — Parkside laws.

# ICE

- ARMS LAW : best in fantasy combat
- fast, realistic, playable, & fun
- adaptable to any role-playing game

Tired of sacrificing realism for playability?



ARMS LAW \$10.00 (ppd) & THE IRON WIND \$8.00 (ppd)

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and now...**SPELL LAW**: Over 2000 spell descriptions for 15 character classes and 3 realms of power; featuring a detailed healing system, alchemy, spell research, and critical strikes.....4 Parchment Books and 8 Parchment Charts; Boxed.

also from I.C.E.- MANASSAS, July 21, 1861: regimental level; early Civil War combat at its best; 5 color 36" by 48" map; 5 color counters...boxed.



## Role Playing

**The AD&D™ Open**, 1001, 1002, 1003, 1004, 1005, 1006, 1007 Teams of ten will compete for individual and team prizes in this huge three-round event—the largest fantasy Role Playing tournament in the world. No guarantee is made that the individuals will be able to compete with any particular team, or that individuals or teams will be registered in the session desired. Players **MUST** report to the **AD&D** Open Meeting Area in Greenquist Hall one hour before their sessions are to start. 3 hours/round. Judges: **AD&D** Open Coordinator Bob Blake and David Griggs & Staff. 1001 Thursday 9:00 A.M. 1002 Thursday 1:00 P.M. 1003 Thursday 5:00 P.M. 1004 Friday 9:00 A.M. 1005 Friday 1:00 P.M. 1006 Friday 5:00 P.M. 1007 Saturday 9:00 A.M. Round 2 Saturday 1:00 P.M. or 5:00 P.M. Round 3 Sunday 9:00 A.M. Experience Level 6. 1001, 1002, 1003, 1004, 1005, 1006, 10.7, Greenquist L-101 (Meeting Area), Molinaro D-113, D-115, D-124, D-128, D-130, D-135, L-112, L-113, L-114, L-116, L-126, L-128, L-161, L-213, L-215. Round 2 Greenquist L-101 (Meeting Area), Molinaro D-113, D-115, D-128, D-130, D-135, L-112, L-113, L-114, L-116 L-126, L-128, L-161, L-213, L-215. Round 3 Greenquist L-101 (Meeting Area), Molinaro L-107, L-112, L-114, L-116, L-163, L-165.

**3D + D Advanced**, 1089 A single-session game featuring a huge 7' by 4' diorama and over 70 miniatures. The treasure in this AD&D™ game is also the prizes; gift certificates will be scattered throughout the dungeon! 5 Hours. Judges: Dave & Chris Powers. Friday 9:00 A.M. Experience Level 6. 6 Players. Greenquist Concourse.

**Adventure on Black Isle**, 1063 Prepare your acting ability for this event because you will be judged on role-playing rather than hacking and slaying as you adventure on this small island. 5 Hours. Judges: Keith Rudesill and Eric Bina. Friday 9:00 A.M. Experience Level 6. 10 Players. Greenquist South-2.

**2nd Annual Search for the Grail**, 1046, 1047, 1048, 1049, 1050 An **AD&D** adventure starting in the great town of Stratford

on Ding Dong Avon Calling. The party is sent by the wise King Otto to retrieve the Holy Grail. Players should have some knowledge of the BBC's *Monty Python* programs for this lighthearted event. 4 Hours. Judge: Larry Blankenship. 1046 Thursday 1:00 P.M. 1047 Friday 1:00 P.M. 1048 Friday 6:00 P.M. 1049 Saturday 1:00 P.M. 1050 Saturday 6:00 P.M. Experience Level 4. 5 Players. Greenquist D-123.

**2nd Annual D&D Underground Excursion**, 1039 Players will attempt to rescue the village alchemist held hostage in a citylike dungeon complex of the ancient wizard Kelrann. 4 Hours. Judges: Craig Bina and James Annis. Friday 2:30 P.M. Experience Level 6. 8 Players. Comm-Arts L-134A.

**3rd Annual Infiltration of the Lich's Stronghold: Chapter Three, Quest for the Lich's Treasure**, 1210 A group of adventurers is brought together by a wealthy merchant to retrieve the treasure of Zantilis (the Lich), left behind by the fleeing adventurers of last year's event. Let's hope they really destroyed him. 4 Hours. Judges: James Annis and Craig Bina. Friday 8:30 A.M. Experience Level 6. 10 Players. Greenquist D-123.

**Arcanum 1: AD&D Tournament**, 1148, 1175 A 6-man team competition for the more experienced **AD&D** players. Modules are based on correctly answering puzzles and riddles (warning: this will not be to everybody's taste!). One elimination round (choice of morning or afternoon session) followed by a final round taking the top 3 scoring teams in each elimination round. You **MUST** be in a team of 6 for admission. Teams have preference over individuals. 4 Hours. Judges: Mike Sutton, Drew Post, John Ellis, Bruce Mill and G. Bezoff. 1148 Friday 8:00 A.M. 1175 Friday 1:00 P.M. Round 2 Friday 6:00 P.M. Experience Level 6. 60 Players. 1148, 1175 Comm-Arts L-128 (Meeting Area), L-132, L-133, L-135, L-137. Round 2 Comm-Arts L-128 (Meeting Area), L-132, L-137, L-142.

**Assault on Atlantia**, 1134, 1135 A Traveller adventure where quick thinking is all important as you raid an armory. 5 Hours. Judge: Jim Selzer. Experience Level 5. 15 Players. 1134 Thursday 7:00 P.M. Comm-Arts L-134B. 1135 Sunday Noon Comm-Arts L-134B.

# new games + free games good deal

New games plus free games add up to a good deal from GDW! At the five major summer conventions, GDW will release over ten new games and give away hundreds of free games. For each new game you buy, you can choose one free game. Titles and quantities are limited, so make the GDW booth your first stop at every show.

**Trillion Credit Squadron**  
Traveller Adventure 5  
**The Argon Gambit/Death Station**  
Traveller Double Adventure 3  
**Assault**  
Tactical Combat in Europe: 1985  
**Fifth Frontier War**  
Battles for the Spinward Marches  
**Introduction to Traveller**  
Traveller Book 0  
**Deluxe Traveller**  
Science Fiction Adventure in the Far Future

**Trenchfoot**  
Bullets & Bayonets in the Great War  
**A House Divided**  
The American Civil War, 1861-1865  
**Striker**  
Rules for 15mm Traveller Miniatures  
**Marooned/Marooned Alone**  
Traveller Double Adventure 4  
**Invasion: Earth**  
The Final Battle of the Solomani Rim War  
**Library Data**  
Traveller Supplement 8

Michicon X—Oakland University—Rochester, MI—June 12,13,14  
Pacific Origins—Dunfey Hotel—San Mateo, CA—July 2,3,4,5  
CWA-CON '81—Northlake Hotel—Northlake, IL—July 16,17,18,19  
Gencon East—Cherry Hill Inn—Cherry Hill, NJ—July 23,24,25,26  
Gencon XIV—University of Wisconsin—Kenosha, WI—August 13,14,15,16

## Game Designers' Workshop

PO Box 432, Normal, IL 61761

Look for GDW's new games this summer in fine hobby shops around the world.  
Free catalog on request



**Assault on the Citadel of Cthulhu**, 1114 Deep in the heart of the Whispering Forest lies a virtually impregnable citadel, where priests of Cthulhu seek to free him from his eons of bondage. These foul clerics must be stopped, but huge hoards of Cthulhu's minions have engaged all available armies. The only hope now is that a hastily assembled party of the most powerful adventurers in the area will be able to prevent the release of this abomination. 8 Hours. Judge: Ralph Schurman. Friday 3:00 P.M. Experience Level 6. 9 Players. Comm-Arts Lobby.

**Basic D&D® Tourney**, 1033, 1034, 1035, 1036 Players will compete for individual points in this event. 2 Hours. Judges: Jim Ward and Jo Laforce. 1033, 1034 Sunday 10:00 A.M. 1035, 1036 Sunday 1:00 P.M. Experience Level 1. 24 Players. 1033, 1034 Comm-Arts L-134. 1035, 1036 Comm-Arts L-139.

**Beauty & The Beast**, 1040, 1211 A fantasy Role Playing event using **AD&D™** (and a few other) rules. 4 Hours. Judge: Jean Wells. 1040 Thursday 9:00 A.M. 1211 Saturday 9:00 A.M. Experience Level 6. 6 Players.

**The Case of the Insecure Corpse**, 1026 A man has died of mysterious causes, inside a locked room. The players have to find out how, why, and whodunit. A game of **ELEMENTARY WATSON**. 6 Hours. Judge: Kim Eastland. Friday 10:00 A.M. Experience Level 3. 6 Players. Student Union Rec Ctr.

**The Case of the Intrepid Inspectors**, 1025 A well-known drama critic has been found shotgunned to death in his locked den; it wasn't suicide, the windows are inaccessible, the servants saw nothing, and there was *no* motive. Whodunit—how and why? The subject matter of this game of **ELEMENTARY WATSON** is for mature players only. 6 Hours. Judge: Kim Eastland. Sunday 10:00 A.M. Experience Level 5. 6 Players. Greenquist D-107.

**Castle Garok; or the Lich's Quest**, 1038 While adventuring one day you came across a Lich, who in turn put you on a geas to regain an artifact and do a few sundry deeds. A two-part adventure. 4 Hours/Session. Judge: Les Kay. Friday 9:00 A.M. & 2:00 P.M. Experience Level 4. 10 Players. Molinaro D-129 Corr.

**Castle Morncrest**, 1099, 1100 The wizard of a powerful lord is suspected of arranging for raids that capture citizens for experiments with polymorphing. The party's clandestine mission is to evade and penetrate the powerful defenses of the castle, neutralize the wizard and rescue any captives. 4 Hours. Judges: George Johnson and Dick Garner. Thursday 6:00 P.M. Experience Level 5. 8 Players. 1099 Comm-Arts L-128, 1100 Comm-Arts L-132.

**The Caverns of Eternal Darkness**, 1012 An **AD&D™** game using lead miniatures. The Caverns of Eternal Darkness is an adventure for 2nd to 4th level characters (your own if the DM approves them beforehand). Will your wit and luck enable you to recover a lost artifact? 4 Hours. Judge: Kim Patrick. Friday 10:00 A.M. Experience Level 6. 8 Players. Wyllie Vending Area.

**The Citadel of Damnation**, 1037 An **AD&D™** event in which a group of players ranging from 5th to 7th level are summoned by a local baron to investigate a newly discovered "abandoned" castle in a nearby region—which is suddenly reporting strange activities in the night! 5 Hours. Judge: John McEleney. Friday 10:00 A.M. Experience Level 5. 10 Players. Molinaro L-167.

**Crimefighters! Tournament**, 1051 Using the **CRIMEFIGHTER** rules out of the **Dragon** magazine, two teams of players compete to corrupt or preserve the innocent inhabitants of San Rodino, as the evil Black Band attempt its takeover. 3 Hours. Judges: Dave Cook and Bill Willingham. 1051 Sunday 9:00 A.M., 1:00 P.M. Experience Level 3. 4 Players. 1051 Comm-Arts L-132 (Meeting Area), L-128. Round 2 Comm-Arts L-132.

**The Cult of the Blue Oyster**, 1212, 1227 Watch it, folks! the new Evil High Oyster is in power and the Cult is again pursuing its Career of Evil with widespread advance of armies into the Free Worlds. We must gather together some of the toughest individual professionals in our land to beat back the once-banished demonic armies. 5 Hours. Judge: Vincent Estrada. 1212 Friday 2:00 P.M. 1227 Friday 7:15 P.M. Round 2 Saturday 5:00 P.M. Experience Level 5. 20 Players. 1212 Comm-Arts L-143A. 1227 Molinaro L-161A. Round 2 Comm-Arts L-143A.

**D&D® in Pellucidar**, 1087 Pellucidar is Edgar Rice Burrough's prehistoric world of primitive men and monsters in the center of the earth. Players will be assigned roles as cavemen, Sagoths, Mahars, Korsairs, et al. 4 Hours. Judges: J. Eric Holmes and Chris Holmes. Saturday 4:00 P.M. Experience Level 5. 8 Players. Comm-Arts L-132.

**Dawn Patrol**, 1030 At the aerodromes of Europe it was the first mission of the day. Here it's the first game of the day—a Gen Con® Tradition! This year's Dawn Patrol will feature three simultaneous, identical games of TSR's **FIGHT IN THE SKIES™** game, with 14 players in each game and prizes going to the winner of each game. 6 Hours. Judges: Kerry Nash, Alan Christensen and Dirk Nelson. Saturday 7:30 A.M. Experience Level 6. 42 Players. Molinaro D-115.

**Derelict**, 1176, 1177 The independent explorer ship, *Nine Lives*, follows an alien radio transmission into an uncharted system and discovers an apparently abandoned starship in this exciting **Space Opera** game. 4 Hours. Judges: Andrew Pitas and Jan Woods. 1176 Friday 6:00 P.M. 1177 Saturday 1:00 P.M. Experience Level 2. 6 Players. 1176 Molinaro L-105. 1177 Molinaro D-124.

**Devil's Spire**, 1021 A party of 8th to 11th level adventurers weather encounters with a Pit Fiend, a Mage and myriads of monsters in an attempt to send Disater back to the plan of Dis. An **AD&D** adventure. 4 Hours. Judge: Len Lakofka. Saturday Noon. Experience Level 6. 10 Players. Comm-Arts L-137.

**Dragonquest Adventure**, 1188, 1201, 1202 A free demonstration event featuring the **DRAGONQUEST** FRP adventure, **THE ENCHANTED WOOD**. 4 Hours. Judges: Jerry Klug, Dean Martelle and Dean Carter. 1188, 1201, 1202 Saturday 8:00 P.M. Experience Level 4. 6 Players. 1188 Molinaro L-112. 1201 Molinaro L-113. 1202 Molinaro L-114.

**Duel Arcane**, 1213 A man-to-man tactical duel between shape-changing wizards. Players battle in the forms of the beasts of myth and legend. 3 Hours. Judges: Richard Meyer and Michael Watkins. Friday 2:00 P.M. Experience Level 2. 32 Players. Student Union Cafeteria.

**The Dungeon Free-For-All**, 1079 In a modified dungeon such as this, where everyone is out for themselves, doing battle with the other player characters, which class do you think is the best? Fighter? Magic-user? Cleric? 4 Hours. Judges: Mike Holthaus, Roger Prouart and Doug Schwegman. Friday 2:00 P.M. Experience Level 3. 20 Players. Student Union Rec. Ctr. (Back).

**Dungeon War Extraordinaire**, 1080 Six parties of four **AD&D** Characters go in to face the horrors of the Daltmere Halls, but only one can get out. 6 Hours. Judges: Brian Prince, Cindy Laufenberg, Don Stonge, Chris Hill, Jim Tessmer, Mark McKenzie and Valerie Price. Thursday 2:30 P.M. Experience Level 6. 24 Players. Greenquist Concourse.

**The Embassy to the Pale**, 1020 Adventurers of 3rd to 5th level are recruited by the Baron Ratik, who seeks to attack the Bone March. The Baron must first obtain the help of the Theocracy of the Pale, and you and your comrades will carry his message to the theocrats. 4 Hours. Judge: Len Lakofka. Saturday 6:00 P.M. Experience Level 6. 10 Players. Comm-Arts L-137.

**Enter the Dungeon of the Fire Ball King!** 1146, 1147 The best players from two sessions will advance to a final session. An **AD&D** adventure using critical hits and a variant magic system. 6 Hours. Judge: Billy Brooks. Experience Level 6. 9 Players. 1146 Saturday 3:00 P.M. Comm-Arts L-142. 1147 Saturday 8:00 P.M. Comm-Arts L-142. Final Sunday 9:00 A.M. Comm-Arts L-142.

**Experimental D&D**, 1096, 1097, 1098 the granddaddy of FRP games played with a few twists. 1096—Marvel Superheroes in a **D&D** game; 1097—an escape from a king's prison; 1098—**D&D** characters in WWII. 3 Hours. Judge: Andy Holahan. Experience Level 3. 8 Player. 1096 Thursday 9:00 A.M. Comm-Arts L-141B. 1097 Thursday 1:00 P.M. Comm-Arts L-141B. 1098 Saturday 8:00 A.M. Comm-Arts L-137.

**Fantasy Trip Tournament**, 1092, 1093, 1094, 1095 This event uses **Treasure of Unicorn Gold**, the second in the popular \$10,000 treasures series which started with **Treasure of the Silver Dragon**, published by Metagaming and to be released at the convention. A two-round tournament. 3 Hours/

round. Judges: Shawn Carroll and Staff. 1092 Thursday 1:00 P.M. 1093 Thursday 4:30 P.M. 1094 Friday 10:00 A.M. 1095 Friday 2:00 P.M. Final Friday 6:00 P.M. Experience Level 4. 100 players. 1092, 1093 Comm-Arts L-143. 1094, 1095 Molinaro L-318 (Meeting Area), L-322. Round 2 Molinaro L-318.

## Sword Lords

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#### The Fastest Guns That Never Lived, 1028

Who will appear for this classic shootout? The man with no name? Yancy Derringer? The Rifleman? Paladin? come and see, but bring a quick hand and a sharp eye! 6 Hours. Judge: Allen Hammack. Sunday 10:00 A.M. Experience Level 5. 16 Players. Molinaro L-167.

#### The Forbidden Shrine of the Old Ones, 1133

A two-round AD&D tournament. 4 Hours. Judges: Reynolds Jones, Scott Te-

foe, Mike Jaeger and Matt Jaeger. Round 1 Thursday, 8:30 A.M. Round 2 Thursday, 5:00 P.M. Experience Level 5. 36 Players. Meeting Area, Molinaro L-217, Round 1 Molinaro L-219, L-236, L-318. Round 2, Molinaro L-217.

**Fountain Abbey, 1163** "At Fountain Abbey lieth a spring that restoreth the constitution..." So reads a scrap of parchment found in an old book. Fountain Abbey is a ruined monastery, long deserted by humankind—but not by monsterkind; as the spirits of the Abbey's monks complicate the party's search. 4 Hours. Judge: Greg Rihn. Saturday 6:00 P.M. Experience Level 4. 9 Players. Greenquist L-119.

#### Gamma World Tourney, 1064, 1065, 1066

The chaotic master himself is running this tourney, so be prepared for fast-moving excitement and a lot of surprises. The Judge will select the best of three teams for a final round of play. 2 Hours/round. 1064 Thursday 10:00 A.M. 1065 Thursday 1:00 P.M. 1066 Thursday 4:00 P.M. Final Friday 10:00 A.M. Experience Level 3. 8 Players. 1064, 1065, 1066 Comm-Arts L-135. Round 2 Greenquist D-103.

**Giants in the Earth, 1042** Characters which have appeared in *Giants in the Earth*, a **Dragon** feature, meet for combat and adventure. Here's a chance to play one of your favorite fictional characters. 6 Hours. Judge: Tom Moldvay. Sunday Noon. Experience Level 3. 12 Players. Molinaro L-128.

**Fez II, 1081, 1082, 1083, 1084, 1085** Fez is back, true, testing the wits of 192. The first half hour will prune 2 of 3, leaving 8 teams for a three-hour spree. The final four teams will be put to the test, of getting Mage Fez from another fine mess. (If you're one of those who craves hack and slash, find another repository for your hard-earned cash.) A thinking player's AD&D tournament. Judges: Len Bland, Mike Gilpin, Steve Kurt, Jim Worley, Al Nudelman, Dave Sprinkle, Paul Karczak, Steve Funck, Mike Benist and Ray Cook. 1081 Friday 10:00 A.M. 1082 Friday 11:15 A.M. 1083 Friday Noon. 1084 Friday 12:45 P.M. 1085 Friday 1:30 P.M. Round 2 Friday 7:00 P.M. Round 3 Saturday 10:00 A.M. Experience Level 5. 192 Players. 1081, 1082, 1083, 1084, 1085 Comm-Arts

Lobby (Meeting Area), Comm-Arts L-134, L-135, L-141, L-143. Round 2 Comm-Arts Lobby (Meeting Area), L-134, L-139, L-141, L-143 Round 3 Comm-Arts Lobby (Meeting Area), L-134, L-135.

**FITS #1, 1031** It's up and at 'em in this game of WWI air combat. 4 Hours. Judge: Chris Weiser. Friday 1:00 P.M. Experience Level 6. 16 Players. Molinaro L-109.

**FITS #2, 1032** More action in the skies of WWI Europe. 4 Hours. Judge: Jim Quinn. Saturday 1:00 P.M. Experience Level 5. 16 Players. Greenquist L-119.

**Fight In The Skies #3, 1086** The date: June 24, 1918. Your squadron is scouting over the front at 4,000 feet, and suddenly you see a flock of enemy bi-planes diving down to meet you. Are you ready for the pursuit and **FIGHT IN THE SKIES™** in this big two-game aerial combat event? 6 Hours. Judge: Bill Sindelar. Thursday 6:00 P.M. Experience Level 5. 24 Players. Molinaro L-109.

**Fight in the Skies Society Open Tournament, 1078** This is the Fight in the Skies Society's biannual tournament, open only to its membership and featuring an engraved trophy for the winner. The high point scorer from among all players at two gameboards will be the winner. 4 Hours. Judge: Mike Carr. Sunday 1:00 P.M. Experience Level 5. 24 Players. Molinaro L-109.

**The Fool Killer's Elimination, 1132, 1133** In this three-round AD&D tournament, the players start out investigating rumors, move to protecting a village from bandits and finally to solving a riddle. All testing your Fantasy Role Playing abilities. Sounds easy enough, doesn't it? Just try! 4 Hours. Judges: Ken Rolston, Dick Garner and George Johnson. 1132 Thursday 9:00 A.M. 1133 Thursday 2:00 P.M. Round 2 Friday 5:00 P.M. Round 3 Saturday 7:00 P.M. Experience Level 6. 48 Players. 1132, 1133, Comm-Arts L-134 (Meeting Area), L-133. Round 2 Molinaro L-163 (Meeting Area), L-107, D-115B. Round 3 Comm-Arts L-128.

**The golden Tesseract, 1108, 1109** A party seeks the "elixir of perpetual youth." Their only clue is a golden tesseract (4-dimensional cube) left to them by a mad, young-looking wizard who babbled incoherently. 4 Hours. Judge: George Marino. 1108

Thursday 1:00 P.M. 1109 Thursday 6:00 P.M. Experience Level 3. 8 Players. Comm-Arts L-142.

**The Hold of Death, 1162** A group of high level characters adventure to a dangerous castle known for being one of death's strongholds. 5 Hours. Judge: Cory Strode. Saturday 9:00 A.M. Experience Level 5. 7 Players. Greenquist D-127B.

**Ice Caverns of Tharmac Tournament, 1115** A group of adventurers has succeeded in tracing the stolen Crystal Axe of the Dwarven King to the stronghold of the fearsome old one—commonly called Tharmac. Now all they have to do is complete a few tasks to return victorious. 5 Hours. Judges: Harald Henning, Martin Leathers, Hayden Schultz, Inger Adolphson. Round 1 Thursday 6:00 P.M. Round 2 Friday 5:00 P.M. Round 3 Saturday 2:00 P.M. Experience Level 6. 32 Players. Round 1 Meeting Area Molinaro D-113A, Round 1 Molinaro L-107, L-163, L-165. Round 2 Meeting Area Molinaro D-113B, Round 2 Molinaro L-165. Round 3 Molinaro D-113A.

**In Search of the Lavender Dragon, 1043** The characters (which will be provided) will be required to rid a friendly (?) dragon's lair of the creature who booted him out. Then the hard part—how do you get out alive? An AD&D™ adventure. 4 Hours. Judge: Doug Jones. Saturday 2:00 P.M. Experience Level 5. 8 Players. Molinaro L-318.

**Incident at the Johnstown Bridge, 1224, 1225, 1226** A patrol-level adventure designed to demonstrate the new Role Playing game of the American Civil War, "**Mine Eyes Have Seen the Glory.**" Players will portray individual soldiers on a reconnaissance mission somewhere in the Western Theater. Entrants in any session should choose a section based on their personal sympathies; section A for Confederates, section B for the Union. There will be a person available for Q&A after the demonstration. 3 Hours. Judges: Richard Meyer and Michael Watkins. 1224 Friday 9:00 A.M. 1225 Saturday 9:00 A.M. 1226 Saturday 1:00 P.M. Experience Level 2. 20 Players. Molinaro L-149.

**Induction to Icaria, 1128, 1129** An AD&D variant featuring new character classes, new combat system, and the Prin-



city of Icaria, where the party may pursue as many adventures as it has time for. 5 Hours. Judges: Steve Gray and Eric Bina. Experience Level 6. 10 Players. 1128 Friday 6:00 P.M., Greenquist D-105; 1129 Saturday 5:00 P.M., Greenquist D-105.

**Insurgent Citadel II**, 1161 Since the wizard got the citadel back last year, he has built a shrine to Hecate in the town. He is now enslaving the townspeople, and has all sorts of monster mercenaries as slave drivers. A group of adventurers, led by some of last year's survivors, is attempting to put a stop to it. 4 Hours. Judges: Geoffrey Shive and Ron Clarke. Sunday 9:00 A.M. Experience Level 6. 9 Players. Molinaro L-113.

**Justice**, 1174 Your people have established a number of distant outposts in the hostile forests to the south. Every full moon, a tribal judge is sent to these outposts to settle any property disputes which may have occurred. As you travel, a gruesome scene unfolds—a small settlement has been looted and burned—many are dead! You must avenge their deaths. You must see to it that justice is done! 4 Hours. Judge: Eldon Olmstead. Friday 6:00 P.M. Experience Level 1. Molinaro D-131.

**Kill, Kill! KILL!** 1022 Teams for each of TSR Hobbies' six Role Playing games—**DUNGEONS & DRAGONS®**, **BOOT HILL™**,

**GAMMA WORLD™**, **TOP SECRET™**, **ADVANCED DUNGEONS & DRAGONS™**, and **STAR FRONTIERS™**—will battle it out remote dimension. 6 Hours. Judges: Paul Reiche, Lawrence Schick and Erol Otus. Sunday 10:00 A.M. Experience Level 3. 6 Players. Molinaro D-115.

**Knights and Berserkers and Legerdemain Fantasy Tournament**, 1150, 1151, 1152, 1153, 1154, 1155 A large tournament using the FRP rules and play aids of the same name by Kabal Gaming Systems. Each player will receive a booklet with complete information on his character. 2 Hours. Judges: Ernest Hams, Barry Battle, Peter Alard, John Hufnagel and Don Rimel. Experience Level 3. 300 Players. 1150 Thursday 10:00 A.M. Molinaro Concourse. 1151 Thursday 1:00 P.M. Molinaro concourse. 1152 Thursday 4:00 P.M. Molinaro Concourse. 1153 Friday 10:00 A.M. Molinaro Concourse. 1154 1:00 P.M. Molinaro Concourse. 1155 Friday 4:00 P.M. Molinaro Concourse. Round 2 Saturday 10:00 A.M., 1:00 P.M., 4:00 P.M. Comm-Arts L-128. Final Sunday 10:00 A.M. Comm-Arts L-128.

**La Planète de Mystère**, 1120 After you've read this, you'll know as much as we do about this **TRAVELLER** game with "some revisions." 4 Hours. Judge: John Kopaz. Saturday 9:00 A.M. Experience Level 4. 6 Players. Molinaro D-129 Corr.

**The Lair of the Cloud Giant Fear**, 1018 A vast castle site on the island of Voleax in the Northern Spindrift Isles. Here, a prince of the cloud giants makes his home with an assortment of nasty "pets." An **AD&D** adventure with characters from 7th to 11th level. 4 Hours. Judge: Len Lakofka. Sunday Noon. Experience Level 6. 10 Players. Comm-Arts L-137.

**Lair of the Swamp Thing**, 1045 In this **AD&D™** adventurer, a green, slimy monster, stealing cattle from the local farmers, was traced back to a swamp. You will have to get rid of this terrible creature—if you can. 5 Hours. Judge: Larry Blankenship. Saturday 6:00 P.M. Experience Level 3. 7 Players. Molinaro L-107.

**The Lost Island of Castanamir the Mad**, 1105, 1106 Inconvenient and mysterious disappearances of individuals and parties visiting a supposedly uninhabited island spur the Adventurer's Guild to send a seasoned party to investigate. Unattributed assertions suggest that the agency of the wizard Castanamir, a fine and pleasant old gentleman, by report, but a trifle eccentric, may be a factor in the disappearances. 4 Hours. Judges: Ken Rolston and Dick Garner. Sunday 9:00 A.M. Experience Level 5. 8 Players. 1105 Greenquist D-103, 1106 Greenquist D-105.

**The Lost Jewel of Sytry**, 1112 A high priest has charged you and your party to recover a stolen crown jewel of the City State of Arameen, one that is essential to the coronation of a new king, even as the current monarch of Arameen lies dying! 5 Hours. Judge: Reynolds Jones. Friday 6:00 P.M. Experience Level 3. 8 Players. Comm-Arts L-133.

**Marsh of Mystery**, 1069, 1070 Search for the lost city of gold, from from the authorities across the treacherous marsh, or hunt the frightful beast in the midst of the terrible moors in this mini-Role Playing game. An introductory session will be run to familiarize players with the rules, a second one-on-one session will follow. Judge: Harold Johnson. 1069 Friday 6:00 P.M. 1070 Friday 8:30 P.M. Experience Level 4. 10 Players. Greenquist D-103.

**Masters of the Four Winds**, 1172 Ancient grandfathers sat around the campfire filling eager children's minds with tales of powerful magi: the Masters of the Four Winds. Recently, a trader has come to your people. He tells a story of being nursed back to health by a group of powerful men, men who could command the wind. Your elders are convinced these are the Masters of the Four Winds. You and your companions have been chosen to search and find these powerful magi. 4 Hours. Judge: Eldon Olmstead. Saturday 8:00 A.M. Experience Level 1. 6 Players. Greenquist D-109.

**The Minotaur's Lair**, 1090 Have you ever wondered what it would be like to actually pocket your treasure? Well, here is your chance, the treasure is the \$1.00 entrance fee and is distributed throughout the dungeon. The treasure held by the party at the end of the game will be divided up by the surviving members. 2 Hours. Judge: Chris Powers. Saturday 10:00 A.M. Experience Level 5. 6 Players. Greenquist L-119.

**Monty Haul's Dungeon**, 1057, 1058 A single winner will emerge from two **AD&D** adventures based on the infamous character from **DRAGON** magazine. 3 Hours. Judge: Kurt Baumann & Debbie Neese. Experience Level 6. 5 Players. 1057 Saturday 3:00, Comm-Arts L-134B.

**The Morrow Factor**, 1107 A Fantasy Role Playing game set in 2139 where special teams were frozen before the nuclear war 150 years ago. Players attempt to reunite with another team before their ideals are thrown away and turn to brutal survival. 4 Hours. Judges: Bruce Mathiesen and Ed Kirchner. Friday 5:00 P.M. Experience Level 3. 12 Players. Molinaro D-107.

**Monastery of the Mad Monks**, 1131 You and the rest of your party are on an expedition to try to execute a group of insane monks in this **AD&D** adventure. 3 Hours. Judges: Jim Gunkel and John Gunkel. Saturday 9:00 A.M. Experience Level 3. 8 Players. Greenquist D-123.

**!!Negative Zone!!** 1027 Superheroes clash with supervillains. 4 Hours. Judge: Jeff Dee. Sunday 10:00 A.M. Experience Level 4. 8 Players. Wyllie Main Place.

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**Night in the Druid's Forest**, 1071, 1072 Adventures which are, reputedly, a little strange—very chaotic, and fun. 6 Hours. Judge: Helen Cook. 1071 Thursday 11:00 A.M. 1072 Friday 11:00 A.M. Experience Level 6. 6 Players. 1071 Wyllie Vending Area. 1072 Molinaro L-3 Corr.

**The New Fens of Ralios**, 1103, 1104 Lankhor My has assembled a small party to research the social patterns of the Broos. As you paddle your way along the winding, reed-choked waterways of the New Fens, you vainly attempt to catalogue all the unpleasant ways that this hostile swamp could kill you. A **Runequest** adventure with an emphasis on Role Playing. 4 Hours. Judge: Ken Rolston. 1103 Thursday 1:00 P.M., 1104 Friday 1:00 P.M. Experience Level 5. 8 Players. 1103 Greenquist North-1, 1104 Greenquist North-2.

**The Nord: Final Conflict**, 1136, 1137, 1138 A quest for the ring of the captain of the colony ship "Nord." The ring is required for a successful defense against an invading force. The three best players from each first round session will advance to a final. 2½ Hours. Experience Level 3. 9 Players. 1136 Friday 9:30 A.M. Student Union Balcony. 1137 Friday 1:00 P.M. Student Union Balcony. 1138 Saturday 9:00 P.M. Student Union Balcony. Final Saturday Noon Student Union Balcony.

**The Orb of Origin**, 1180, 1181, 1183, 1184 Teams compete for honors in this event, which uses **AD&D** rules with slight variations. The winning team and best player will be determined by a point system. Judges: Don Gibbons, Charles Clark, Denny Glosop, Bill Clark and Dan Hauffe. Experience Level 6. 8 Players. 1180 Friday 5:30 P.M. Greenquist D-107. 1181 Friday 5:30 P.M. Greenquist D-109. 1182 Friday 5:30 P.M. Greenquist D-117 Corr. 1183 Friday 5:30 P.M. Greenquist D-127A. 1184 Friday 5:30 P.M. Greenquist D-127B.

**Odeal by E'shaar**, 1124 A new **Traveller** adventure published by FASA and set against the backdrop of the Fifth Frontier War. Knowledge of Books 1, 2, 3 is all that is required. 6 Hours. Judge: Andrew Keith. Saturday 9:00 A.M. Experience Level 4. 8 Players. Comm-Arts L-144.

**Outpost of the Forgotten Lands**, 1041 An **AD&D™** game, with variations! 4 Hours. Judge: Jean Wells. Experience Level 6. 6 Players. Thursday 2:30 P.M. Greenquist L-119.

**Ozob's World**, 1194, 1195, 1196, 1197, 1198, 1199 Games for 8-11 year-old FRP-ers using **D&D Basic** and some **D&D Expert** rules. 2½ hours. Judges: Phil Houghton, Daniel Houghton, Stephen Houghton and Michael Newton. Experience Level 1. 8 Players. 1194 Thursday 1:00 P.M. Greenquist South-1. 1195 Friday 1:00 P.M. Greenquist South-1. 1196 Friday 6:00 P.M. Greenquist South-1. 1197 Saturday 10:00 A.M. Greenquist South-1. 1198 Saturday 2:00 P.M. Greenquist South-1. 1199 Sunday 10:00 A.M. Greenquist South-1.

**A Party to Murder**, 1158 Everyone at the party hated Phillip enough to kill him, but who got to him first? Encore to "Just a Matter of Time." 12 Hours. Judge: Mark Mulkins. Saturday Noon. Experience Level 2. 8 Players. Student Union Rec. Ctr.


**The "Prince of Thieves" Competition**, 1214, 1215, 1216, 1217, 1218, 1219, 1220 We invite all fantasy gamers to vie to this unique tournament where players test their skills in Highway Robbery, Tomb Robbing and Second Story Burglary. Winners will be determined by cumulative scores for the three rounds. Each round will feature a different type robbery. 3 Hours. Judges: Richard Meyer and Michael Watkins. 1214, 1215 Thursday 3:00 P.M. 1216, 1217, 1218 Thursday 8:00 P.M. 1219, 1220 Friday 8:00 P.M. Round 2 Saturday 8:00 P.M. Round 3 Sunday Noon. Experience Level 4. 70 Players. 1214, 1216 Greenquist D-103. 1215, 1217 Greenquist D-105. 1218 Greenquist D-107. 1219, 1220 Molinaro D-128. Round 2 Greenquist D-103 (Meeting Area), D-107, D-123. Round 3 Molinaro D-124 (Meeting Area), D-128A.

**The Quest for the Ancient Symbol**, 1055 Science fiction almost comes to life when in **GAMMA WORLD™**. Your group must find and retrieve an ancient artifact in order to kill a sorcerer who is pillaging your village. 2½ Hours. Judge: Scott Yacko. Saturday 10:00 A.M. Experience Level 6. 15 Players. Comm-Arts L-133.



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**The Quest of Fire and Ice, 1157** Someone or something is destroying all the magic in the world. Can you and your party find out who or what is doing all this? 5 Hours. Judge: Steve Sullivan. Part 1 Saturday 9:00 A.M. Part 2 Saturday 3:00 P.M. Experience Level 5. 6 Players. Greenquist D-113.

**The Quest for the Heart of Sutekh, 1062** A party of evil characters venture into a stronghold of good to retrieve an ancient evil artifact. 5 Hours. Judge: Len Guziec and Paul Zieske. Friday 6:00 P.M. Experience Level 6. 7 Players. Greenquist L-119.

**Quest in the Mountains of Fire, 1171** Diviners have discerned the location of a powerful magic ingredient—high in the Mountains of Fire. A young adept has been chosen to head a group of adventurers to find this ingredient. You must protect the adept and enable him to get the ingredient. It is a dangerous journey. 4 Hours. Judge: Eldon Olmstead. Saturday 1:00 P.M. Experience Level 1. 6 Players. Greenquist D-109.

**Quest for the Rod of Seven Parts, 1139, 1140** After hearing of a clue which will possibly lead you to another part of the infamous rod, you are invited to join a quest to recover it. Your party will be led to the site and you must prove the clue true or false. But beware, more is afoot than a simple search! 3 Hours. Judges: Steve Tindall, Paul Maraijko, Roy Nilsen and Ed Bauman. 1139 Friday 6:00 P.M. 1140 Saturday 3:00 P.M. Round 2 Sunday 2:00 P.M. Experience Level 5. 12 Players. Wyllie Vending Area.

**The RPGA™ AD&D™ Tournament, 1008, 1009, 1010, 1011** This, the second of the Official RPGA™ AD&D™ tournaments, will be held in three rounds. International Scoring Points will be awarded. 3 Hours/first round, 4 Hours/second and third rounds. Judges: RPGA Coordinator Frank Mentzer with Bob Blake and Staff. 1008 Thursday 1:00 P.M. 1009 Friday 10:00 A.M. 1010 Friday 1:00 P.M. 1011 Saturday 10:00 A.M. Round 2 Saturday 1:00 P.M. Round 3 Sunday 10:00 A.M. Experience Level 3. 1008, 1009, 1010, 1011 Molinaro L-105 (Meeting Area), D-105, D-107, D-113, D-115, D-128, D-130, L-107, L-161, L-163, L-165, L-213, L-215, L-217, L-219, L-236, L-318. Round 2 Molinaro L-105 (Meeting Area), D-128, D-130, L-107, L-161, L-163, L-165, L-213, L-215, L-217, L-219. Round 3 Molinaro L-105 (Meeting Area), D-113, L-126,

L-219, L-236, L-318.

**RPGA Fight in the Skies Game, 1130** FITS players of the TSR Role Playing Game Association take to the skies for an air battle which will be scored for association ratings. Open to RPGA members who are players of **Fight in the Skies**. 3 Hours. Judge: Mike Carr. Sunday 9:30 A.M. Experience Level 6. 20 Players. Molinaro L-109.

**Top Secret Tournament, 1156, 1160** All we can tell you is that this tournament is brought to you by the guys who gave you **RAPIDSTRIKE**; the rest is **TOP SECRET!** Winners will be picked by a point system. Judges: Mike Carr, Corey Koebernick and Staff. Experience Level 3. RPGA Members only. 1156 Friday 1:00 P.M., Meeting Area Greenquist D-113. 1160 Friday 6:00 P.M., Meeting Area Greenquist D-113.

**Raid on the Church of Arioeh, 1192** The official tournament dungeon of Emperor's Birthday Con X. The mission is clear—remove a powerful artifact from a haven of evil, or suffer through a reign of terror. 5 Hours. Judge: Randall Nalborczyk. Friday 6:30 P.M. Experience Level 5. 7 Players. Molinaro L-322B.

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MINIATURES & GAME SYSTEMS

**The Reign of Terror, 1067** Mephistopheles, High Priest of Dfal-Pyor Thuban, has re-inhabited the pits beneath the Wasted Plain. Once again trying to spread the death cult of Pyor, he has manned the region with his diabolic minions. One party has failed to terminate his "reign of terror," but the oracle has prophesized that a second may succeed, armed with daring skill, and luck! 4 Hours. Judges: Chip Kestnbaum and Jason Wulkowicz. Part 1 Saturday 9:00 A.M. Part 2 Sunday 9:00 A.M. Experience Level 6. 9 Players. Greenquist D-111A.

**The Road to Power, 1122, 1123** The great daimyo in the north has died. It is time for all samurai to come to his aid in this **Bu-shido** game. 4 Hours. Judge: Mark Liberman. 1122 Thursday 7:30 P.M. 1123 Friday 7:30 P.M. Experience Level 5. 10 Players. Molinaro D-129 Corr.

**Runequest Adventure Maze, 1074, 1075** The Maze stands before you. Will you be able to solve the puzzles and overcome the obstacles in the maze before the time limit expires? A challenge for the thinking player (similar to last year's event of the same name). 5 Hours. Judges: Mark Lukens and Steve Helland. 1074 Thursday 11:00 A.M. 1075 Thursday 6:00 P.M. Experience Level 1. 7 Players. Comm-Arts L-137.

**Runequest for Beginners, 1076, 1077.** Find out how to play **RUNEQUEST**. Learn the rules and go on a short adventure designed to demonstrate the rules in action. Players who have played in 1074 or 1075 should *not* play in this event, beginners only! 5 Hours. Judges: Mark Lukens and Steve Helland. 1076 Friday 6:00 P.M. 1077 Saturday 11:00 A.M. Experience Level 1. 7 Players. Comm-Arts L-135.

**The Sacred Place, 1170** A stranger has come to your tribe's Elders; he bears gifts and seeks favor. Your Elders have heard his request and found it of interest. Six men must accompany the stranger into the swamplands for the winter. You will be told your mission upon your arrival at the Sacred Place. 4 Hours. Judge: Eldon Olmstead. Saturday 6:00 P.M. Experience Level 1. 6 Players. Greenquist D-109.

**School of Magic, 1159** Players explore the ruined remains of a once great magic

school. A **D&D Basic** and **D&D Expert** game. 4 Hours. Judge: Timothy Kuring. Saturday Noon. Experience Level 1. 8 Players. Greenquist D-105.

**Search for the Galactic Queen, 1044** Six mutant startravelers venture into the world of Krang in search of the Klyor and his prisoner, the princes Ascella. But danger awaits them on the planet of 3 suns in the form of acid rain, sulfuric acid pits, solar radiation and mutated creatures. A game of **METAMORPHOSIS ALPHA**. 6 Hours. Judge: Jeff Olson. Friday 3:00 P.M. Experience Level 3. 6 Players. Wyllie Vending Area.

**Search for the Leper's Claw, 1178, 1179** A party of adventurers is sent in search of an ancient device to aid a cursed Druid. A **Chivalry and Sorcery** game. 5 Hours. Judges: Andrew Pitras and Jan Woods. 1178 Thursday 1:00 P.M. 1179 Friday 3:30 P.M. Experience Level 2. 6 Players. Molinaro L-167.

**Shuttle Quest, 1189, 1190** You begin with a return trip from a station, which was destroyed by an earthquake before you reached it. During the trip back you find an entrance to an underground building which has much to offer. A **GAMMA WORLD** game. 3 Hours. Judges: Gus Smedstad and Mike Neuhaus. 1189, 1190 Saturday 3:00 P.M. Round 2 Sunday 9:00 A.M. Experience Level 5. 6 Players. Molinaro L-322.

**The Snow Crystal Odyssey, 1143, 1144, 1145** For ten thousand years, magic and technology have been at war. Now the future of the world lies in the greatest adventure of them all. 4 Hours. Judges: Mike Przytarski, Mark Nickle and Joe Walsh. 1143 Friday 10:00 A.M. 1144 Friday 2:00 P.M. 1145 Friday 6:00 P.M. Round 2: 1143 Saturday 10:00 A.M. 1144 Saturday 2:00 P.M. 1145 Saturday 6:00 P.M. Round 3: Sunday 10:00 A.M. Experience Level 6. 18 Players. Student Union TV Lounge.

**The Temple at Bona: Arriflex Mordel Returns, 1101, 1102** Sordid rumors of a drug-controlled citizenry and zombie laborers surround the outland town of Bona while the clerics and mages work with forces unfamiliar even in the sophisticated culture of the Valley of the Moon. You are charged by



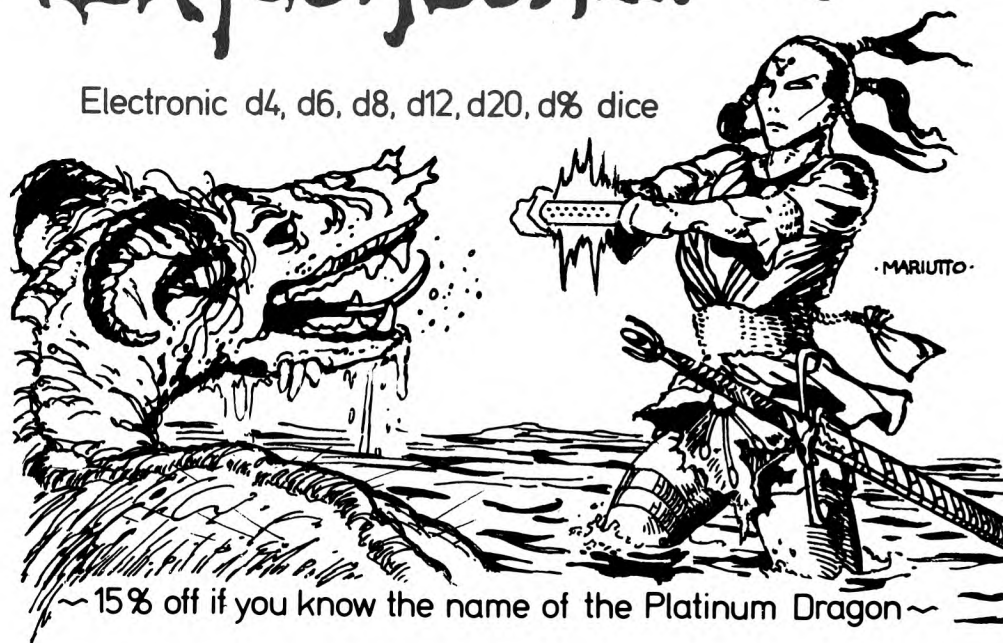
your patriarch to root out and destroy evil as you find it in the mysterious Temple at Bona. An **AD&D** adventure. 4 Hours. Judges: Dick Garner and George Johnson. Friday 1:00 P.M. Experience Level 5. 1101 Student Union L-104, 1102 Greenquist L-119.

**The Temple of Decay**, 1193 A group of powerful adventurers must enter a temple whose chief defense is a curse that rots the flesh of any humanoid that enters. Unfortunately, getting in proves to be the easiest part! 5 Hours. Judge: Randall Nalborczyk. Sunday 1:00 P.M. Experience Level 5. 10 Players. Molinaro L-322B.

**Temple of Lilith**, 1204, 1205, 1206, 1207, 1208, 1209 A lawful good temple has been taken over by worshipers of evil who have captured an artifact. Adventurers must rescue the artifact and revenge the evil done by those at the temple. 3 Hours. Judges: John Redden and Ken Buchs. 1204, 1205 Thursday 8:30 P.M. 1206, 1207 Friday 8:30 P.M. 1208, 1209 Saturday 8:30 P.M. Experience Level 6. 10 Players. 1204, 1206, 1208 Molinaro L-126; 1205, 1207, 1209 Molinaro L-128.

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**The Temple of Oriental Hell**, 1203 In this **AD&D** variant game the players will venture to an evil temple seeking to destroy the evil spirit from India. 5 Hours. Judge: Shawn Bina. Saturday 3:00 P.M. Experience Level 6. 10 Players. Greenquist D-127B.

**Temple Sky**, 1191 An official tournament dungeon at Michicon 10. Six daring adventurers undertake a death or undeath mission for an aging weaponmaster. How will your team compare to the tournament winners? 3 Hours. Judge: Randall Nalborczyk. Friday 3:00 P.M. Experience Level 5. 6 Players. Comm-Arts L-139B.

**Temple of Xossi**, 1173 It is the harvest season, the time for gathering herbs to be used as magical ingredients. You and your companions have pledged to protect a young priestess as she travels the countryside in search of ingredients. What begins as an uneventful journey takes a turn for the worse when the priestess is discovered missing! What will you do? 4 Hours. Judge: Eldon Olmstead. Friday 2:30 P.M. Experience Level 1. 6 Players. Comm-Arts L-134B.

**Them from R'lyeh**, 1054 An island has mysteriously risen out of the sea south of your village on Karengo At, while at the same time, mutated sea animals have washed ashore, scaring off the fish along your seaboard. You have been hired to discover the nature of the island and to "cleanse" it of undesirables. 2 Hours. Judges: Jim Pelton and Lenny Wanger. Sunday 10:00 A.M. Experience Level 6. 10 Players. Comm. Arts L-135.

**Traveller**, 1228 You and your party are hired by some displeased people of an oppressed government. Your mission is to create such an uprising as to hopefully overthrow that government. 3 Hours. Judge: Mike Cormack. Sunday 9:00 A.M. Experience Level 6. 12 Players. Greenquist D-107.

**Trial of Geheimnus**, 1068 Entrance into this **AD&D**™ tournament is by invitation only. Those interested in participating should have submitted a character for judges' examination. They selected those most worthy and reasonable based on originality, playability, development. 6 Hours. Judges: Harold Johnson, Neil Christiansen and Staff. Saturday 9:00 A.M. Experience Level 5. 24 Players. Comm-Arts L-141B (Meeting Area), L-143.

**Terrorheart**, 1116, 1117, 1118, 1119 The characters go to the bone mountain of Terrorheart seeking the Fire Opal of Ramman, the focus used by the mightiest healer of antiquity to cure many of the world's ills, needed to halt the plague which ravishes the people. 3 Hours. Judges: Steven Elliott and Andy Caldwell. 1116, 1117 Thursday 9:00 A.M. 1118, 1119 Saturday 6:00 P.M. Experience Level 6. 8 Players. 1116 Molinaro L-213B, 1117 Molinaro L-215B, 1118 Molinaro L-213A, 1119 Molinaro L-215A.

**Terror Comes to Dry Gulch**, 1088 Dry Gulch, Arizona, is a rich silver-mining town, but it is more dangerous by far than your average **BOOT HILL** community. Find out

why, if you dare! Players will be assigned gun-slinging characters. 4 Hours. Judges: J. Eric Holmes and Chris Holmes. Saturday 10:00 A.M. Experience Level 5. 8 Players. Comm-Arts L-132.

**The Tomb of Martek**, 1110, 1111 A challenging adventure in an Egyptian setting where the party seeks an ancient relic buried with the Archmage-architect Martek a thousand years before. 6 Hours. Judges: Philip Meyers and Steve Bill. 1110 Saturday 5:00 P.M. 1111 Saturday 5:30 P.M. Experience Level 6. 6 Players. 1110 Comm-Arts L-135, 1111 Molinaro L-219.

**Tombs of the Honoured Dead**, 1121 In this two part adventure, players should be interested in out-thinking the dungeon and the encounters rather than out-fighting them. While fighting is necessary, the dungeons are designed to entertain the thinker. 6 Hours each. Judges: Douglas Trueman and Jim Adams. Part 1 Thursday 9:00 A.M. Part 2 Thursday 4:00 P.M. Experience Level 6. 8 Players. Comm-Arts L-144.

**The Tomb of the Last Giant King**, 1125 This party of adventurers defile the tomb of the last of the long-dead stone giant kings in search of treasure and the roots of his power. 3 Hours. Judges: Peter Lundberg and Jack Eilrich. Saturday 1:00 P.M. Experience Level 6. 8 Players. Comm-Arts Lobby.

**The Tower of Purna**, 1059, 1060, 1061 An adventure using **D&D** rules. 5 Hours. Judge: Bryan McVeigh. Experience Level 5. 8 Players. 1059 Thursday 2:00 P.M. Molinaro D-129 Corridor. 1060 Friday 9:00 A.M. Molinaro D-134 Corr. 1061 Friday 3:00 P.M. Molinaro D-134 Concourse.

**Trillion Credit Squadron**, 1149 A single elimination tournament using **Traveller Adventure 5—Trillion Credit Squadron**. Players must have produced a squadron using the rules in the **Adventure** and in **High Guard**,



and bring it to the tournament. That squadron will be the individual's forces in the competition, which will use **High Guard** combat rules. 2 Hours. Judges: Marc Miller and Loren Wiseman. Round 1 Saturday 9:00 A.M. Round 2 Saturday Noon. Round 3 Saturday 3:00 P.M. Round 4 Sunday 9:00 A.M. Round 5 Sunday Noon. Round 6 Sunday 3:00 P.M. Experience Level 5. 64 Players. Molinaro Vending Area.

**The Uncanny X-Men**, 1073 The X-Men, a group of superheroes, run up against the Zodiac, some of the worst supervillains in existence. 5 Hours. Judge: Jack Herman. Saturday 1:00 P.M. Experience Level 4. 6 Players. Comm-Arts L-133.

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MINIATURES & GAME SYSTEMS

**Undead Mountain**, 1126, 1127 Players journey to the top of a mountain to explore the resting place of an ancient Star Druid. 5 Hours. Judges: John Main, Carl Schwabe and Rob Raussman. 1126 Friday 5:00 P.M. 1127 Saturday 9:00 A.M. Round 2 Saturday 7:00 P.M. Round 3 Sunday Noon. Experience Level 4. 48 Players. 1126 Meeting Area Molinaro L-217. 1126 Molinaro L-219, L-236. 1127 Meeting Area Molinaro L-322 1127 Mo-

linaro L-3 Corr. Round 2 Meeting Area Molinaro L-322. Round 2 Molinaro L-3 Corr. Round 3 Molinaro L-217.

**Universe Adventure**, 1052, 1091, 1185 A new game and a new scenario; SPI's **UNIVERSE** and **THE DEVIL'S EYE** adventure. Free Demonstration games. Judges: John Butterfield, Eric Smith and Gerry Klug. Experience Level 3. 6 Players. 1052 Friday 8:00 P.M.-Midnight Greenquist D-105; 1091 Friday 8:00 P.M.-Midnight Greenquist North-1; 1185 Friday 8:00 P.M.-Midnight Greenquist South-2.

**Vaag-Moor**, 1169, 1221, 1222, 1223 Players will begin as escaping prisoners, with the objective of reaching safety. You keep playing as long as you stay alive. 4 Hours. Judge: Peter Fenlon. 1169 Friday 2:30 P.M. 1221 Friday 7:30 P.M. 1222 Saturday 9:00 A.M. 1223 Saturday 2:00 P.M. Round 2 Saturday 2:00 P.M., Saturday 7:00 P.M. Round 3 Sunday 9:00 A.M. Experience Level 4. 64 Players. 1169 Comm-Arts L-141. 1221 Molinaro L-322A. 1222 Greenquist D-101 (Meeting Area), D-103. 1223 Greenquist D-101. Round 2 Greenquist D-111. Round 3 Greenquist D-101.

**Valley of the Mounds—2nd Edition**, 1013, 1014, 1015, 1016, 1017 High level characters conduct an invasion of a tomb. An **AD&D™** adventure with some inter-player activity. 4 Hours. Judge: Ron Gilbert. 1013 Thursday 10:00 A.M. 1014 Thursday 3:00 P.M. 1015 Friday 10:00 A.M. 1016 Friday 3:00 P.M. 1017 Saturday 10:00 A.M. Experience Level 6. 10 Players. 1013, 1014, 1017 Comm-Arts L-141A. 1015, 1016 Wyllie Vending Area.

**The Venom of Set**, 1053 this newly released module will be using the **D&D®** Companion Supplement (15-36th level characters). Be ready for some high level excitement and fun! 6 Hours. Judge: Erol Otus. Friday 12:30 P.M. Experience Level 6. 8 Players. Molinaro D-149.



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### MINIATURES

**Advanced Dungeons & Dragons Miniature Battle—1:1 Scale, 2025, 2026, 2027** 6 Hours. Judge: Bob Waldbauer. 16 Players. Experience Level 3. 2025 Thursday 9:00 A.M. Wyllie Main Place. 2026 Friday 9:00 A.M. Wyllie Main Place. 2027 Saturday 9:00 A.M. Wyllie Main Place.

**After the Robbery in Dry Cactus Gulch, 2070 BOOT HILL** miniatures. A band of outlaws robbed a bank and were cornered in a deserted town by a pursuing posse; a shootout commences. Hidden movement will be used. 4 Hours. Judges: Robert Kay and Terry Cardin. 12 Players. Experience Level 4. Sunday 1:00 P.M. Wyllie Main Place.

**American Civil War (15mm), 2063, 2064** Brigade level tactical exercise with artillery and some cavalry. Mutual meeting engagements set in the mid-war period in the Shenandoah Valley of Virginia. 2½ Hours. Judge: Jeff Perren. 4 Players. Experience Level 3. 2063 Thursday 3:00 P.M. Wyllie Main Place. 2064 Saturday 3:00 P.M. Wyllie Main Place. Free Admission.

**American Civil War Mini-Tournament, 2045, 2073** A two round tournament where one or two player teams command Union or Confederate brigades in a limited tactical scenario. The unpublished rules reflect a simple gaming structure, yet still provide a very historical feel for the period. 1½ Hours. Judge: Richard Borg. 4 Players. Experience Level 3. 2045 Friday 9:30 A.M. Wyllie Main Place; 2073 Friday 12:30 P.M. Wyllie Main Place.

**5mm Ancients: Athenians vs. Spartans, 1056** A massive battle involving over 60,000 troops! 3 Hours. Judge: John Bobeck. 10 Players. Experience Level 1. Saturday 3:30 P.M. Wyllie Main Place. Free Admission.

**5mm Ancients: Persians vs. Macedonians, 2055** A battle using the Judge's **WARFARE OF THE ANCIENTS** rules. 5 Hours. Judge: John Bobeck. 16 Players. Experience Level 1. Saturday 10:00 A.M. Wyllie Main Place. Free Admission.

**Ancient Miniature Warfare, 2032** Conflict in classical time using WRG's **3000 B.C.-1250 A.D.** rules with some modifications. 3 Hours. Judges: Joey Miller and Bob Ramey. 8 Players. Experience Level 3. Saturday 6:00 P.M. Wyllie Main Place.

**2nd Annual Gamma War, 2001** Humans try to avenge last year's bitter defeat at the hands of the mutant Iron Society. This large miniatures battle uses **GAMMA WORLD** rules. 6 Hours. Judge: Jeff Weiss. Friday 8:00 A.M. Experience Level 5. 12 Players. Wyllie Main Place.

**2nd Annual Interplanar Melee, 2003** Crazy Creatures, baffling beings and entertaining entities slug it out to the bitter end in a rigorous test of skill, intuition and luck! 8 Hours (plus a 1-hour break). Judges: Dave Cook and Lawrence Schick. Thursday 9:00 A.M. Experience Level 4 (modified **AD&D** rules will be used). 8 Players. Wyllie Main Place.

**4th Annual 25mm Nappy Miniatures, 2047** The Emperor would approve—really! 10 Hours. Judges: Jim Harms and Scott Gunderson. 14 Players. Experience Level 4. 10:00 A.M. Student Union L-106.

**B.D.M.B.E. Miniatures, 2068** Play the part of a monster out to destroy Humans, Temples and other Monsters! The list of possible roles to fill is almost limitless. 6+ Hours. Judges: Jim Annis and Sawn Bina. 30 Players. Experience Level 4. Thursday 4:00 P.M. Wyllie Main Place.

**The Battle of Barrosa, 2037, 2038** 30mm Napoleonic Battles using **ULM TO WATERLOO** rules. 6 Hours. Judges: Terry Paul and Gerald McClure. 9 Players. Experience Level 4. 2037 Thursday 5:00 P.M. Wyllie Main Place. 2038 Saturday 9:00 A.M. Wyllie Main Place.

**Battle at Cedar Bluff Creek, 2035, 2036** 25mm American Civil War Miniatures on a tactical level. A re-creation of a battle in central Tennessee in 1893. **BLUE-LIGHT MANUAL** rules will be used. 5 Hours. Judge: Ed Pauley. 10 Players. Experience Level 3. 2035 Friday 1:00 P.M. Wyllie Main Place. 2036 Saturday 1:00 P.M. Wyllie Main Place.

**Battle of Elbe River, 2018** On July 24, 1944, the U.S. Forces are driving north



through France on their way to the city of Caen. They are to outrun any enemy resistance because time is all important. Meanwhile, the Germans are holding on to a major road crossing. They are to deny the Americans usage of all the roads at any cost. A micro-armor game using **ANGRIFF**. 3 Hours. Judges: Chris Goldschmidt and Keith Fravert. 8 Players. Experience Level 3. Saturday 1:00 P.M. Wyllie Main Place.

**Battle of the Valley of Devil Tears, 2009, 2010** The forces of good and evil clash in this fantasy miniatures game. Written orders and modified **SWORDS & SPELLS** rules will be used. 6 Hours. Judges: Martin Miller, Michael Lange and Dan Sample. 2009 Thursday 1:00 P.M. 2010 Friday 1:00 P.M. Experience Level 4. 8 Players. Wyllie Main Place.

**Bring your own 25mm English Civil War Army game, 2016** An open miniatures game where players are encouraged to bring their own ECW armies—Royalist or Parliamentarian—and fight it out the way Cromwell and Rupert did, with what they could bring to the battlefield. 2nd edition **WARGAMERS GUIDE TO THE ENGLISH CIVIL WAR** rules will be used. 5 Hours. Judge: Bill Protz. Friday 5:00 P.M. Experience Level 3. Open to all who bring figures! Wyllie Main Place.

**British Colonial Skirmish Warfare with Miniatures, 2033** White Helmets and Red Jackets strive to hold the far-flung corners of the Empire. A game using **EUROPEAN COLONIAL WARFARE, 1870-1900**. 3½ Hours. Judges: Eric Ackerman and Chris Goldschmidt. 6 Players. Experience Level 3. Saturday 9:00 A.M. Wyllie Main Place.

**Bugnerd's Revenge, or the Siege of Ashrak, 2075** Plenty of glorious action as human battles non-human. A medieval fantasy battle using quick and simple rules. 7 Hours. Judges: Ray Kunstamas and Dave White. Sunday 9:30 A.M. Experience Level 3. 15 Players. Wyllie Main Place.

**Clear for Action, 2071** A computer-controlled WWII naval battle using a point system for the purchase of forces—ships that were available in the Pacific Theater during January 1943. 10 Hours. Judges: Jim Rix

and John Hendron. 16 Players. Experience Level 3. Sunday 8:00 A.M. Student Union L-106.

**Computer Seapower, 2019** This game uses the **SEAPOWER** rules modified and assisted by a computer. 7 Hours. Judges: Jeff Harris and Ken Morozak. 12 Players. Experience Level 5. Thursday 9:00 A.M. Student Union L-207.

**Continental Chaos, 2165, 2034** 20 separate armies of miniatures will fight 'til the last; for a civil war has broken out among the Paneuropeans. GEV/Ogre miniatures will be used and provided. The last surviving player is the winner. Players should bring measuring implements! 6 Hours. Judges: Steve Gray and Keith Rudesill. 20 Players. Experience Level 5. Friday 9:00 A.M. Student Union L-207.

**15mm Column, Line & Square Napoleonics, 2044** A Prussian/French battle. 5 Hours. Judge: Kim Moser. 8 Players. Experience level 5. Saturday 1:00 P.M. Wyllie Main Place.

**30mm Column, Line & Square, 2067** A Napoleonic battle. 6 Hours. Judge: W. McLaughlin. 8 Players. Experience Level 4. Saturday 4:00 P.M. Wyllie Main Place.

**D&D® Fantasy Miniatures, 2005** A large-scale fantasy miniatures battle in 25mm scale, based on the D&D® rules. Elves, dwarves, orcs, goblins, humans and plenty of magic will abound. 8+ Hours. Judge: Tom Moldvay. Saturday Noon. Experience Level 3. 12 Players. Wyllie Main Place.

**Don't Give Up the Ship, 2006** An open-sea battle in the Napoleonic era between the Russian and Turkish fleets. 8 Hours. Judges: Dave Jedlicka and Staff. Friday 2:00 P.M. Experience Level 2. 24 Players. Wyllie Main Place.

**Empire 15mm Peninsular Napoleonics, 2059** Point value 1810 British-French armies. 6 Hours. Judges: Dennis Nix and Staff. 12 Players. Experience Level 3. Saturday 1:00 P.M. Wyllie Main Place.

**25mm English Civil War, 2048** There was a big bruha on the other side of the Atlantic, too! A battle using **WARGAMER'S GUIDE TO THE ENGLISH CIVIL WAR**, 2nd edition rules. 4 Hours. Judges: Bill Protz

and Kurt Donzelli. 6 Players. Experience Level 1. Friday Noon, Wyllie Main Place.

**Fantasy Battle, 2007** An event in 25mm scale using **CHAINMAIL** rules where each player will command one unit in a force of Goods, Evils, or Nomads. Each must contribute to the achievement of varying victory conditions. 8 Hours. Judge: Bill Fawcett. Sunday 10:00 A.M. Experience Level 5. 24 Players. Wyllie Main Place.

**Fighter Combat Demo, 2074** Lou Zocchi, the author of **FIGHTER COMBAT**, will introduce any number of players to this highly detailed game of WWII aerial combat. 3 Hours. Free Admission. Experience Level 2. Admission open. Friday 8:00 P.M. Wyllie Main Place.

**Grande Tourne de Monstres Rubres, 2002** Players compete in a huge rubber monster battle royale, a fight to the death from which only one can emerge victorious. All players are encouraged to bring their own favorite rubber monsters. Entry fee is one interesting rubber monster whose value is not less than 25¢. The Grand Prize will be a sack of the entry fees. Players should be mature, fair-minded, and willing to make funny noises. 4 Hours. Judges: Erol Otus and Lawrence Schick. Saturday 9:00 A.M. Experience Level 2. 30 Players. Wyllie Main Place.

**Intro to Medieval Miniature Wargames, 2011, 2012** A basic level medieval miniatures wargame aimed at beginners and fantasy Role Players who want to deal with mass battles. The scenario is designed so people can come, play for awhile and leave, or come in the middle. This event is free. 4 Hours. Judge: Marc Rubin. 2011 Friday 8:30 A.M., 2012 Saturday 8:30 A.M. Experience Level 1. 20 Player. Wyllie Main Place.

**Kampfgruppe, 2014, 2015** World War II armored warfare in miniature—using **KAMPFGRUPPE** rules—the referee will select the two best teams from the first round for a final, high-powered confrontation. 5 Hours/round. Judges: Jeff and Sheryl Lowry. 2014 Friday 5:00 P.M. 2015 Saturday 10:00 A.M. Final Saturday 5:00 P.M. Wyllie Main Place.

**Kampfgruppe Pieper, 2060** Dec. '44: the final German assault on the West. Led by

Hitler's personal bodyguard, for victory, but it finds itself fighting for its life. A 11285th slave armor game. 6 Hours. Judges: Scott Gunderson and Mike Ratzburg. 12 Players. Experience Level 3. Saturday 10:00 P.M. Student Union L-207.

**Kelly's Heroes, 2043** Based on the movie of the same name; several players, each with a small "scratch" force, converge on a small French town to steal the gold which the Germans have stored in the bank there. The game is played under simple WWII Miniatures rules. 4 Hours. Judges: Chaim Kaufmann and Mark Campbell. 8 Players. Experience Level 3. Saturday 6:00 P.M. Wyllie Main Place.

**Last Defense in the Forest, 2046** A fantasy battle where woodland creatures defend their forest from invasions. 8 Hours. Judges: Jay and Dirk Calvert. 16 Players. Experience Level 5. Sunday 9:00 A.M. Wyllie Main Place.

**Law vs. Chaos, 2020** A fantasy battle using **WIZARD & WARRIORS** rules. 5 Hours. Judges: Darrel Choate, Paul Ciesielski and Lee Bohn. 14 Players. Experience Level 3. Saturday 4:00 P.M. Wyllie Main Place.

**Mediterranean Encounter, 2023** A 1:1200 Italian/British battle using range estimation. **FLETCHER PRATT/SEAPOWER** hybrid rules will be used. 6 Hours. Judges: Mike Tomkins, Leona Beneteau and Keith Banfill. 12 Players. Experience Level 1. Sunday 10:00 A.M. Student Union L-207.

**Modern Micro Armor, 2013** A game for 10 players simulating an attack on NATO forces by elements from the Warsaw Pact. The action will center around a large town. TSR Hobbies' **MODERN MICRO ARMOR** rules will be used. 10 Hours. Judges: Jan Kratochvil and Chuck Zielesch. Friday 9:00 A.M. Experience Level 3. 10 Players. Wyllie Main Place.

**Napoleonic—15mm, 2061, 2062** Divisional level meeting engagements set during Jena-Auerstedt Campaign of 1806. Three divisions per side. Each player is a divisional general. Fast and easy-to-play rules. 2½ hours. Judge: Jeff Perren. 6 Players. Experience Level 4. 2061 Friday 11:00 A.M. Wyllie Main Place. 2062 Saturday 11:00 A.M. Wyllie Main Place. Free Admission.



**25mm Renaissance Miniatures, 2004** A grand battle between two colorful renaissance armies. Each army is composed of several smaller allied groups of diverse nationalities. 8 Hours. Judge: Tom Moldvay. Thursday Noon. Experience Level 3. 12 Players. Wyllie Main Place.

**5mm Rorkes Drift, 2049, 2058** Home-grown rules. 4 Hours. Judge: John Bobeck. 12 Players. Experience Level 1. 2049 Thursday 1:00 P.M. Wyllie Main Place. 2058 Sunday 11:00 A.M. Wyllie Main Place.

**1/32nd Scale WWII Infantry Miniatures, 2030, 2031** Hard-hitting action using home-grown rules. 2 Hours. Judge: Bob M. Janovich. 10 Players. Experience Level 1. 2030 Saturday 1:00 P.M. Wyllie Main Place. 2031 Friday 1:00 P.M. Wyllie Main Place.

**Second Annual GGH Orge-GEV Tournament, 2039, 2040, 2041, 2042** Players battle each other in this miniatures, fighting for a place in a winner-take-all showdown. 3 Hours/1st round, 6 Hours/final. Judges: Keith Rudsill and Steve Gray. 8 Players. Experience Level 6. 2039 Saturday 9:00 A.M. Student Union L-104. 2040 Saturday 9:00 A.M. Student Union L-106. 2041 Saturday 12:30 P.M. Student Union L-104. 2042 12:30 P.M. Student Union L-106. Final Saturday 4:30 P.M. Student Union L-104.

**Second Battle for Andromeda, 2021** Two teams of six players each battle for control of the intergalactic Vortex, but, in addition, three deadly ships of unknown origin are involved in the struggle. All ships' weaponry is secret. An **ALIEN SPACE** battle. 4 Hours. Judges: Jeff Olson and Dan Alsmeyer. 15 Players. Experience Level 3. Saturday 4:30 P.M. Student Union L-106.

**Sword Lords Demo, 2069, 2072** A fantasy adventure game played with miniatures. 4 Hours. Judge: Neville Stocken. 8 Players. Experience Level 1. 2069 Friday 1:00 P.M. Wyllie Main Place. 2072 Sunday 1:00 P.M. Wyllie Main Place.

**The Universal Soldier, 2022** Six skirmish games played in different periods ranging from ancient to WWII. 3 Hours per

session. Judges: Dana Homo, Tom Kauffman and Robert Baldwin. 24 Players. Experience Level 1. Part One Saturday 10:00 A.M. Wyllie Main Place. Part 2 Saturday 6:00 P.M. Wyllie Main Place.

**Valley of Death, 2028** Gladitorial Combat based on fantasy figures by Castle Creations. Each combatant has two figures with which he does battle against an opponent of his choice. Each figure has unique abilities that are used to outduel his opponent. 2 Hours. Judge: Larry Connor. 10 Players. Experience Level 1. Saturday 10:00 A.M. Wyllie Main Place.

**War of 1812: American Invasion of Canada, 2024** A simulation of the attempt to capture Montreal, Canada from the American base of Plattsburgh, New York. The simulation is based on the unsuccessful attempt in 1814 by General Brown. Revised **JONNY REB** rules will be used. 4 Hours. Judges: George Rust, Jim Mitchell and Dean West. 10 Players. Experience Level 3. Friday 2:00 P.M. Wyllie Main Place.

**War of the Spanish Succession—1702, 2065, 2066** Point-to-point movement, one figure equals 500 historical soldiers. England, Spain, Denmark, Bavaria, Holland, Austria and Prussia are all represented in a fast-moving strategic simulation of early 18th century warfare. 2½ Hours. Judge: Jeff Perren. 6 Players. Experience Level 3. 2065 Thursday 11:00 A.M. Wyllie Main Place. 2066 Friday 3:00 P.M. Wyllie Main Place. Free Admission.

**Western Gunfights, 2051, 2052, 2053, 2054** Shoot it out with your friends using the referee's own **DODGE CITY** rules. 2½ Hours. Judge: John Bobeck. 14 Players. Experience Level 1. 2051 Friday 10:00 A.M. Wyllie Main Place. 2052 Friday 1:00 P.M. Wyllie Main Place. 2053 Friday 3:30 P.M. Wyllie Main Place. 2054 Friday 7:00 P.M. Wyllie Main Place.

**WRG Micro-Armor, 2008** German Kampfgruppe "Michaels" in a 1944 Eastern Front scenario. This is the third game in a series of engagements using KG Michaels vs. a Soviet Tank Corps. This game will be brigade level using modified **WRG 1925-50** rules. 12 Hours. Judge: Dale Bley. Saturday 10:00 A.M. Experience Level 5. 8 Players. Wyllie Main Place.

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**1/4800 WWII Naval, 2050, 2057** Games using **ACTION OF THE HIGH SEAS** rules. 3 Hours. Judge: John Bobeck. 12 Players. Experience Level 1. 2050 Thursday 6:00 P.M. Wyllie Main Place. 2057 Saturday 7:30 P.M. Wyllie Main Place. Free admission.

**WWII Army Miniatures/Tractics, 2029** A tactical-level game using hidden movement. 8½ Hours. Judges: Paul Ottenberg and Pete Drzewieck. 10 Players. Experience Level 3. Thursday Noon. Wyllie Main Place.



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**NEW** POWERHOUSE SERIES AVAILABLE AT BOOTH

## Multi-Player Boardgames PLEASE BRING A COPY OF THE GAME!

**3rd Annual Gen Con® Kingmaker Tournament, 3010** Will the House of Lancaster or York occupy the Throne of England? Only your luck and expertise will tell! A two-round tourney simulating the Wars of the Roses. 4+ Hours/round. Judge: Jayson Gralewicz. Round 1 Saturday 2:00 P.M. Round 2 Saturday 7:00 P.M. Experience Level 5. 36 Players. Wyllie Vending Corr.

**Axis and Allies, 3026** A two-round tournament using all of the game's optional rules. 3 Hours. Judges: Joseph Angiolillo and Michael Vitale. Round 1 Saturday 10:00 A.M. Round 2 Saturday 6:00 P.M. Experience Level 2. 25 Players. Student Union Rec Ctr.

**Bloody April, 3009** come join this multi-player SPI monster game, **BLOODY APRIL**, the re-creation of the battle of Shiloh. The game will run until closing every day of the convention. Players meet to choose sides and shifts they will play. All bookkeeping will be used. Thomas Beach coordinates. Experience level 6. 24 Players. Comm-Arts Vending Area.

**Diplomacy, 3022** Using standard **DIPLOMACY** rules, basic backstabbing and diplomatic relationships will be used to see who will rule all of Europe after the smoke has cleared. 4 Hours. Judge: Mike Cormack. Thursday 9:00 A.M. Experience Level 5. 5 Players. Phy-Ed Lobby.

**Diplomacy Tournament, 3006** Can anyone do it? Can any single person endure the battles and gain enough supply centers to control all of Europe? There may be someone who has the ability to wheel-and-deal their way through it if they use the right **DIPLOMACY**. Could that person be you? 5 Hours. Judges: Ed Mueller, David Galvin and Tim Mers. First Round Thursday 10:00 A.M. Final Round Friday 10:00 A.M. Experience Level 5. 42 Players. Wyllie Vending Corr.

**Direct Conflict in Dimension Six, 3013** Conduct your conquest of the stars using all six dimensions, if you can! Judge: Staff. 3 Hours/round. Round 1 Friday 9:00 A.M. Round 2 Friday 1:00 P.M. Round 3 Friday

5:00 P.M. Experience Level 5. 16 Players. Wyllie Vending Corr.

**Divine Right Tournament, 3011** This two-round + tourney will test your generalship, diplomacy and will with this popular fantasy boardgame from TSR. 4+ Hours/round. Judge: Kurt Lukas. Round 1 Friday 1:00 P.M. Round 2 Friday 5:00 P.M. Experience Level 6. 36 Players. Wyllie Vending Corr.

**Dune, 3020** Can you emerge victorious in the struggle to control the desert planet Arrakis while the whole of the galactic empire looks on? A two-round tourney. 3 Hours/round. Judge: Jon Huettel. Round 1 Thursday 10:00 A.M. Round 2 Thursday 1:00 P.M. Experience Level 5. 36 Players. Phy-Ed Lobby.

**Dungeon!, 3018** The official U.S. tournament of this popular fantasy boardgame. Three rounds. 3 Hours/round. Judges: Staff. Round 1 Friday 10:00 A.M. Round 2 Friday 2:00 P.M. Round 3 Friday 6:00 P.M. Experience Level 2. 128 Players. Phy-Ed Corr.

**The Eight Hours of LeMans, 3017** A simulation of the world's most grueling auto race. Pairs of drivers compete as teams. 8 Hours. Judges: Paul Schwab and Staff. Saturday Noon. Experience Level 2. 44 Players. Molinaro L-109.

**Foodfight!, 3016** The rowdy moments of school are back a little early this year with this sloppy-but-imaginative Role Playing game. 3 Hours/round. Round 1 Saturday 1:00 P.M. Round 2 Saturday 4:00 P.M. Judges: Bryce Knorr, Kim Mohan and Roger Raupp. Experience Level 1. 12 Players. Phy-Ed Fencing Room.

**The Great Risk Tourney, 3001** If you feel you would hve military genius inside of you and would like to conquer the world, you may like to try, but at your own **RISK!** 4 Hours. Judge: Eric Nelson Shook. Saturday 10:00 A.M. Experience Level 5. 36 Players. Wyllie Vending Corr.

**The Great Pit Tourney, 3012** Fast action at the Chicago commodities exchange. A two-round tourney featuring **PIT**, a classic card game from Parker Brothers. 3 Hours/round. Judge: Eric Shook. Round 1 Sunday 10:00 A.M. Round 2 2:00 P.M. Experience Level 3. 36 Players. Student Union Rec Ctr.



**Guillotine! Demo, 3007** The guys who wrote the game show players how to keep their heads in this new card game. 3 Hours. Judges: Steve Sullivan and Pat Price. Thursday 10:00 A.M. Experience Level 2. 30 Players. Student Union Rec Ctr.

**Guillotine! Tournament, 3008** Players attempt to eliminate the competition while retaining their own heads in this exciting new card game. A three-round tourney. 2 Hours/round. Judges: Steve Sullivan and Pat Price. Friday 10:00 A.M. Experience Level 2. 64 Players. Wyllie Vending Corr.

**Hoax, 3028** Another new game by Eon Products. 30 Min. Judge: Ned Horn. Round 1 Saturday 2:00 P.M. Round 2 Saturday 2:30 P.M. Round 3 Saturday 3:00 P.M. Experience Level 1. 60 Players. Greenquist Concourse.

**Junta, 3003** Political turmoil in a little-known Central American banana republic. A fast-paced 7 player boardgame where money is the only thing that counts. A three-round tourney with a short demo one hour before. 3+ Hours/round. Judges: Robert Jefferies, Kurt Jefferies and Ella Mea Ozier. Demo Friday 8:00 A.M. Round 1 Friday 9:00 A.M. Round 2 Friday 2:00 P.M. Round 3 Friday 7:00 P.M. Experience Level 2. 98 Players. Molinaro Vending Area.

**King of the Mountain Tourney, 3014** A three-round tourney featuring the **KING OF THE MOUNTAIN** fantasy boardgame from Dimension Six. 2½ Hours/round. Judge: Staff. Round 1 Saturday 10:00 A.M. Round 2 Saturday 1:30 P.M. Round 3 Saturday 4:00 P.M. Experience Level 3. 30 Players. Wyllie Vending Corr.

**Knights of Camelot, 3015** Players strive toward heroism and virtue in legendary England in this two-round tourney. 4 Hours/round. Judge: Ken Reek. Round 1 Friday 10:00 A.M. Round 2 Friday 3:00 P.M. Experience Level 4. 36 Players. Phy-Ed Lobby.

**Mig-Killers, 3031, 3032, 3033, 3034, 3035, 3036, 3037, 3038** Watch the altimeter! Keep your air speed up! Look out—that other plane is shooting at you! Yes, you not only have to keep the plane in the air, but you also have to maneuver your plane in the best possible way and shoot down the en-

emy. Don't worry—it may sound difficult, but you'll get the hang of it in no time and be doing lag rolls, split-s', barrel rolls just like a pro in this simulated flying/fighting game. 2 Hours. Judges: Paul Wegner and Roy Rice. 3031 Thursday 10:00 A.M. 3032 Thursday 2:00 P.M. 3033 Friday 10:00 A.M. 3034 Friday 2:00 P.M. 3035 Saturday 10:00 A.M. 3036 Saturday 2:00 P.M. 3037 Sunday 10:00 A.M. 3038 Sunday 2:00 P.M. Experience Level 1. 10 Players. Student Union Rec Ctr.

**Monopoly Tournament, 3039** Did you ever feel like owning and controlling a lot of property, building houses and hotels? Well, here's your chance to be a wealthy land tycoon. 6 Hours. Judge: Dan Matheson. Round 1 Saturday, 8:30 A.M. Round 2 Saturday 3:00 P.M. Experience Level 5. 70 Players. Molinaro Concourse.

**OK Corral Tournament, 3030** A Wild West gunfight game where registrants will be split into groups of 3 or more players for the first round. Survivors from each of those groups will join together and form a single group for the last round. A demonstration game will precede the first round. 1 Hour. Judges: David Wesely, Ross Maker, Peter Gaylord and David Megarry. Round 1 Thursday 7:00 P.M. Round 2 Thursday 8:30 P.M. Experience Level 1. 64 Players. Wyllie Vending Corr.

**Quirks, 3027** Another new release from Eon Products. 1½ Hours. Judge: Bill Eberle. Round 1 Friday 1:30 P.M. Round 2 Friday 3:30 P.M. Round 3 Friday 3:30 P.M. Experience Level 1. 64 Players. Phy-Ed Fencing Room.

**Rail Baron, 3015** Regular **RAIL BARON** rules with richest player winning after 5 hours if no victor. 5 Hours. Judge: Russ Paulsen. Saturday 9:00 A.M. Experience Level 5. Phy-Ed Lobby.

**Rail Baron Tournament, 3018** Players strive to build an effective, coast-to-coast rail network before their opponents can. A three-round tournament. 4 Hours/round. Judges: Dave Danner and Charlie Faught. Round 1 Friday 9:00 A.M. Round 2 Friday 2:00 P.M. Round 3 Friday 7:00 P.M. Experience Level 5. 50 Players. Phy-Ed Fencing Room.

**Revolt on Antares Tournament, 3002** One of TSR's newly released mini-games in a single elimination tournament. 8 Hours. Judges: Tom Moldvay, Brian Stearns, Mike Wind, Don Dexter, Neil Christiansen and Tom Hanlon. Friday Noon. Experience Level 1. 40 Players. Wyllie Vending Corr.

**RUNES, 3029** A new multi-player word game from the makers of **COSMIC ENCOUNTER**, Eon Products. 1 Hour. Judge: Ned Horn. Round 1 Saturday 9:00 A.M. Round 2 Saturday 10:00 A.M. Round 3 Saturday 11:00 A.M. Experience level 1. 64 Players. Wyllie Vending Corr.

**Stellar Conquest Tourney, 3019** This is an event where you can colonize the stars—if your opponents don't nail you first! 2 rounds. 4 Hours/round. Judges: Peter Farrow and Robert Auer. Round 1 Friday 9:00 A.M. Round 2 Friday 2:00 P.M. Experience Level 5. 16 Players. Phy-Ed Lobby.

**Titan War Two, 3023** A single elimination tourney of 6 games of 6 players each. Winner of each game of initial round will advance to the final. 4 Hours. Judges: Jason McAllister and Brian McAllister. Round 1 Saturday 9:00 A.M. Round 2 Saturday 2:00 P.M. Experience Level 5. 36 Players. Student Union Rec Ctr.

**Vampire—Mini-Game Tournament, 3005** This new mini-game by TSR Hobbies is based on Bram Stoker's "Dracula." The players compete to be first to locate Dracula's coffins and destroy the vampire and his minions. 4 Hours/session. Judge: Kevin Hendryx. Friday 10:00 A.M. Friday 3:00 P.M. Experience Level 5. 32 Players per session. Wyllie Vending Corr.



**Saga—Age of Heroes, 3004** The players of this new TSR mini-game play the part of mythological Norse heroes (Beowulf, Siegfried, etc.) trying to build a kingdom. In this game glory is worth as much as gold. 4 Hours. Judge: Staff. Thursday Noon. Experience Level 5. 36 Players. Wyllie Vending Corr.

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## Two-Player Boardgames

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**Ace of Aces: Powerhouse vs. Rotary,** 4016, 4018, 4019 Fast one-on-one action that puts you at the controls of a WWI fighter—will you survive to do the victory roll or will you be vanquished? 3 Hours. Judge: Alfred Leonardi. 60 Players. Experience Level 1. 4019 Thursday 1:00 P.M. Cafeteria. 4018 Friday 1:00 P.M. Cafeteria. 4019 Saturday 1:00 P.M. Cafeteria.

**Alexander the Great,** 4013 This three-round tourney depicts the battle between Alexander the Great and King Darius of Persia—a conflict between quality and quantity—using the game **ALEXANDER THE GREAT** by Avalon Hill. 6 Hours/round. Judge: Ernie Gygax. Round 1 Friday 9:00 A.M. Round 2 Friday 4:00 P.M. Round 3 Saturday 10:00 A.M. Experience Level 3. 8 Players. Phy-Ed Fencing Room.

**Awful Green Things from Outer Space,** 4009 Can the crew hold off the rapidly multiplying invaders of the starship Znutar, not knowing what their weapons are going to do? Or will the green things take over control of the ship? Judge: Ken Reek. Thursday 10:00 A.M. Experience Level 1. 8 Players. Phy-Ed Lobby.

**The Avalon Hill Classics,** 4005 Games may come and go, but the classics—**AFRIKA KORPS, STALINGRAD, BATTLE OF THE BULGE, WATERLOO, D-DAY** and **MIDWAY**—never die! A five-round tournament featuring some of adventure gaming's finest. 4 Hours/round. Judge: Joe Orlowski. Round 1 Saturday 10:00 A.M. Round 2 Saturday 3:00 P.M. Round 3 Saturday 8:00 P.M. Round 4 Sunday 9:00 A.M. Round 5 Sunday 2:00 P.M. Experience Level 6. 32 Players. Phy-Ed Fencing Room.

**Bulge,** 4011 A three-round tournament featuring SPI's **BULGE**. 3 Hours/round. Judge: David Miller. Round 1 Friday 1:00 P.M. Round 2 Friday 5:00 P.M. Round 3 Friday 9:00 P.M. Experience Level 5. 16 Players. Phy-Ed Lobby.

**D&D Computer Labyrinth Game,** 4020, 4021, 4023, 4024, 4025, 4026, 4027, 4028

Test your ability to travel the teacherous mazes without awakening the slumbering, computer-controlled dragon. See how cleverly you can sidestep the ingenious and deadly dragon while continuing through the winding dungeon in a quest for the hidden treasure. 1 Hour. Judge: Jennifer Cauble. 4020 Friday 10:00 A.M. 4021 Friday 11:00 A.M. 4023 Friday Noon. 4024 Friday 1:00 P.M. 4025 Saturday 10:00 A.M. 4026 Saturday 11:00 A.M. 4027 Saturday Noon. 4028 Saturday 1:00 P.M. Friday Final 2:00 P.M. Saturday Final 2:00 P.M. Experience Level 1. 64 Players. Wyllie Concourse Annex.

**4th Dimension,** 4004 This is the official U.S. tournament of this game of classic strategy. 6 Hours. Judge: David LaForce. Friday 6:00 P.M. Experience Level 4. 32 Players. Student Union Rec Ctr.

**John Hill Game Classic,** 4015 An open tournament where opponents pick the game they want to play. The games to pick from are **KASSERINEPASS, OVERLORD, VERDUN, BAR-LEV, JERUSALEM**. To play in this event you must know at least 3 of these games. 7 Hours. Judge: Mark Nickel. Round 1 Thursday 5:00 P.M. Round 2 Friday 8:00 A.M. Experience Level 5. 12 Players. Wyllie Vending Corr.

**Manassas, Sunday, July 21, 1861,** 4017 All players will participate in all three rounds, winners being matched with winners. Scoring will be cumulative by the Victory Points of the game with a 100 pt. bonus for each game won. Undeclared players may be asked to play each other in an extra round, time and other considerations permitting. 5 Hours. Judge: Richard Britton. Round 1 Saturday 9:00 A.M. Round 2 Saturday 4:00 P.M. Round 3 Sunday 9:00 A.M. Experience Level 5. 16 Players. Wyllie Vending Corr.

**Napoleon,** 4007 A re-creation of the Waterloo campaign using Avalon Hill's **NAPOLEON**. 5 Rounds. 2 Hours/round. Judge: Joe Orlowski. Round 1 Thursday 2:00 P.M. Round 2 Thursday 5:00 P.M. Round 3 Friday 10:00 A.M. Round 4 Friday 1:00 P.M. Round 5 Friday 4:00 P.M. Experience Level 5. 32 Players. Phy-Ed Fencing Room.

**Panzergruppe Guderian,** 4010 A five-round tournament depicting the battle for



Smolensk in 1941—the first real, organized defense the Russians put together on the Eastern Front. Featuring SPI's **PANZER-GRUPPE GUDERIAN**. 4 Hours/round. Judge: Joe Orlowski. Round 1 Friday 10:00 A.M. Round 2 Friday 3:00 P.M. Round 3 Friday 8:00 P.M. Round 4 Saturday 10:00 A.M. Round 5 Saturday 3:00 P.M. Experience Level 5. 32 Players. Phy-Ed Fencing Room.

**Russian Campaign**, 4001 This five-round tournament will use the 3rd edition **RUSSIAN CAMPAIGN** rules, and will be seeded by area ranking or previous face-to-face results. 4½ + Hours/round. Judge: Jim Vincent. Round 1 Friday 6:30 P.M. Round 2 Saturday 9:00 A.M. Round 3 Saturday 2:00 P.M. Round 4 Saturday 7:00 P.M. Final Sunday 10:00 A.M. Experience Level 5. 32 Players. Phy-Ed Fencing Room.

**Second Annual Melee-athon**, 4014 A one-on-one **MELEE** tournament; the winner of each bout advances to the next opponent, and the sole survivor wins. 4 Hours. Judges: Joel Finkle and Josh Alwitt. 42 Players. Experience Level 1. Thursday 9:00 A.M. Phy-Ed Fencing Room.

**Snits Revenge™**, 4008 Can the snits battle their way through the snorgs and runngitums and find the spark of life? Judge: Ken Reek. Experience Level 1. Saturday 10:00 A.M. 8 Players. Phy-Ed Lobby.

**Star Fleet Battles**, 4012 A multi-round tournament using the game **STAR FLEET BATTLES** and all available expansion kits. 2 Hours/round. Judge: Jan Kratochvil and Mark Telch. Round 1 Saturday Noon. Round 2 Saturday 3:00 P.M. Round 3 Saturday 6:00 P.M. Round 4 Sunday 9:00 A.M. Round 5 Sunday Noon. Experience Level 5. 32 Players. Phy-Ed Lobby.

**They've Invaded Pleasantville**, 4003 This is your chance to meet and discuss rules with the designers of this new mini-game from TSR Hobbies. In this event, you will get tips on playing, how it came about, and play the game in the standard version or possibly in the new scenario. 3 Hours. Judges: Mike Price and Evan Robinson. Friday 10:00 A.M. Experience Level 5. 20 Players. Wyllie Vending Corr.

**Victory In The Pacific**, 4022 Japanese

and Allied fleets clash in the struggle to reign over the Pacific waves in WWII. 4 Hours. Judge: Arthur Witt. 16 Players. experience Level 5. Round 1 Friday 6:00 P.M. Phy-Ed Fencing Room. Round 2 Saturday 10:00 A.M. Phy-Ed Fencing Room. Round 3 Saturday 2:00 P.M. Phy-Ed Fencing Room. Round 4 Saturday 6:00 P.M. Phy-Ed Fencing Room.

**War at Sea**, 4006 A tournament using Avalon Hill's **WAR AT SEA**, a simulation of the struggle for control of the Atlantic during WWII. 5 Rounds. 2 Hours/round. Judge: Joe Orowski. Round 1 Thursday 2:00 P.M. Round 2 Thursday 5:00 P.M. Round 3 Friday 10:00 A.M. Round 4 Friday 1:00 P.M. Round 5 Friday 4:00 P.M. Experience Level 5. 32 Players. Phy-Ed Fencing Room.

#### Seminars/Panels/Other Events

**Auction:** Last year, over 6,000 items were sold, including many out-of-print or otherwise rare games (where else could you find a copy of Scrabble—in Russian!), books, scads of painted miniatures, and over 40 copies of **PANZER BLITZ**. Come to buy, sell, or just watch. Bidders and sellers must register with the auction staff. Registration Greenquist D-117 Corridor Noon to 3:30 P.M. Thursday-Saturday. Bidding Greenquist L-103 4:00 P.M.-11:00 P.M. Thursday-Saturday.

**Advanced Traveller Seminar**, 5013 Marc Miller coordinates a Q&A session with additional commentary and discussion by the game's designers. This session will emphasize the constant universe in which much of **TRAVELLER** is set, and will include coverage of the Imperium. A handout on alien races will be provided. 1 Hour. Friday 2:00 P.M. Greenquist L-101.

**Ares and Moves Subscribers Seminar**, 5028 Gerry Klug talks about what is planned for the next year and discusses where **ARES** and **MOVES** are headed. 1 Hour. Sunday 11:00 A.M. Greenquist L-101.

**Arms Law and Fantasy Combat**, 5017 A simple introduction to the **ARMS LW** com-

bat system available from ICE with tips for speeding play and adapting the system for use with any FRP game. Peter Fenlon coordinates. 3 Hours. Friday 3:00 P.M. Comm-Arts L-125.

**Basic Traveller Seminar**, 5014 Marc Miller conducts a Q&A session with additional commentary on the **TRAVELLER** role-playing game system. Orientation for this session will be on the game and its supporting materials, with emphasis on the beginner and the casual player. 1 Hour. Friday 10:00 A.M. Greenquist L-101.

**Chaosium Talk**, 5027 Find out what's happening currently, and what will be happening in the future at Chaosium from Lynn Willis. 2 Hours. Saturday 2:00 P.M. Comm-Arts L-129.

**Creating a Fantasy World**, 5011 A discussion of things involved in creating a fantasy world prior to running a role-playing campaign. Master of Ceremonies will be Peter Fenlon, designer of **THE IRON WIND** fantasy campaign module. Fenlon has 5 prolonged campaigns to his credit. 4 Hours. Sunday 1:00 P.M. Molinaro D-107.

**Computers in Fantasy Gaming Workshop**, 5006 An open discussion among those interested in applying computers to playing and moderating fantasy and science fiction games. No entrance fee. 2 Hours. Bill Herdle coordinates. Experience Level 3. Comm-Arts L125.

**Correspondence Game Forum**, 5020 An open, multi-group discussion of the various multi-player, moderated play-by-mail games being played by thousands across the country. Games under discussion will include **STAR WEB**, **TRIBES OF CRANE**, **PELLIC QUEST**, **DIPLOMACY**, **EMPRYEAN CHALLENGE**, et. al. for participants wishing to join in trading tales, information, tactics, or just to meet others who play the same games. 3 Hours. Sunday Noon. Greenquist L-103.

**Flea Market**. Appearing for the first time (in answer to popular demands), a veritable den of hucksters! 2' x 6' of tale space—\$5.00. 2' x 3' of table space—\$3.00. Space may be purchased from 11:00 A.M. Sunday to 1:00 P.M. Sunday or until space runs out. Selling from Noon to 5:00 P.M. Sunday.

**Great Battles of the American Civil War**, 5025 Eric Smith discusses the three newest games in SPI's Great Battles Series, and talks about the forthcoming monster-game—**ANTIETAM**. 2 Hours. Saturday 5:00 P.M. Comm-Arts L-129.

**Junta Demo**, 3005 Robert Jefferies, Kurt Jefferies and Ella Mae Ozier take an hour to demonstrate **JUNTA** before the morning's big tourney. Tournament players only, please! Friday 8:00 A.M., Molinaro Vending Area.

**Making Magic Work in Fantasy Gaming**, 5012 A discussion of the magic rules under various fantasy games, their strong points and limitations. Emphasis will be placed on design-your-own solutions developed by the panel in seven years of playtest experience. Also described will be a new release from ICE. Peter Fenlon coordinates. 3 Hours. Saturday 9:00 A.M. Molinaro D-105.

**Meet the Workshop**, 5016 An opportunity for gamers to meet the GDW staff and participate in a Q&A session about GDW games. Bill Stone coordinates. 2 Hours. Friday 9:00 P.M. Student Union Balcony.

**Parity Demo**, 5005 A short seminar on this new game by Dimension Six including a demonstration and Q&A session. 5 Hours. Friday 7:00 P.M. Greenquist L-101.

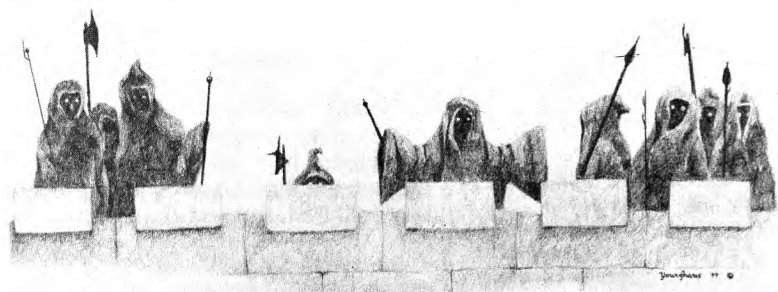
**RPGA™ AD&D™ Question and Answer Session**, 5003 Association head Frank Mentzer will field questions about TSR's all-time best seller. Open to RPGA Members only. Sunday Noon. Molinaro L-105.

**RPGA Meeting**, 5002 A casual get-together open to all club members wishing to attend. Saturday 8:00 P.M. Cafeteria.

**Runemaster's Seminar**, 5004 An opportunity for **RUNEQUEST** game masters to exchange ideas, variants, scenarios, and other **RUNEQUEST**-related information. Entry by invitation only. 6 Hours. Mark Lukens coordinates. Sunday Noon. Molinaro D-105.

**SPI Mini-Roast**, 5026 Here's your chance to put some heat on your "favorite" SPI employees! Gerry Klug is the head roastee. 2 Hours. Saturday 8:00 P.M. Comm-Arts L-129.

# Kabal Gaming



*MORE realism without more time lost. Levels make one harder to hit, not harder to hurt. Armor makes one harder to hurt, but easier to hit. Weapons are very dangerous to player and non-player characters. A Fantasy Tournament of KABAL is being held at this convention. Prizes will be awarded, and those that enter will get a booklet with information that they will find very useful in the contest. The entrants may find this game an extremely revealing experience.*

**SPI/SF Fantasy Works in Progress, 5023** Gerry Klug talks about SPI's current science fiction and fantasy projects, with special emphasis on **RETURN OF THE SSR**, **LAND OF THE FAERIE** and **DRAGONSLAYER**. 1 Hour. Friday 6:00 P.M. Comm-Arts L-129.

**SPI's Universe, 5022** John Butterfield and friends talk about SPI's new SFRP release. John will generate a sample star system complete with planets (space suits optional and not provided). 2 Hours. Friday 2:00 P.M. Comm-Arts L-129.

**SPI Works in Progress, Modern, 5029** John Butterfield briefs attendees on the latest installment in the Central Front Series—**BAOR**—the second edition NATO game, and other plans for the near future. 1 Hour. Sunday 9:00 A.M. Greenquist L-101.

**S&T Subscribers' Seminar, 5021** John Butterfield sketches out what is planned over the next year for SPI's Military History Magazine with a game inside. 1 Hour. Thursday 4:00 P.M. Comm-Arts L-125.

**Source of the Nile/Squadron Leader Seminar, 5010** Dave Weseley and Ross Maker of Discovering Games will answer questions concerning their games, computer games and publishing, and will run a demonstration game of **SOURCE OF THE NILE** for interested attendees. 4 Hours. Thursday 7:00 P.M. Comm-Arts L-125.

**Star Rovers Seminar, 5030** An introduction to Fantasy Role Playing in space by Neville Stocken of Archive Miniatures. 2 Hours. Thursday 7:00 P.M. Greenquist L-101.

**Strategist Club Banquet.** The social highlight of the convention featuring the Strategist Club Awards, Woody, and Prime Rib, not necessarily in that order! \$11.00 is the price of the dinner. Thursday 8:00 P.M. Drinks at 7:00 P.M. Cafeteria.

**System 7 Seminar I, 5018** A lecture on how to play the **SYSTEM 7 FIRE & STEEL** rules. Doug Maston leads. 2 Hours. Saturday 11:00 A.M. Greenquist L-103.

**System 7 Seminar II, 5019** A discussion on how the **SYSTEM 7 FIRE & STEEL** rules can be made more playable, including a discussion on how to make playing aids and game tables for use with the **SYSTEM 7**

**FIRE & STEEL RULES.** Doug Maston leads. 2 Hours. Saturday 1:00 P.M. Greenquist L-103.

**Tips on Titan, 5008** A brief lecture discussing how to play **TITAN** and play well, a Q&A session will follow. 1 Hour. Jason McAllister coordinates. Thursday 7:00 P.M. Molinar D-105.

**Top Secret Seminar, 5009** A panel consisting of Merle Rasmussen—Author, Mike Carr and All Hammack—Editors, and Jerry Eperson—Contributor, will discuss all aspects of the game. 2 Hours. Friday 10:00 A.M. Greenquist L-103.

**Traveller Ground Combat Seminar, 5015** Frank Chadwick of GDW leads the discussion on this topic. 1½ Hours. Friday 5:00 P.M. Comm-Arts L-125.

**War in Europe, 5007** This seminar will cover strategy and tactics in **WAR IN EUROPE**, as well as recent changes in the rules. Given by Temis de la Pena of Strategy and Fantasy World and editorial team member Neil Hall. 2 Hours. Friday 9:30 P.M. Comm-Arts L-125.

**World of Dragonquest, 5024** Gerry Klug discusses how **DRAGONQUEST** differs from other FRP systems and details new product which is soon to be published. 2 Hours. Saturday 4:00 P.M. Comm-Arts L-125.

## Computer Games

**Computer Role Playing Competition, 6006-6021** Players match wits with the computer during the first round of this tournament, and against each other in the second. First-round sessions will be run at 15-minute intervals from 10:00 A.M. to 2:00 P.M. on Friday. Second-round sessions from 3:00 to 7:00 P.M. on Friday. Judges: Dan Lawrence and Staff. Experience Level 2. 160 Players. Molinaro L-130.

**Computer Naval Simulation, 6022, 6023, 6024, 6025** Tactical World War II naval battles fought entirely on the computer. The battles fought will be primarily Cruiser-Destroyer actions. 12 Hours +. Judges: Keith Enge and Jim Barber. 6002 Thursday 9:00



A.M. 6023 Friday 9:00 A.M. 6024 Saturday 9:00 A.M. 6025 Sunday 9:00 A.M. Experience Level 3. 6022 and 6023 8 Players; 6024 and 6025 10 Players. Molinaro L-130.

**"The 24 Hours" Computer Game**, 6002, 6003, 6005 **THE 24 HOURS** is TSR Hobbies, Inc. new prototype racing game played on a home computer. Each player is the team manager of a racing team competing in the 24-hours auto race at LeMans. Driver fatigue, mechanical breakdowns, crashes and the weather are all part of the action. The two best players in each of four eight-player eliminations will advance to a final round. 1½ Hours/session. Judges: Mike Price and Mike Carr. 6002 Thursday 10:30 A.M. 6003 Thursday Noon. 6004 Thursday 1:30 P.M. 6005 Thursday 3:00 P.M. Final Thursday 4:30 P.M. Experience Level 2. 32 Players. Molinaro L-130.

**EXTRA**

NEWS RELEASE FROM

BALTIMORE, MD. (H.S.D.)

It was learned recently that polyhedral dice no longer pose a problem to the gaming industry. Mr. H. Ben Fine, president of The House of Seven Dragons (a new firm in Baltimore, Maryland) has created and developed a process to mass produce pre-inked dice.

For many years problems have been created by an inadequate supply of good-quality, pre-inked, reasonably priced dice. Today however, due to this revolutionary new process, Mr. Fine's pre-inked polyhedral's will be available in high gross quantities, opaque & krystal material in all colors.

Retail prices will be reduced and allow merchants to sustain reasonable profit per unit.

Dealer inquiries are now being solicited.

CONTACT

The House of The Seven Dragons  
3103 Smith Avenue  
Baltimore, Maryland 21208  
301-486-2585

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Convention Schedule Thursday, August 13, 1981	
MORNING	
8:00	Convention and Event Registration begins
8:30-12:30	1113 The Forbidden Shrine of the Old Ones
9:00-Noon	1001 The AD&D Open
9:00-Noon	1116 Terror Heart
9:00-Noon	1171 Terror Heart
9:00-Noon	1096 Experimental D&D
9:00-1:00	1040 Beauty and the Beast
9:00-1:00	1132 Fool Killers Elimination
9:00-1:00	3022 Diplomacy
9:00-1:00	4014 2nd Annual Melee-athon
9:00-4:00	2019 Computer Seapower
9:00-2:00	1178 Search for the Leper's Claw
9:00-3:00	2025 AD&D Miniatures Battle
9:00-3:00	1121 Tombs of the Honoured Dead Part 1
9:00-4:00	6022 Computer Seapower
9:00-9:00	6022 Computer Naval Simulation
10:00-6:00	Registration for The Great Gen Con
	Miniatures Open Painting Contest
10:00-11:00	4009 Awful Green Things From Outer Space
10:00-Noon	1150 Knights And Berserkers And Legerdemain
	Fantasy Tournament
10:00-Noon	3031 Mig-Killers
10:00-Noon	1064 Gamma World
10:00-1:00	1023 4th Annual Dungeon Wars
10:00-1:00	3007 Guillotine! Demo
10:00-1:00	3020 Dune
10:00-2:00	1013 Valley of the Mounds
10:00-3:00	3006 Diplomacy Tournament
10:30-Noon	6002 The 24 Hours
11:00-1:30	2065 War of Spanish Succession
11:00-4:00	1074 Runequest Adventure Maze
11:00-5:00	1072 Night in the Druid's Forrest
AFTERNOON	
Noon	Dealer Area Opens
Noon-1:00	Rd.2 Awful Green Things from Outer Space
Noon-1:30	6003 The 24 Hours
Noon-4:00	1019 The Wizard and the Witch
Noon-8:30	2029 WW II Army Miniatures/Tractics
Noon-4:00	3004 Saga - Age of Heroes
Noon-8:00	2004 25mm Renaissance Miniatures
Noon-10:00	2047 25mm Nappy Miniatures
1:00-7:00	2009 Battle of the Valley of Devil Tears
1:00-3:00	1151 Knights And Berserkers And Legerdemain
	Fantasy Tournament

Renolds Jones	Molinaro L-217	Ken Reek	Phy-Ed Lobby
Bob Blake	Greenquist L-101	Ernest Hams	Molinaro L-130
Andy Caldwell	Molinaro L-213B	Paul Wegner	Greenquist D-113
Steven Elliot	Molinaro L-213A	Jim Ward	Wyllie Main Place
Andy Holahan	Comm-Arts L-141B	John Rowlan	Wyllie Main Place
Jean Wells	Greenquist D-119	Steve Sullivan	Wyllie Vending Corr.
Ken Rolston	Comm-Arts L-134	Jon Huettel	Wyllie Vending Corr.
Mike Cormack	Phy-Ed Lobby	Ron Gilbert	Molinaro L-130
Joel Finkle	Phy-Ed Fencing Room	Mark Acres	Wyllie Main Place
Jeff Harris	Student Union L-207	Mike Price	Comm-Arts L-137
Andrew Pitas	Molinaro L-167	Jeff Perren	Molinaro L-3 Corr.
Bob Waldbauer	Wyllie Main Place	Mark Lukens	
Doug Trueman	Comm-Arts L-144	Heleen Cook	
Jeff Harris	Student Union L-207		
Keith Enge	Molinaro L-130		
Kim Eastland	Phy-Ed Wrestling Room		
	Phy-Ed Lobby		
	Molinaro Concourse		
	Student Union Rec Ctr.		
	Comm-Arts L-135		
	Comm-Arts L-128		
	Student Union Rec Ctr.		
	Phy-Ed Lobby		
	Comm-Arts L-141A		
	Wyllie Vending Corr.		
	Molinaro L-130		
	Wyllie Main Place		
	Comm-Arts L-137		
	Molinaro L-3 Corr.		

Ken Reek	Phy-Ed Lobby
Mike Price	Molinaro L-130
Len Lakofka	Greenquist D-113
Paul Ottenburg	Wyllie Main Place
Steve Winter	Wyllie Vending Corr.
Tom Moldvay	Wyllie Main Place
Jim Harms	Student Union L-106
Martin Miller	Wyllie Main Place
Ernest Hams	Molinaro Concourse

1:00-5:00	5mm Rorkes Drift	Wyllie Main Place	John Bobeck
1:00-3:00	D&D vs. AD&D	Greenquist L-103	Gary Gygas
1:00-3:00	Gamma World	Comm-Arts L-135	Jim Ward
1:00-3:30	Ozob's World	Greenquist South-1	Phil Houghton
1:00-4:00	RPGA AD&D Tournament	Molinaro L-105	Frank Mentzer
1:00-4:00	The AD&D Open	Greenquist L-101	Bob Blake
1:00-4:00	Fantasy Trip Tournament	Comm-Arts L-123A	Shawn Carrol
1:00-4:00	Ace of Aces: Powerhouse vs. Rotary	Cafeteria	Alfred Leonardi
1:00-4:00	Dune	Phy-Ed Lobby	Jon Huettel
1:00-4:00	The "Prince of Thieves" Competition	Greenquist D-103	Richard Meyer
1:00-4:00	The "Prince of Thieves" Competition	Greenquist D-105	Richard Meyer
1:00-4:00	Experimental D&D	Comm-Arts L-141B	Andy Holahan
1:00-5:00	The Golden Tesseract	Comm-Arts L-142	George Marino
1:00-5:00	2nd Annual Search for the Grail	Greenquist D-123	Larry Blankenship
1:00-5:00	The New Fens of Ralios	Greenquist North-1	Ken Rolston
1:30-3:00	The 24 Hours	Molinaro L-130	Mike Price
1:30-3:30	2nd Annual Melee-athon	Phy-Ed Fencing Room	Joel Finkle
2:00-3:00	Awful Green Things From Outer Space	Phy-Ed Lobby	Ken Reek
2:00-4:00	Napoleon	Phy-Ed Fencing Room	Joe Orlowski
2:00-4:00	War At Sea	Phy-Ed Fencing Room	Joe Orlowski
2:00-4:00	Mig-Killers	Student Union Rec Ctr.	Paul Wegener
2:00-5:00	4th Annual Dungeon Wars	Comm-Arts L-128	John Rowlan
2:00-6:00	1133 Fool Killer's Elimination	Comm-Arts L-134	Ken Rolston
2:00-7:00	The Tower or Purna	Molinaro D-134 Corr.	Bryan McVeigh
2:30-6:30	Outpost on the Forgotten Lands	Greenquist D-119	Jean Wells
2:30-8:30	Dungeon War Extraordinaire	Greenquist Concourse	Brian Price
3:00-5:30	American Civil War (15mm)	Wyllie Main Place	Jeff Perren
3:00-4:30	The 24 Hours	Molinaro L-130	Mike Price
3:00-7:00	Valley of the Mounds	Comm-Arts L-141A	Ron Gilbert
4:00-5:00	S&T Subscribers Seminar	Comm-Arts L-125	Gerry Klug
4:00-6:00	Gamma World	Comm-Arts L-135	Jim Ward
4:00-6:00	Knights And Berserkers And Legerdemain	Molinaro Concourse	Ernest Hams
4:00-6:00	Fantasy Tournament	Comm-Arts L-144	Doug Trueman
4:00-10:00	Tombs of the Honored Dead (Part 2)	Wyllie Main Place	Jim Annis
4:00-11:00	B.D.M.B.E. Miniatures	Molinaro L-130	Mike Price
4:30-6:00	Rd.2 The 24 Hours	Comm-Arts L-143A	Shawn Carrol
4:30-7:30	The Fantasy Trip	Wyllie Vending Corr.	Steve Winter
4:30-8:30	Saga-Age of Heroes	Phy-Ed Fencing Room	Joe Orlowski
5:00-7:00	Rd.2 Napoleon	Phy-Ed Fencing Room	Joe Orlowski
5:00-7:00	Rd.2 War At Sea	Greenquist L-103	Bob Blake
5:00-8:00	1003 The AD&D Open	Molinaro L-217	Renolds Jones
5:00-9:00	Rd.2 The Forbidden Shrine of the Old Ones	Wyllie Main Place	Terry Paul
5:00-9:00	2037 The Battle of Barrosa (30mm Napoleonic)		
5:00-11:00			
<b>EVENING</b>			
6:00	Convention and Event Registration Ends		
6:00	Dealer Area Closes		
6:00-9:00	1216 The "Prince of Thieves" Competition	Greenquist D-103	Richard Meyer
6:00-9:00	1217 The "Prince of Thieves" Competition	Greenquist D-105	Richard Meyer

## Convention Schedule, Continued

### Thursday, August 13, 1981 Continued

6:00-10:00	1109 The Golden Tesseract	Comm-Arts L-142	George Marion
6:00-9:00	2050 1/4800 WW II Naval	Wyllie Main Place	John Bobeck
6:00-10:00	Rd.3 2nd Annual Melee-athon	Phy-Ed Fencing Room	Joel Finkle
6:00-10:00	1100 Castle Morncrest	Comm-Arts L-132	George Johnson
6:00-11:00	1115 Ice Caverns of Tharmac	Molinaro D-113A	Harald Henning
6:00-11:00	1075 Runequest Adventure Maze	Comm-Arts L-137	Mark Lukens
6:00-Mid.	1086 FITS #3	Molinaro L-109	Bill Sindelar
7:00-8:00	3030 OK Corral Tournament	Wyllie Vending Corr.	David Wesely
7:00-8:00	5008 Tips on Titan	Molinaro D-105	Jason McAllister
7:00-11:00	5010 Source of the Nile/Squadron Leader Seminar/Demo	Comm-Arts L-125	
7:00-11:00	1134 Assault on Atlanta	Comm-Arts L-134B	Jim Selzer
7:30-11:30	1122 The Road to Power	Molinaro D-129 Corr.	Mark Liberman
8:00-11:00	1218 The "Prince of Thieves" Competition	Greenquist D-107	Richard Meyer
8:00-Mid.	1141 Universe Adventure	Greenquist D-113	John Butterfield
8:00-Mid.	1142 Universe Adventure	Greenquist South-1	John Butterfield
8:30-11:30	1204 Temple of Liilth	Greenquist South-2	John Redden
8:30-11:30	1205 Temple of Liilth	Molinaro L-126	John Redden
8:30-9:30	Rd.2 OK Corral Tournament	Molinaro L-128	John Redden
Midnight	Convention Closes	Wyllie Vending Corr.	Dave Wesely

## Friday, August 14, 1981

### MORNING

8:00	Convention and Event Registration begins		
8:00-9:00	3003 Junta Demo	Molinaro Vending Area	Robert Jefferies
8:00-9:00	1148 Arcanum 1	Comm-Arts L-128	Mike Sutton
8:30-9:00	2011 Intro to Medieval Wargames	Wyllie Main Place	Marc Ruben
8:30-12:30	1210 3rd Annual Infiltration of the Lich's Stronghold	Greenquist D-123	James Annis
8:00-3:00	2001 2nd Annual Gamma War	Wyllie Main Place	Jeff Wiess
9:00	Dealer Area Opens		
9:00-2:00	1063 Adventure on Black Isle	Greenquist South-2	Keith Rudesill
9:00-2:00	1224 Incident at the Johnstown Bridge	Molinaro L-149	Richard Meyer
9:00-9:00	6023 Computer Naval Simulations	Molinaro L-130	Keith Enge
9:00-1:00	1038 Castle Garok (Part 1)	Molinaro D-124 Corr.	Les Kay
9:00-1:00	3013 Direct Conflict in Dimention Six	Wyllie Vending Corr.	Marc Simmons
9:00-11:00	5016 Meet the Workshop	Union Square Stage	Bill Stone
9:00-1:00	3003 Junta Tournament	Molinaro Vending Area	Robert Jefferies
9:00-1:00	3018 Rail Baron Tournament	Phy-Ed Fencing Room	Dave Danner
9:00-2:00	1089 3 D&D Advanced	Greenquist Concourse	Dave Powers
9:00-3:00	4013 Alexander the Great	Phy-Ed Fencing Room	Ernie Gygas
9:00-1:00	Rd.4 2nd Annual Melee-athon	Phy-Ed Fencing Room	Joel Finkle
9:00-1:00	1004 AD&D Open	Greenquist L-101	Bob Blake
9:00-1:00	3019 Stellar Conquest Tournament	Phy-Ed Lobby	Peter Farrow
9:00-3:00	2034 Continental Chaos	Student Union L-207	Steve Gray
9:00-5:00	2026 AD&D Miniatures Battle	Wyllie Main Place	Bob Waldbauer
9:00-6:00	2013 Modern Micro Armor	Wyllie Main Place	Jan Kratochvil
9:30-11:00	2045 American Civil War Mini Tournament	Wyllie Main Place	Richard Borg



9:30-Noon	The Nord: Final Conflict	Student Union Balcony	Lars Oilberg
10:00-12:30	Western Gunfights	Wyllie Main Place	John Bobeck
10:00-1:00	RPGA AD&D Tournament	Molinaro L-105	Frank Mentzer
10:00-4:00	The Case of the Insecure Corpse	Student Union Rec Ctr.	Kim Eastland
10:00-Noon	Mig Killers	Student Union Rec Ctr.	Paul Wagner
10:00-Noon	Knights And Berserkers And Legerdemain	Molinaro Concourse	Ernest Hams
10:00-1:00	Fantasy Tournament	Student Union T.V. Lng.	Mike Przytarski
10:00-2:00	The Snow Crystal Odyssey	Phy-Ed Lobby	Ken Reek
10:00-2:00	Knights of Camelot	Phy-Ed Fencing Room	Joe Orlowski
10:00-Noon	War At Sea	Phy-Ed Fencing Room	Joe Orlowski
10:00-Noon	Napoleon	Phy-Ed Fencing Room	Joe Orlowski
10:00-2:00	Panzergruppe Guderian	Molinaro L-3 Corr.	Ron Gilbert
10:00-2:00	Valley of the Mounds	Comm-Arts Lobby	Len Bland
10:00-2:00	Fez II	Wyllie Annex	Jennifer Cauble
10:00-3:00	D&D Computer Labyrinth Tournament	Wyllie Vending Area	Kim Patrick
10:00-3:00	The Caverns of Eternal Darkness	Wyllie Vending Corr.	Steve Sullivan
10:00-2:00	Guillotine! Tournament	Wyllie Vending Corr.	Mike Price
10:00-1:00	They've Invaded Pleasantville	Wyllie Vending Corr.	Kevin Hendryx
10:00-2:00	Vampire	Phy-Ed Lobby	Mark Acres
10:00-3:00	Diplomacy	Phy-Ed Corr.	Tom Christensen
10:00-1:00	Guillotine! Tournament	Molinaro L-318	Shawn Carroll
10:00-1:00	Fantasy Trip Tournament	Greenquist D-103	Jim Ward
10:00-1:00	Final Gamma World	Greenquist L-101	Marc Miller
10:00-1:00	Advanced Traveller Seminar	Greenquist L-103	Corey Koebnick
10:00-1:00	Top Secret Seminar	Molinaro L-130	Dan Lawrence
10:00-10:15	Computer Role Playing Competition	Molinaro L-167	John McElaney
10:00-2:30	The Citadel of Damnation	Molinaro L-130	Dan Lawrence
10:15-10:30	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
10:30-10:45	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
10:45-11:00	Computer Role Playing Competition	Wyllie Main Place	Jeff Perren
11:00-1:30	Napoleonic - 15mm	Wyllie Vending	Helen Cook
11:00-5:00	Night in the Druid's Forrest	Molinaro L-140	Dan Lawrence
11:00-11:15	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
11:15-11:30	Computer Role Playing Competition	Comm-Arts Lobby	Len Bland
11:15-11:45	Fez II	Molinaro L-130	Dan Lawrence
11:30-11:45	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
11:45-Noon	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
<b>AFTERNOON</b>			
Noon-12:30	Fez II	Comm-Arts Lobby	Len Bland
Noon-4:00	25mm English Civil War	Wyllie Main Place	Bill Protz
Noon-8:00	Revolt on Antares	Phy-Ed Fencing Room	Tom Moldvay
Noon-12:15	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
12:15-12:30	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
12:30-2:30	Guillotine! Tournament	Wyllie Vending Corr.	Steve Sullivan
12:30-6:30	The Venom of Set	Molinaro L-130	Erol Otus
12:30-12:45	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
12:30-2:00	American Civil War Mini Tournament	Wyllie Main Place	Richard Borg
12:30-2:00	American Civil War Mini Tournament	Wyllie Main Place	Richard Borg

### Convention Schedule, Continued Friday, August 14, 1981 Continued

12:45-1:00	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
12:45-1:15	Fez II	Comm-Arts Lobby	Len Bland
1:00-1:15	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
1:00-3:00	Knights And Berserkers And Legerdemain	Molinaro Concourse	Ernest Hams
<b>Fantasy Tournament</b>			
Rd.2	Direct Conflict in Dimension Six	Wyllie Vending Corr.	Marc Simmons
1005	AD&D Open	Greenquist L-101	Bob Blake
3011	Divine Right Tournament	Wyllie Vending Corr.	Kurt Lucas
1031	FITS #1	Molinaro L-109	Chris Wies
1156	Top Secret	Greenquist D-113	Corey Koebnick
1101	The Temple at Bona: Arriflex Mordel Returns	Greenquist North-2	Dick Garner
1047	2nd Annual Search for the Grail	Greenquist D-123	Larry Blankenship
5031	Directions in Adventure Gaming	Greenquist L-103	Gary Gyax
1010	RPGA AD&D Tournament	Molinaro L-105	Frank Mentzer
1102	The Temple at Bona: Arriflex Mordel Returns	Greenquist L-103	George Johnson
1103	The New Fens of Rallos	Greenquist South-1	Ken Rolston
1195	Ozob's world	Comm-Arts L-128	Phil Houghton
1175	Arcanum 1	Student Union Balcony	Mike Sutton
1137	The Nord: Final Conflict	Cafeteria	Bruce Oppenhagen
4018	Ace of Aces: Powerhouse vs. Rotary	Phy-Ed Fencing Room	Alfred Leonardi
Rd.4	War At Sea	Wyllie Main Place	Joe Orlowski
2052	Western Gunfights	Phy-Ed Fencing Room	John Bobeck
3016	Foodfight	Wyllie Main Place	Bryce Knorr
2069	Sword Lords	Wyllie Main Place	Neville Stoken
2035	Battle of Cedar Bluff Creek	Wyllie Main Place	Ed Pauley
2010	Battle of the Valley of Devil Tears	Molinaro L-130	Martin Miller
6019	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
3027	Quirks	Phy-Ed Fencing Room	Bill Eberle
6020	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
6021	Computer Role Playing Competition	Molinaro L-130	Dan Lawrence
Rd.2	Junta Tournament	Molinaro Vending	Robert Jefferies
5022	SPI's Universe	Comm-Arts L-129	John Butterfield
1212	The Cult of the Blue Oyster	Comm-Arts L-143A	Vincent Estrada
1213	Duel Arcane	Cafeteria	Richard Meyer
1038	Castle Garok (Part 2)	Molinaro D-129 Corr.	Les Kay
1095	Fantasy Trip Tournament	Molinaro L-318	Shawn Carroll
1079	Dungeon Free-for-All	Student Union Rec Ctr. (Back)	Mike Holthaus
Rd.2	Dungeon! Tournament	Phy-Ed Corr.	Tom Christensen
5014	Traveller Seminar	Greenquist L-101	Marc Miller
3034	Mig-Killers	Student Union Rec Ctr.	Paul Wagner
1144	The Snow Crystal Odyssey	Student Union T.V. Lng.	Mike Przytarski
Rd.2	Stellar Conquest Tournament	Phy-Ed Lobby	Peter Farrow
Rd.2	Rail Baron Tournament	Phy-Ed Fencing Room	Dave Danner
2024	War of 1812: The American Invasion of Canada	Wyllie Main Place	George Rust
2006	Don't Give Up The Ship	Wyllie Main Place	Dave Jedlicka
1039	2nd Annual AD&D Underground Excursion	Comm-Arts L-134A	Craig Bina
1173	Temple of Xossi	Comm-Arts L-134B	Eldon Olmstead

2:30-6:30	1169	Vaag-Moor
3:00-6:00	1044	Search for the Galactic Queen (Part 1)
3:00-7:00	Rd.2	Vampire
3:00-5:00	Rd.3	Guillotine Tournament
3:00-5:30	2064	American Civil War - 15mm
3:00-7:00	1016	Valley of the Mounds
3:00-6:00	5017	Arms Law & Fantasy Combat
3:00-6:00	1191	Temple Sky
3:00-11:00	1114	Assault on the Citadel of Cthulhu
3:00-8:00	1061	The Tower of Purna
3:00-7:00	Rd.2	Knights of Camelot
3:00-7:00	Rd.2	Panzergruppe Guderian
3:00-3:15	Rd.2	Computer Role Playing Competition
3:15-3:30	Rd.2	Computer Role Playing Competition
3:30-3:45	Rd.2	Computer Role Playing Competition
3:30-8:30	1179	Search for the Leper's Claw
3:30-5:00	Rd.2	Quirks
3:30-6:00	2053	Western Gunfights
3:45-4:00	Rd.2	Computer Role Playing Competition
4:00-4:15	Rd.2	Computer Role Playing Competition
4:00-6:00	1155	Knights And Berserkers And Legerdemain Fantasy Tournament
4:00-7:00	Rd.2	Foodfight
4:00-10:00	Rd.2	Alexander the Great
4:00-6:00	Rd.5	War At Sea
4:00-6:00	Rd.5	Napoleon
4:15-4:30	Rd.2	Computer Role Playing Competition
4:30-4:45	Rd.2	Computer Role Playing Competition
4:45-5:00	Rd.2	Computer Role Playing Competition
5:00-5:15	Rd.2	Computer Role Playing Competition
5:00-8:00	Rd.2	Bulge
5:00-8:00	1006	AD&D Open
5:00-9:00	1107	The Morrow Factor
5:00-10:00	Rd.2	Ice Caverns of Tharmac Tournament
5:00-10:00	2016	BYO English Civil War Army Tournament
5:00-10:00	2014	Kampgruppe
5:00-9:00	Rd.2	Fool Killer's Elimination
5:00-9:00	Rd.2	Fool Killer's Elimination
5:00-10:00	1126	Dead Mountain
5:00-9:00	Rd.2	Divine Right Tournament
5:00-8:00	Rd.3	Direct Conflict in Dimension Six
5:00-6:30	5015	Traveller Ground Combat Seminar
5:15-5:30	Rd.2	Computer Role Playing Competition
5:30-5:45	Rd.2	Computer Role Playing Competition
5:30-7:00	Rd.3	Quirks
5:30-11:30	1180	The Orb of Origin
5:30-11:30	1181	The Orb of Origin
5:30-11:30	1182	The Orb of Origin
5:30-11:30	1183	The Orb of Origin

## Convention Schedule, Continued Friday, August 14, 1981 Continued

5:30-11:30	1184	The Orb of Origin
5:45-6:00	Rd.2	Computer Role Playing Competition

## EVENING

6:00	<b>Convention and Event Registration Ends</b>	
6:00	<b>Dealer Area Closes</b>	
6:00-10:00	4022	Victory in the Pacific
6:00-9:00	1145	The Snow Crystal Odyssey
6:00-10:00	1174	Justice
6:00-10:00	1176	Derelict
6:00-9:00	FIN	Fantasy Trip Tournament
6:00-9:00	1139	Quest for the Rod of Seven Parts
6:00-9:00	Rd.3	Dungeon!
6:00-10:00	Rd.2	Arcanum 1
6:00-7:00	5023	SPI/SF/Fantasy Works in Progress
6:00-11:00	1112	The Lost Jewel of Sytry
6:00-11:00	1076	Runequest for Beginners
6:00-8:00	1069	Marsh of Mystery
6:00-11:00	1128	Introduction to Icaria
6:00-10:00	1048	Search for the Grail
6:00-11:00	1062	The Quest for the Heart of Sutekh
6:00-10:00	1156	Top Secret
6:00-8:30	1196	Ozob's World
6:00-6:15	Rd.2	Computer Role Playing Competition
6:15-6:30	Rd.2	Computer Role Playing Competition
6:30-6:45	Rd.2	Computer Role Playing Competition
6:30-11:00	4001	Russian Campaign
6:30-11:30	1192	Raid on the Church of Arloch
6:45-7:00	Rd.2	Computer Role Playing Competition
7:00-9:30	2054	Western Gunfights
7:00-11:00	Rd.3	Rail Baron Tournament
7:00-10:00	1044	Search for the Galactic Queen (Part 2)
7:00-10:00	FIN	Junta Tournament
7:00-9:00	5006	Computer in Fantasy Gaming Workshop
7:00-Mid.	5005	Parity Demo
7:00-10:00	Rd.2	Fez II
7:15-Mid.	1212	The Cult of the Blue Oyster
7:30-11:30	1123	The Road to Power
7:30-11:30	1221	Vaag-Moor
8:00-11:00	1219	The "Prince of Thieves" Competition
8:00-11:00	1220	The "Prince of Thieves" Competition
8:00-Mid.	Rd.3	Panzergruppe Guderian
8:00-Mid.	1168	Dragonquest Adventure
8:00-Mid.	1187	Dragonquest Adventure
8:00-Mid.	1200	Dragonquest Adventure
8:00-Mid.	1052	Universe Adventure
8:00-Mid.	1091	Universe Adventure

Comm-Arts L-141	Peter Fenlon
Wyllie Vending Corr.	Jeff Olson
Wyllie Vending Corr.	Kevin Hendryx
Wyllie Vending Corr.	Steve Sullivan
Wyllie Main Place	Jeff Perren
Molinaro L-3 Corr.	Ron Gilbert
Comm-Arts L-125	Peter Fenlon
Comm-Arts L-139B	Randall Nalborczyk
Comm-Arts Lobby	Ralph Schurman
Molinaro D-134 Corr.	Bryan McVeigh
Phy-Ed Lobby	Ken Reek
Phy-Ed Fencing Room	Joe Orłowski
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Molinaro L-167	Andrew Pitas
Phy-Ed Fencing Room	Bill Eberle
Wyllie Main Place	John Bobeck
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Molinaro Concourse	Ernest Hams
Phy-Ed Fencing Room	Bryce Knorr
Phy-Ed Fencing Room	Ernie Gygas
Phy-Ed Fencing Room	Joe Orłowski
Phy-Ed Fencing Room	Joe Orłowski
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Phy-Ed Lobby	David Miller
Greenquist L-101	Bob Blake
Molinaro D-107	Bruce Mathiesen
Molinaro D-113B	Harald Henning
Wyllie Main Place	Bill Protz
Wyllie Main Place	Jeff Lowry
Molinaro D-115	Ken Rolston
Molinaro L-163	Ken Rolston
Molinaro L-165	Harald Henning
Molinaro L-217	John Main
Wyllie Vending Corr.	Kurt Lucas
Wyllie Vending Corr.	Marc Simmons
Union Square	Frank Chadwick
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Phy-Ed Fencing Room	Bill Eberle
Greenquist D-107	Don Gibbons
Greenquist D-109	Don Gibbons
Greenquist D-117 Corr.	Don Gibbons
Greenquist D-127A	Don Gibbons

Greenquist D-127B  
Molinaro L-130

Phy-Ed Fencing Room	Arthur Witt
Student Union T.V. Lng.	Mike Przytarski
Molinaro D-131	Eldon Olmstead
Molinaro L-105	Andrew Pitas
Molinaro L-318	Shawn Carroll
Wyllie Vending	Steve Tindall
Phy-Ed Corr.	Tom Christensen
Comm-Arts L-128	Mike Sutton
Comm-Arts L-129	Gerry Klug
Comm-Arts L-133	Reynolds Jones
Comm-Arts L-135	Mark Lukens
Greenquist D-103	Harold Johnson
Greenquist D-105	Steve Gray
Greenquist D-123	Larry Blankenship
Greenquist D-119	Len Guziec
Greenquist D-101A	Corey Koebernick
Greenquist South-1	Phil Houghton
Molinaro L-130	Dan Lawrence
Molinaro L-130	Dan Lawrence
Phy-Ed Fencing Room	Jim Vincent
Molinaro L-322B	Randall Nalborczyk
Molinaro L-130	Dan Lawrence
Wyllie Main Place	John Bobeck
Phy-Ed Fencing Room	Dave Danner
Wyllie Vending Corr.	Jeff Olson
Molinaro Vending	Robert Jefferies
Comm-Arts L-125	Bill Herdle
Greenquist L-101	Dimension 6 Staff
Comm-Arts L-134	Len Bland
Molinaro L-161B	Vincent Estrada
Molinaro D-129 Corr.	Mark Liberman
Molinaro L-322A	Peter Fenlon
Greenquist D-128	Richard Meyer
Greenquist D-128	Richard Meyer
Phy-Ed Fencing Room	Joe Orłowski
Molinaro L-112	Gerry Klug
Molinaro L-113	Gerry Klug
Molinaro L-114	Gerry Klug
Greenquist D-113	John Butterfield
Greenquist North-2	John Butterfield



John Butterfield  
John Redden III  
John Redden III  
Harold Johnson  
David Miller  
Temis de la Pena

Greenquist South-2  
Molinaro L-126  
Molinaro L-128  
Greenquist D-103  
Phy-Ed Lobby  
Comm-Arts L-125

1185 Universe Adventure  
1206 Temple of Lilith  
1207 Temple of Lilith  
1070 Marsh of Mystery  
Rd.3 Bulge  
5007 War In Europe Semi

## Convention Schedule, Continued Saturday, August 15, 1981 MORNING

Convention And Event Registration Begins	
8:00	1030 Dawn Patrol
7:30-11:30	1098 Experimental D&D
8:00-11:00	1172 Masters of the Four Winds
8:00-2:00	1146 Enter the Dungeon of the Fireball King
8:30-2:30	3039 Monopoly
9:00	<b>Dealer Area Opens</b>
8:30-1:00	1012 Intro to Medieval Miniature Wargames
9:00-1:00	Rd.5 2nd Annual Melee-athon
9:00-11:00	1149 The Trillion Credit Squadron
9:00-1:30	Rd.2 Russian Campaign
9:00-11:30	1138 Final Conflict
9:00-1:00	3023 Titan War Two
9:00-noon	1131 Monestary of the Mad Monks
9:00-noon	1007 AD&D Open
9:00-2:00	3025 Rail Baron
9:00-noon	5012 Making Magic Work in Fantasy Gaming
9:00-10:00	3029 Runes
9:00-noon	1225 Incident on the Johnstown Bridge
9:00-2:00	4017 Manassas, Sunday, July 21, 1861
9:00-noon	2039 2nd Annual GGH Ogre - GEV Tournament
9:00-noon	2002 Grande Tourne' de Monstres Rubres
9:00-1:00	1222 Vaag-Moor
9:00-1:00	1067 The Reign of Terror (Part 1)
9:00-1:00	1120 La Planete de Myster'e
9:00-1:00	1211 Beauty and the Beast
9:00-2:00	1157 The Quest of Fire and Ice (Part 1)
9:00-2:00	1162 The Hold of Death
9:00-2:00	1127 Undeard Mountain
9:00-3:00	1068 Trial of Geheimnus
9:00-3:00	1124 Ordeal by E'shaar
9:00-3:00	2038 The Battle of Barrosa (30mm Napoleonic)
9:00-3:00	2027 AD&D Miniatures Battle - 1:1 Scale
9:00-1:00	2033 British Colonial Skirmish Warfare
9:00-9:00	6024 Computer Naval Simulation
10:00-noon	1090 The Minotaur's Lair
10:00-1:00	1011 RPGA AD&D Tournament
10:00-11:00	Rd.2 Runes

Molinaro D-111	Kerry Nash
Comm-Arts L-137	Andy Holahan
Greenquist D-109	Eldon Olmstead
Comm-Arts L-142	Billy Brooks
Molinaro Concourse	Dan Matheson
Wyllie Main Place	Marc Rubin
Phy-Ed Fencing Room	Joel Finkle
Molinaro Vending Area	Marc Miller
Phy-Ed Fencing Room	Joe Orlovski
Student Union Balcony	Bruce Oppenhagen
Student Union Rec Ctr. (Back)	Jason McAllister
Greenquist D-123	Jim Gunkel
Greenquist L-101	Bob Blake
Phy-Ed Lobby	Russ Paulsen
Molinaro D-105	Peter Fenlon
Wyllie Vending Corr.	Ned Horn
Molinaro L-149	Richard Meyer
Wyllie Vending Corr.	Richard Britton
Student Union L-104	Keith Rudesill
Wyllie Main Place	Erol Otus
Greenquist D-101	Peter Fenlon
Greenquist D-111A	Chip Kestnbaum
Molinaro D-129	John Kopaz
Molinaro L-167	Jean Wells
Greenquist D-103	Steve Sullivan
Greenquist D-127B	Cory Strode
Molinaro L-322	John Main
Comm-Arts L-141B	Harold Johnson
Comm-Arts L-144	Andrew Keith
Wyllie Main Place	Terry Paul
Wyllie Main Place	Bob Waldbauer
Wyllie Main Place	Eric Ackermann
Molinaro L-130	Keith Enge
Greenquist L-119	Chris Powers
Molinaro L-105	Frank Mentzer
Wyllie Vending Corr.	Ned Horn

**Convention Schedule, Continued  
Saturday, August 15, 1981 Continued**

	10:00-Noon	Rd.2	Knights And Berserkers And Legerdemain Fantasy Tournament
	10:00-11:00	4008	Snits Revenge
	10:00-Noon	3035	Mig-Killers
	10:00-12:30	3014	King of the Mountain Tourney
	10:00-12:30	1055	Quest for the Ancient Symbol
	10:00-1:00	Rd.4	Bulge
	10:00-12:30	1197	Ozob's World
	10:00-1:00	3026	Axix & Allies
	10:00-1:00	1143	The Snow Crystal Odyssey
	10:00-2:00	4005	The Avalon Hill Classics
	10:00-1:00	2022	The Universal Soldier
	10:00-2:00	Rd.4	Panzergruppe Guderian
	10:00-1:00	2028	Valley of Death
	10:00-2:00	Rd.2	Victory in the Pacific
	10:00-2:00	Rd.3	Fez II
	10:00-2:00	3001	The Great Risk Tourney
	10:00-2:00	1017	Valley of the Mounds
	10:00-4:00	Rd.3	Alexander the Great
	10:00-3:00	2015	Kampfgruppe
	10:00-3:00	4021	AD&D Computer Labyrinth Game
	10:00-3:00	2055	5mm Ancients: Persians vs. Macedonians
	10:00-4:00	2060	Kampfgruppe Pieper
	10:00-10:00	2008	WRG Micro-Armor
	11:00 1:30	2062	Napoleonic 15mm
	11:00-4:00	1077	Runesquest for Beginners
	11:00-Noon	Rd.3	Runes

Comm-Arts L-238	Ernest Hams
Phy-Ed Lobby	Ken Reek
Student Union Rec Ctr.	Paul Wegner
Wyllie Vending Corr.	Dimension Six Staff
Comm-Arts L-133	Scott Yacko
Phy-Ed Lobby	David Miller
Greenquist South-1	Phil Houghton
Student Union Rec Ctr.	Joe Angiolillo
Student Union T.V. Lng.	Mike Przytarski
Phy-Ed Fencing Room	Joe Orlowski
Wyllie Main Place	Dana Homo
Phy-Ed Fencing Room	Joe Orlowski
Wyllie Main Place	Larry Connor
Phy-Ed Fencing Room	Arthur Witt
Comm-Arts L-134	Shawn Carroll
Wyllie Vending Corr.	Eric Shook
Comm-Arts L-141A	Ronald Gilbert
Phy-Ed Fencing Room	Ernie Gygax
Wyllie Main Place	Jeff Lowry
Wyllie Annex	Jennifer Cauble
Wyllie Main Place	John Bobeck
Student Union L-207	Scott Gunderson
Wyllie Main Place	Dale Bley
Wyllie Main Place	Jeff Perring
Comm-Arts L-135	Mark Lukens
Wyllie Vending Corr.	Ned Horn

## AFTERNOON

Noon-1:00	Rd.2	Snits Revenge
Noon-2:00	4012	Star Fleet Battles
Noon-2:00	5018	System 7 Seminar I
Noon-2:00	1149	The Trillion Credit Squadron
Noon-4:00	Rd.2	Final Conflict
Noon-4:00	1021	Devil's Spire
Noon-4:00	1159	School of Magic
Noon-8:00	2017	The Eight Hours of LeMans
Noon-Mid.	1158	A Party to Murder
Noon-10:00	2005	D&D Fantasy Miniatures
12:30-3:30	2041	2nd Annual GGH Ogre - GEV Tournament
1:00-3:00	Rd.2	Knights And Berserkers And Legerdemain Fantasy Tournament
1:00-3:00	2030	1/32nd Scale WW II Infantry Miniatures
1:00-4:00	4019	Ace of Aces: Powerhouse vs. Rotary
1:00-4:00	Rd.2	AD&D Open
1:00-4:00	1125	The Tomb of the Last Giant King
1:00-4:00	1226	Incident on the Johnstown Bridge
1:00-4:00	2018	Battle of Elbe River

Phy-Ed Lobby	Ken Reek
Phy-Ed Lobby	Jan Kratochvil
Greenquist L-103	Doug Maston
Molinaro Vending Area	Marc Miller
Student Union Balcony	Bruce Oppenhagen
Comm-Arts L-137	Len Lakofka
Greenquist D-105	Tim Kuring
Molinaro L-109	Paul Swab
Student Union Rec Ctr.	Kim Eastland
Wyllie Main Place	Tom Moldvay
Student Union L-104	Keith Rudesill
Comm-Arts L-128	Ernest Hams
Wyllie Main Place	Bob Mijanovich
Cafeteria	Alfred Leonardi
Greenquist L-101	Bob Blake
Comm-Arts Lobby	Peter Lundberg
Molinaro L-149	Richard Meyer
Wyllie Main Place	Chris Goldschmidt

1:00-5:00  
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5:00-7:00  
5:00-8:00  
5:00-8:00  
5:00-10:00

1171 Quest in the Mountains of Fire  
Rd.2 RPGA AD&D Tournament  
1049 Search for the Grail  
1032 FITS #2  
1177 Derelict  
1073 The Uncanny X-men  
2036 Battle of Cedar Bluff Creek  
2044 15mm Column, Line, & Square Napoleonics  
2059 Empire 15mm Reninsular Napoleonics  
Rd.2 King of the Mountain Tournament  
Rd.2 Shits Revenge  
5017 Chaosium Talk  
3036 Mig-Killers  
5019 System 7 Seminar II  
1198 Ozob's World  
1144 The Snow Crystal Odyssey  
1043 Search for the Lavender Dragon  
1223 Vaag-Moor  
Rd.2 Titan War Two  
Rd.3 Victory in the Pacific  
Rd.3 Russian Campaign  
1115 Ice Caverns of Tharmac  
3010 Kingmaker  
Rd.2 Star Fleet Battles  
1058 Monty Haul's Dungeon  
1149 The Trillion Credit Squadron  
1190 Shuttle Quest  
2066 War of Spanish Succession-1702  
1140 Quest for the Rod of Seven Parts  
1057 Monty Haul's Dungeon  
1189 Shuttle Quest  
1157 The Quest of Fire and Ice (Part 2)  
1203 The Temple of Oriental Hell  
1147 Enter the Dungeon of the Fireball King  
Rd.2 The Great Risk Tourney  
Rd.2 The Avalon Hill Classics  
Rd.5 Panzergruppe Guderian  
Rd.2 Monopoly  
2056 5mm Ancients: Athenians vs. Spartans  
5024 World of Dragonquest  
Rd.2 Knights And Berserkers And Legerdemain  
Fantasy Tournament  
D&D in Pellucidar  
4017 Manassas, Sunday, July 21, 1861  
2020 Law vs. Chaos  
2067 30mm Napoleonic Miniatures  
2021 2nd Annual for Andromeda  
5015 Great Battles of the American Civil War  
Rd.2 AD&D Open  
2015 Kampfgruppe

5:00-11:00  
5:00-Mid.  
5:30-11:30  
5:00-10:00

1110 The Tomb of Martek  
1212 The Cult of the Blue Oyster  
1111 The Tomb of Martek  
1129 Induction to Icaria

## EVENING

6:00

### Dealer Area Closes

1145 The Snow Crystal Odyssey  
1118 Terrorheart  
1119 Terrorheart  
Rd.2 Axis & Allies  
2022 The Universal Soldier  
2032 Ancient Miniature Warfare  
2043 Kelly's Heroes  
1170 The Sacred Place  
1163 Fountain Abbey  
Rd.4 Victory in the Pacific  
1020 The Embassy to the Pale  
1045 Lair of the Swamp Thing  
Rd.3 Star Fleet Battles  
Rd.2 Vaag-Moor  
Final Fool Killers Elimination  
Rd.2 Undead Mountain  
Rd.3 Kingmaker  
Rd.4 Russian Campaign  
2057 WW II Naval 1/4800 scale  
Rd.2 The "Prince of Thieves" Competition  
5026 SPI Mini-Roast  
1188 Dragonquest Adventure  
1201 Dragonquest Adventure  
1202 Dragonquest Adventure  
5002 RPGA Meeting  
8:00-Mid.  
8:00-Mid.  
8:30-11:30  
8:30-11:30  
Midnight

### Convention Closes

**Sunday, August 16, 1981**  
**MORNING**

8:00

### Convention and Event Registration Begins

9:00-1:00  
9:00-11:00  
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9:00-10:00  
9:00-1:00  
9:00-6:00

Greenquist D-101  
Phy-Ed Lobby  
Greenquist D-103  
Phy-Ed Fencing Room  
Greenquist L-101  
Greenquist D-105  
Wyllie Vending Corr.  
Greenquist D-111  
Wyllie Main Place  
Greenquist L-101  
Molinaro L-113  
Molinaro L-130

Peter Fenlon  
Jan Kralhovich  
Ken Rolston  
Joe Orlovski  
Bob Blake  
Ken Rolston  
Richard Britton  
Chip Kestnbaum  
Jay Calvert  
John Butterfield  
Geoffrey Shive  
Keith Enge

Eldon Olmstead  
Frank Mentzer  
Larry Blankenship  
Jim Quinn  
Andrew Pitak  
Jack Herman  
Edward Pavley  
Kim Moser  
Dennis Nix  
Dimension Six Staff  
Ken Reek  
Lynn Willis  
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Jayson Gralewicz  
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Jeff Perren  
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Shawn Bina  
Billy Brooks  
Eric Shook  
Joe Orlovski  
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John Bobeck  
Gerry Klug  
Ernest Hams  
John Eric Holmes  
Richard Britton  
Darrell Choate  
Walter McLaughlin  
Jeff Olson  
Eric Smith  
Bob Blake  
Jeff Lowry

Comm-Arts L-135  
Comm-Arts L-143A  
Molinaro L-129  
Greenquist D-105

George Johnson  
Vincent Estrada  
Philip Meyers  
Steve Gray

Student Union T.V. Lng.

Molinaro L-213  
Molinaro L-214  
Student Union Rec Ctr.  
Wyllie Main Place  
Wyllie Main Place  
Wyllie Main Place  
Greenquist D-109  
Greenquist L-119  
Phy-Ed Fencing Room  
Comm-Arts L-137  
Molinaro L-107  
Phy-Ed Lobby  
Greenquist D-101  
Comm-Arts L-128  
Molinaro L-322  
Wyllie Vending Corr.  
Phy-Ed Fencing Room  
Wyllie Main Place  
Greenquist D-103  
Comm-Arts L-129  
Molinaro L-112  
Molinaro L-114  
Cafeteria  
Molinaro L-126  
Molinaro L-128

Mike Przytarski  
Steve Elliott  
Andy Caldwell  
Joe Angiolillo  
Dana Homo  
Joey Miller  
Chaim Kaufmann  
Eldon Olmstead  
Greg Rihn  
Arthur Witt  
Len Lakofka  
Larry Blankenship  
Jan Kratochvil  
Peter Fenlon  
Ken Rolston  
John Main  
Jayson Gralewicz  
Joe Orlovski  
John Bobeck  
Richard Meyer  
Gerry Klug  
Dean Martelle  
Dean Carter  
Gerry Klug  
Frank Mentzer  
Ken Bucks  
John Redden



9:00-Noon	Rd.2 Shuttlequest	Molinaro L-322A	Gus Smedstad
9:00-11:00	1149 The Trillion Credit Squadron	Molinaro Vending	Marc Miller
9:00-Noon	1051 Crimefighters	Comm-Arts L-132	Dave Cook
9:00-3:00	Rd.2 Enter the Dungeon of the Fireball King	Comm-Arts L-142	Billy Brooks
9:00-3:00	1025 The Case of the Intrepid Inspector	Student Union Rec Ctr.	Kim Eastland
9:30-12:30	1130 RPGA FITS	Molinaro L-109	Mike Carr
10:00-12:30	Rd.5 Russian Campaign	Phy-Ed Fencing Room	Jim Vincent
10:00-12:30	1199 Ozob's World	Greenquist South-1	Rev. Phil Houghton
10:00-6:00	2007 Fantasy Battle	Wyllie Main Place	Bill Fawcett
10:00-4:00	2023 Mediterranean Encounter	Student Union L-207	Mike Tompkins
10:00-4:00	1022 <b>KILL! KILL! KILL!</b>	Molinaro D-111	Erol Otus
10:00-4:00	Rd.2 The Snow Crystal Odyssey	Student Union T.V. Lng.	Mike Prztarski
10:00-4:00	1028 The Fastest Guns That Never Lived	Molinaro L-167	Al Hammack
10:00-1:00	3012 The Great Pit Tourney	Concourse Bridge	Eric Shook
10:00-Noon	5030 Star Rovers Seminar	Comm-Arts L-125	Neville Stocken
10:00-Noon	<b>FINAL</b> Knights And Berserkers And Legerdemain Fantasy Tournament	Comm-Arts L-128	Ernest Hams
10:00-Noon	1054 Them From Reyh	Comm-Arts L-135	Jim Pelton
10:00-Noon	1033 Basic D&D Tourney	Comm-Arts L-139A	Jim Ward
10:00-Noon	1034 Basic D&D Tourney	Comm-Arts L-139B	Jim Ward
10:00-Noon	3037 Mig-Killers	Student Union Rec Ctr.	Paul Wegner
10:00-2:00	Rd.3 RPGA AD&D Tournament	Molinaro L-105	Frank Mentzer
11:00-3:00	2058 5mm Rorkes Drift	Wyllie Main Place	John Bobeck
11:00-Noon	5028 Ares & Moves Subscribers Seminar	Greenquist L-101	Gerry Klug
Noon-3:00	5020 Correspondence Game Forum	Greenquist L-103	Glenn Grotefeld
Noon-6:00	5004 Runemasters Seminar	Molinaro D-105	Mark Lukens
Noon-3:00	Rd.3 The "Prince of Thieves" Competition	Molinaro D-124	Richard Meyer
Noon-2:00	5003 RPGA Q&A Session	Molinaro L-105	Frank Mentzer
Noon-6:00	1042 Giants in the Earth	Molinaro L-128	Tom Moldvay
Noon-2:00	1149 The Trillion Credit Squadron	Molinaro Vending Area	Marc Miller
Noon-5:00	Rd.2 Undead Mountain	Molinaro L-217	John Main
Noon-4:00	1135 Assault on Atlanta	Comm-Arts L-134	Jim Selzer
Noon-4:00	1018 The Lair of the Cloud Giant Fear	Comm-Arts L-137	Len Lakofka
Noon-2:00	Rd.5 Star Fleet Battles	Phy-Ed Lobby	Jan Kratochvil
1:00-3:00	1035 Basic D&D Tourney	Comm-Arts L-139A	Jim Ward
1:00-3:00	1036 Basic D&D Tourney	Comm-Arts L-139B	Jim Ward
1:00-4:00	Rd.2 Crimefighters	Comm-Arts L-132	Dave Cook
1:00-5:00	2072 Sword Lords	Wyllie Main Place	Neville Stocken
1:00-5:00	5011 Creating a Fantasy World	Molinaro D-107	Peter Fenlon
1:00-5:00	2070 After the Robbery in Dry Cactus Gulch	Wyllie Main Place	Robert Kay
1:00-5:00	1078 FITS Society Open	Molinaro L-109	Mike Carr
1:00-5:00	1050 2nd Annual Search for the Grail	Greenquist D-123	Larry Blankenship
1:00-6:00	1193 The Temple of Decay	Molinaro L-322B	Randal Nalborczyk
2:00	<b>Dealer Area Closes</b>	Student Union Rec Ctr.	Paul Wegner
2:00-4:00	3038 Mig-Killers	Molinaro L-3 Corr.	Steve Tindell
2:00-5:00	Rd.2 Quest for the Rod of Seven Parts	Concourse Bridge	Eric Shook
2:00-5:00	Rd.2 The Great Pit Tourney	Phy-Ed Fencing Room	Joe Orłowski
2:00-6:00	Rd.5 The Avalon Hill Classics	Molinaro Vending Area	Marc Miller
3:00-5:00	1149 The Trillion Credit Squadron	Wyllie Main Place	Jeff Perren
3:00-5:30	2064 American Civil War (15mm)		
6:00	<b>Convention Closes</b>		

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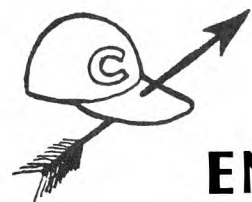
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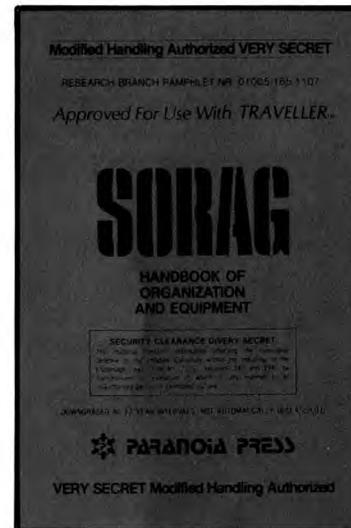
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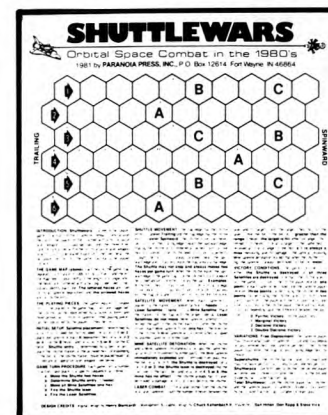
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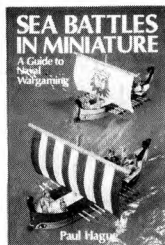
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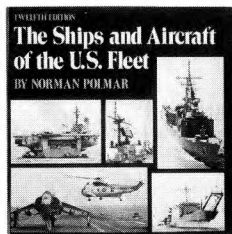
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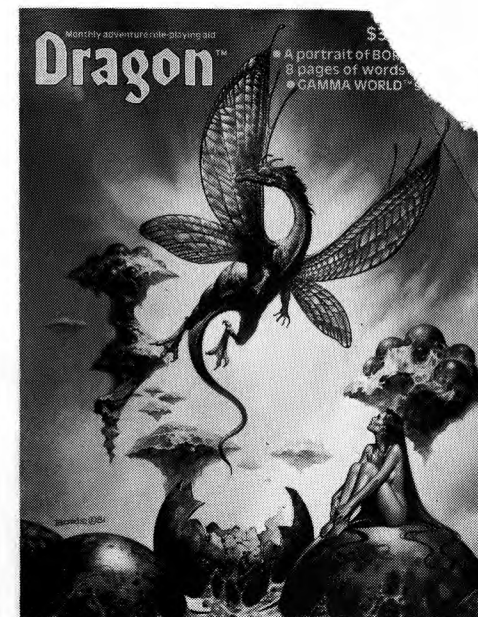
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