

NEWGAME2016

Schedule

October 14-16, 2016

NEW
GAME
PALOOZA



GAMEPALOOZA



PLAY TO WIN

- Grab some friends and pick a game from the Play to WIN table
- Check the game out and find an open gaming table
- Read the rules and play the game!
- When you are done, return the game to the Play to WIN table
- You will receive a Play to WIN raffle entry
- Write down the name of everyone who played the game and turn the entry in
- Sunday at 3pm we will draw one entry slip for each game
- Then we roll a die to see which person on the slip wins the game

The more games you play, the better chance you have to WIN!



Thank you to the Play to WIN game sponsors



GAME AUCTION

Auction Hours & Rules:

Lot drop-off: 9:00 am

Auction Opens: 11:00 am

Auction Closes: 4:00 pm

Buyer pickup by: 4:30 pm

- **Seller pay-out: 5:00 pm** (*Details of auction timing can be found below*)
- *Auctions On Saturday & Sunday Only. Each day is unique for all purposes, no multiple day lots, etc. Lots that do not sell on Saturday, may be re-entered Sunday with a new lot fee.*
- Auction Rules:
- There is a \$1.00 entry fee per "lot" entered in each day's auction. Each lot you enter may contain any amount of games or game-related material. Lots are bid on and bought as a whole. You must fill out an entry/bidding form for each lot you enter. **LIMIT OF 10 LOTS PER PERSON or as space allows.** You must have a Player badge valid for the day of the auction in order to sell or bid in the Game Auction. Your player badge will have a unique identifier that will serve as your "bidding" number for the auction. All bids must be in whole dollar amounts. At any time during the auction, a buyer may pay the "Buyout Price" of a lot to the auction attendant and take the lot right away. Bids placed on an item in the last 5 minutes of the auction will cause a "bid-off" on that item after the end of the auction. All previous bidders that wish to be part of the "bid-off" must be present at the end of the auction to participate. CASH IS THE PREFERRED PAYMENT METHOD!. **All lots are sold "as is" and all sales are final.**
- ***Details of Auction timing:** 1. Sellers may drop off items for sale in the auction beginning at 9:00 am each day. 2. Auctions will begin at 11:00 am each day. No bids or buyouts may be made before the auction begins. 3. Auctions will end at 4:00 pm each day. 4. Buyers must pick up and pay for the lots they've won between 4:00 pm – 4:30 pm each day. If the buyer does not pick up a lot by 4:30 pm, the lot will be sold to the next highest bidder. 5. Sellers can pick up unsold lots and payout for their sold lots beginning at 5:00 pm each day.*

Vendor Hall

MILCoG GAME LIBRARY

We are excited to bring you the MilCoG Game Library! This collection of hundreds of games is available to borrow during the convention.

Just bring an ID to check out a game. Please keep the games inside the Vendor Hall.

There are tons of games to discover: Classics, hot new titles and everything in between!

Find the Milwaukee Company of Gamers at:

<http://www.meetup.com/milcog/>

Vendor Hall

ARTEMIS SPACESHIP BRIDGE SIMULATOR

Artemis simulates a spaceship bridge by networking several computers together.

Artemis is a social game where several players are manning positions on the Artemis: Helm, Weapons, Engineering, Science, Communications and Captain.

We will have up to two ship's worth of computers. There will be several hour long missions throughout on Saturday only. \$2 Tokens for entry are available at the registration desk.

Basement- Badger Breakout Room

THE HAUNTED GAME ROOM ESCAPE ROOM ADVENTURE

An escape room is a physical adventure game in which players are "locked" in a room and have to use elements of the room to solve a series of puzzles and escape within a set time limit.

One of our regular gaming event rooms was originally off limits to us, as some janitors seemed to have perished there during a freak collapse of a stack of chairs, while cleaning up last years convention. We are told that their spirits still wander the room, and lash out at anyone they think might be holding dice or meeples.

Undeterred, we went forward with using the room, despite a lack of discounted rental rate for haunting, that should have been standard in situations like these. As we brought in games, we noticed strange things occurring...

There will be at most six slots per event. You have 45- minutes to figure out how to solve the riddles needed to escape the angry janitors, and escape the room.

Tokens for entry into the escape room will be \$2, available at the registration desk.

Vendor Hall

HEXplore It

Table: Vendor Hall (HEXplore)

Experience Needed: None

Vendor will run multiple demos throughout the day.

HEXplore It® is a Hero building adventure board game for one to seven players.

Players select their Hero by combining two character options: their Race and their Role. A player's Race is their heritage and species, while the players Role is more like their profession. This combination drives a player's strengths, weaknesses and defines their special abilities. With a pool of 6 options each (with more available depending on how we fund!), players have a total of 36 hero combinations. They begin play by drawing three quests. These are missions the group can complete to gain power ups that increase their hero's abilities.

As the players move about the game board, they utilize three skills which help them stay on course and locate food and treasure. After the movement phase of each game turn one of four actions occur, depending on where the group ends their movement.

Your goal in HEXplore It® is to gather power as swiftly as you can, and use it to battle the Dead King, before he draws the entire region into his undead army. Check the website for more info! www.hexploreit.com

Gamemaster: Jonathan Mariucci

Vendor Hall Demos!

The Purge of Skeleton Keep (Song of Blades and Heroes)

Saturday Session;

12:00:00 PM Table: Vendor Hall (Tabletop Minions)

Game Length: 2 **Players:** The Purge of Skeleton Keep

Experience Needed: None **Ages:** 13+

Our brave adventurers have come to Skeleton Keep to destroy the evil necromancer and his undead minions.

Gamemaster: Adam Loper (Tabletop Minions)

Sunday Session;

Event: The Purge of Skeleton Keep

1:00:00 PM Table: Vendor Hall (Tabletop Minions)

Game Length: 2 **Players:** The Purge of Skeleton Keep

Experience Needed: None **Ages:** 13+

Our brave adventurers have come to Skeleton Keep to destroy the evil necromancer and his undead minions.

Gamemaster: Adam Loper (Tabletop Minions)

Check the website for more info!

<https://tabletopminions.org/>

WreckAGE

9:00:00 AM Table: Vendor Hall (WreckAGE)

Experience Needed: None

Vendor will run multiple demos throughout the day.

Wreck-Age is a RPG and 28mm Miniature Skirmish Wargame set in a time after the collapse of human civilization. The greed of mankind had ravaged the planet nearly to the point of destruction. The wealthy and powerful fled to the stars and left the toxic remains to fester and die. Out of desperation those who remained devolved into preying upon each other. For Generations, humanity remained on the brink, but nature is the great equalizer. The Earth has showed signs of rebirth. This new era is known as the Resurgence, and this is where your community's tale begins.

Wreck-Age uses this post-collapse environment combined with a flexible and dynamic rule set to fuse RPG and Miniature Skirmish Wargame play. While traditional war games put almost the entire focus on combat, we've sought to emphasize non-combat Skills and mechanics to give your characters options well beyond the scope of most miniature games. The high-tech wild-west meets post-apocalypse genre mash-up creates great depth for narrative play that will appeal to a host of gaming interests. Check the website for more info! <http://www.wreck-age.net/>

Gamemaster: Hyacinth Games

Saturday Events!

Event: The Market Of Alturien
9:00:00 AM Table: B14
Game Length: 4 hours **Players:** 2 to 6
Experience Needed: None **Ages:** 13+
The medieval marketplace of Alturien is awash in intrigue and action. **Gamemaster:** Jadon Wright

Event: Nations
9:00:00 AM Table: B17+B18
Game Length: 3.5 hours **Players:** 1 to 5
Experience Needed: None **Ages:** 13+
Intensely competitive historical board game. Players must balance immediate needs, long-term growth, threats and opportunities. **Gamemaster:** Jason Petts

Event: Above & Below
9:00:00 AM Table: B5
Game Length: 2 hours **Players:** 3
Experience Needed: None **Ages:** 13+
You've just moved to a new region! And right below your new home you've discovered a mysterious system of caves filled with adventure! **Gamemaster:** Eric Jome

Event: Super Smash Bros. Open Play
9:00:00 AM Table: Bunker
Game Length: 4 hours **Players:** 3 to 8
Experience Needed: None **Ages:** 6+
Practice your Smash Bros. skills, either for fun or to prepare for the tournament.
Gamemaster: Grant Stratton

Event: Sea of Clouds
9:00:00 AM Table: Vendor Hall (MilCog)
Game Length: 1 hours **Players:** 2 to 4
Experience Needed: None **Ages:** 13+
Come be pirates in the sky in this game of push-your-luck! **Gamemaster:** Milwaukee Company of Gamers

Event: Leader 1: Hell of the North
9:30:00 AM Table: B21
Game Length: 2 hours **Players:** 2 to 4
Experience Needed: None **Ages:** 13+
Take part in the brutal one day bike race from Paris to Roubaix known as the Hell of the North. Lead your 3 man cyclist team to victory! **Gamemaster:** Ray Bonilla

Event: King of Tokyo
9:30:00 AM Table: Bunker (SPGC)
Game Length: 2 hours **Players:** 2 to 6
Experience Needed: None **Ages:** 6+
In King of Tokyo, you play mutant monsters, gigantic robots, and strange aliens—all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.
Gamemaster: Bryce (South Park Gaming Club)

Event: Dungeon Busters
9:30:00 AM Table: Bunker (SPGC)
Game Length: 1.5 hours **Players:** 3 to 5
Experience Needed: None **Ages:** 6+
Five weary warriors, on a journey for a mysterious dungeon rumored to be filled with precious gemstones. But there is hitch: ferocious monsters are guarding the gems! If the warriors join forces they can defeat them. But the coward who, blinded by his greed, will not fight seriously might get his companions punished by the monsters! The warrior who will remain loyal and will betray at the right time is the genuine hero of this game. **Gamemaster:** Clayton (South Park Gaming Club)

Event: Baba Yaga
9:30:00 AM Table: Bunker (SPGC)
Game Length: 0.5 hours **Players:** 2 to 5
Experience Needed: None **Ages:** 6+
In Baba Yaga, you need to escape the claws of the hideous Baba Yaga. To do so, however, you need to collect the ingredients for your three spell cards, and to do that you need to search the forest while Baba Yaga searches for you.
Gamemaster: Connor (South Park Gaming Club)

Event: Fluxx - Adventure Time
9:30:00 AM Table: Bunker (SPGC)
Game Length: 1.5 hours **Players:** 2 to 6
Experience Needed: None **Ages:** 6+
Adventure Time Fluxx, as with all Fluxx card games, starts with one basic rule: Draw one card, Play one card. You start with a hand of three cards, so add the card you drew to your hand, and then choose one card to play, following the directions written on your chosen card. **Gamemaster:** Hope (South Park Gaming Club)

Event: Brave Rats
9:30:00 AM Table: Bunker (SPGC)
Game Length: 1 hours **Players:** 2
Experience Needed: None **Ages:** 6+
BraveRats, first released as R, is a simple and short simultaneous action selection game for two that's played with cards. Both players have a hand of eight cards, numbered 0 to 7, with each card having a special power. Both players choose a card, then reveal them simultaneously. The highest card wins the round, and players play until someone has won four rounds. The cards' special powers greatly influence the game.
Gamemaster: Jakob (South Park Gaming Club)

Event: Dwarven Dig!
9:30:00 AM Table: Bunker (SPGC)
Game Length: 2.5 hours **Players:** 2 to 6
Experience Needed: None **Ages:** 6+
Dwarven Dig! is the fast-paced, hard-hitting, cave-smashing game of dwarves on the hunt for treasure. With the wise, grit-generating elder, the savvy engineer, the hell-raising miner and the stout warrior, can you lead your team safely through the perils of the mountain to retrieve the treasure before your opponents do the same?
Gamemaster: Luke (South Park Gaming Club)

Event: Hero Kids

9:30:00 AM Table: Bunker (SPGC)

Game Length: 2 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 6+

Hero Kids is a ENnie award-winning fantasy RPG for kids aged from 4 to 10. This game offers a fast and fun introduction to RPGs, perfect for younger kids who are just getting interested in role-playing games.

Gamemaster: Domo (South Park Gaming Club)

Event: Dwarven Dig!

9:30:00 AM Table: Bunker (SPGC)

Game Length: 2.5 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 6+

Dwarven Dig! is the fast-paced, hard-hitting, cave-smashing game of dwarves on the hunt for treasure. With the wise, grit-generating elder, the savvy engineer, the hell-raising miner and the stout warrior, can you lead your team safely through the perils of the mountain to retrieve the treasure before your opponents do the same?

Gamemaster: Luke (South Park Gaming Club)

Event: Between Two Cities

10:00:00 AM Table: B15

Game Length: 1 hours **Players:** 3 to 7

Experience Needed: None **Ages:** 13+

A partnership-driven tile-drafting game where you build two cities (one with each of your neighbors), but only score the lower of the two. **Gamemaster:** Brett B

Event: Romans Go Home

10:00:00 AM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 6+

Romans Go Home! is a fun, fast and fighty card game in which the players are Caledonian clans competing to capture the largest and most valuable Roman forts along Hadrian's Wall.

Gamemaster: Jakob (South Park Gaming Club)

Event: Saint Malo

10:00:00 AM Table: B1

Game Length: 1.5 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Saint Malo is a city building dice game. You roll dice, yahtzee style and draw in your city on a dry erase board.

Gamemaster: Nick Schaumberg

Event: Isle of Skye

10:00:00 AM Table: B13

Game Length: 1 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 13+

Get your game juices flowing with a light Carcassonne-esque tile laying game infused with a unique auction system. **Gamemaster:** mike paul

Event: Forbidden Island

10:00:00 AM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

Players use strategies to keep the island from sinking, while trying to collect treasures and items.

Gamemaster: Issac(South Park Gaming Club)

Event: Dragonslayer

10:30:00 AM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 6+

You are the world's most fearless dragon slayers, competing to be crowned the master slayer. Your brave warrior must search far and wide for these ferocious beasts, defend yourself against its attacks and be ever ready to strike them down.

Gamemaster: Connor (South Park Gaming Club)
Event: Loony Quest

10:30:00 AM Table: Vendor Hall (MIIICog)

Game Length: 1 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 6+

A neat drawing board game that feels like a video game.

Gamemaster: Milwaukee Company of Gamers

Event: Imperial

10:00:00 AM Table: Vendor Hall (MIIICog)

Game Length: 3 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Rondel game pits nations against each other in Europe.

Gamemaster: Milwaukee Company of Gamers

Event: Pente

10:30:00 AM Table: B24

Game Length: 1.5 hours **Players:** 3 to 7

Experience Needed: None **Ages:** 13+

An ancient board game easy to learn with enough challenge for youth and adults alike. No experience necessary. Games last :15 to :30 **Gamemaster:** Paulette Imhoff aka PAW

Event: Loony Quest

10:30:00 AM Table: Vendor Hall (MIIICog)

Game Length: 1 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 6+

A neat drawing board game that feels like a video game.

Gamemaster: Milwaukee Company of Gamers

Event: Vanuatu: Island Paradise?

11:00:00 AM Table: B13

Game Length: 2.5 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 18+

Beautiful and incredibly tight worker placement game that relies heavily on turn order. A visual treat to play.

Gamemaster: mike paul

Event: Via Nebula

11:00:00 AM Table: Vendor Hall (Staff)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Dispel the mists of Nebula in this Route Building / Pick up and Deliver game! Simple rules and quick gameplay equals fun! **Gamemaster:** NEWGame Staff

Event: Dungeon Lords

12:00:00 PM Table: B15

Game Length: 3 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

In Dungeon Lords, you are an evil dungeonlord who is trying to build the best dungeon out there.

Gamemaster: Brett B

Event: Splendor

12:00:00 PM Table: B3

Game Length: 1 hours **Players:** 3 to 5

Experience Needed: None **Ages:** 13+

Mine gems, spend gems, and attract nobles to your shop before they go elsewhere.

<http://boardgamegeek.com/boardgame/148228/splendor> or **Gamemaster:** Erik the Red

Event: Legacy Gears of Time

12:00:00 PM Table: B5

Game Length: 2 hours **Players:** 3

Experience Needed: None **Ages:** 13+

You've invented time travel! What to do... I know! Go back in time and take credit for everything for ultimate fame and glory! **Gamemaster:** Eric Jome

Event: Dungeons and Dragons - based on D&D 3.5

12:00:00 PM Table: Outside the RPG Room

Game Length: 4 hours **Players:** 4 to 6

Experience Needed: Some exposure **Ages:** 13+

Dice free LARP based on chainmail and D&D3.5 You are the miniature. Classic D&D flavored live action role-playing game. **Gamemaster:** Nathaniel Moon

Event: "Friends In Low Places"

12:00:00 PM Table: RPG1

Game Length: 4 hours **Players:** 4 to 9

Experience Needed: None **Ages:** 13+

The crew of the Serenity returns to Serenity Valley to help an old friend from the War. **Gamemaster:** Jeff Patterson

Event: Deluxe 3D Settlers of Catan

1:00:00 PM Table: B20

Game Length: 2 hours **Players:** 4

Experience Needed: Some exposure **Ages:** 13+

Colonize, build and conquer the Isle of Catan before your opponents can do so in this deluxe built up version of the classic board game. **Gamemaster:** Jerome Sinkovec

Event: Mare Nostrum: Empires (with Atlas expansion)

1:00:00 PM Table: B3

Game Length: 3 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

<http://boardgamegeek.com/boardgame/174785/mare-nostrum-empires> **Gamemaster:** Erik the Red

Event: Super Smash Bros. Tournamet

1:00:00 PM Table: Bunker

Game Length: 3 hours **Players:** 2 to 16

Experience Needed: None **Ages:** 6+

Become the Champion of Smash Bros. in this 16-slot tournament. 1st: \$20, 2nd: Smash Bros. Perler creation.

Gamemaster: Grant Stratton

Event: Qwirkle

1:00:00 PM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

Players begin the game with six blocks. The blocks must all be played in a line and match, without duplicates, either the color or shape of the previous block.

Gamemaster: Bryce (South Park Gaming Club)

Event: Forbidden Desert

1:00:00 PM Table: Bunker (SPGC)

Game Length: 2 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 6+

You'll need to coordinate with your teammates and use every available resource if you hope to survive the scorching heat and relentless sandstorm. **Gamemaster:** Clayton (South Park Gaming Club)

Event: Rampage

1:00:00 PM Table: Bunker (SPGC)

Game Length: 2 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

You arrive in Meeple City as a gigantic, famished, scaly-skinned monster! Your goal: Dig your claws and dirty paws into the asphalt, destroy buildings, and devour innocent meeplees – in short: sow terror while having fun. **Gamemaster:** Jakob (South Park Gaming Club)

Event: Hero Kids

1:00:00 PM Table: Bunker (SPGC)

Game Length: 2 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 6+

Hero Kids is a ENnie award-winning fantasy RPG for kids aged from 4 to 10. This game offers a fast and fun introduction to RPGs, perfect for younger kids who are just getting interested in role-playing games.

Gamemaster: Domo (South Park Gaming Club)

Event: Concept

1:00:00 PM Table: Bunker (SPGC)

Game Length: 2 hours **Players:** 4 to 12

Experience Needed: None **Ages:** 6+

In Concept, your goal is to guess words through the association of icons. Acting together, teams place pieces judiciously on the available icons on the game board.

Gamemaster: Bailey (South Park Gaming Club)

Event: Splendor

1:30:00 PM Table: B17

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Take on the role of a rich merchant. Use your resources to turn raw gems into beautiful jewels. Easy to learn, rules happily taught. **Gamemaster:** Jason Petts

Event: Samurai Spirit

1:30:00 PM Table: B21

Game Length: 1 hours **Players:** 2 to 7

Experience Needed: None **Ages:** 13+

Follow the way of the samurai and defend a village of innocents from a gang of vicious bandits in this unforgiving but fun cooperative game!

Gamemaster: Ray Bonilla

Event: Stockpile: Continuing Corruption

2:00:00 PM Table: B1

Game Length: 3 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Use insider information, unethical advantages and subtle deceptions to make a killing on the stock exchange floor! Fast paced & fun.

Gamemaster: Peter Schell

Event: The Grizzled

2:00:00 PM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 6+

The Grizzled is a cooperative game about survival in the trenches during the first World War where players win or lose together.

Gamemaster: Issac(South Park Gaming Club)

Event: Tsuru

2:00:00 PM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go.

Gamemaster: Luke (South Park Gaming Club)

Event: Rum & Bones

2:30:00 PM Table: B21

Game Length: 1.5 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Charge the gangplank, swing from the rigging, and swashbuckle your way to victory in this fast-paced pirate-themed miniatures skirmish!

Gamemaster: Ray Bonilla

Event: Keyflower

2:00:00 PM Table: B13

Game Length: 2 hours **Players:** 1 to 5

Experience Needed: None **Ages:** 18+

Spend a year to build your town. Manage your meeples to work your town (and your neighbors) in this "thinky" bidding game. **Gamemaster:** mike paul

Event: Orleans

2:00:00 PM Table: B6

Game Length: 2.5 hours **Players:** 4

Experience Needed: None **Ages:** 13+

Orleans - a worker placement bag building game.

Gather followers, establish trade stations, and collect goods and money to gain supremacy. **Gamemaster:**

Herm Gelhar

Event: XL Carcassonne

2:30:00 PM Table: B24+B25

Game Length: 1.5 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

An oversized version of the popular game. Assemble tiles to make a map and claim territory for points.

Gamemaster: Paulette Imhoff aka PAW

Event: Roll Player

3:00:00 PM Table: B15

Game Length: 2 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Compete to create the greatest fantasy RPG character ever by rolling and placing dice, and purchasing traits, skills, and equipment. **Gamemaster:** Brett B

Event: Covert

3:00:00 PM Table: B16

Game Length: 2 hours **Players:** 2 to 3

Experience Needed: None **Ages:** 13+

Control your network of spies, gather intel, and break codes in Covert, a game of tactical dice placement, set collection, and timing set in Cold War Europe. Players race to complete high risk Missions by deploying their agents and acquiring the necessary equipment, all while keeping an eye on the needs of future missions and the advances of rival agencies. **Gamemaster:** Matt Wimmer

Event: The Manhattan Project - Master Class!

3:00:00 PM Table: B5

Game Length: 2 hours **Players:** 4

Experience Needed: None **Ages:** 13+

Prove to the world that your nation is to be respected for your mastery of atomic sciences. Build The Bomb and be the first! **Gamemaster:** Eric Jome

Event: Tsuru

3:00:00 PM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go.

Gamemaster: Hope (South Park Gaming Club)

Event: Mysterium

3:00:00 PM Table: Vendor Hall (MilCog)

Game Length: 1.5 hours **Players:** 2 to 7

Experience Needed: None **Ages:** 6+

An association game in a haunted setting.

Gamemaster: Milwaukee Company of Gamers

Event: Rats in the Factory

4:00:00 PM Table: B19

Game Length: 2 hours **Players:** 4 to 8

Experience Needed: None **Ages:** 13+

The Northern Factories: A ghastly place for a battle..metal sheets creaking in the wind leaving only rats to thrive in this burning hell. **Gamemaster:** Todd Chirhart

Event: Super Smash Bros. Open Play

4:00:00 PM Table: Bunker

Game Length: 4 hours **Players:** 1 to 8

Experience Needed: None **Ages:** 6+

Have fun With Super Smash Bros. or Mario Kart 8

Gamemaster: Grant Stratton

Event: Love Letter

4:00:00 PM Table: Bunker (SPGC)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

Love Letter is a game of risk, deduction, and luck for 2–4 players. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. From a deck with only sixteen cards, each player starts with only one card in hand; one card is removed from play.

Gamemaster: Bailey (South Park Gaming Club)

Event: Dungeon Petz

5:00:00 PM Table: B15

Game Length: 3 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Those newfangled pets the dungeon lords have been clamoring aren't just going to raise themselves! Just don't let them starve... **Gamemaster:** Brett B

Event: Legendary: Marvel

5:00:00 PM Table: B21

Game Length: 2 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Pit some of Marvel's greatest heroes against one of its legendary villains to foil their evil scheme in this co-operative deckbuilder! **Gamemaster:** Ray Bonilla

Event: Snowdonia (a train game)

5:30:00 PM Table: B13

Game Length: 2 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 18+

A worker placement take on a train game. All players work on the same track, but who contributes the most?

Gamemaster: mike paul

Event: Sails of Glory

6:00:00 PM Table: B19+B20

Game Length: 2 hours **Players:** 2 to 8

Experience Needed: None **Ages:** 13+

Sailing miniatures for Naval combat from years 1650 to 1815. Modified rules. (2015 Origins Awards Best Historical Miniature Rules Nominee) **Gamemaster:** Todd Chirhart

Event: Dungeons and Dragons - based on D&D 3.5

6:00:00 PM Table: Outside the RPG Room

Game Length: 4 hours **Players:** 4 to 6

Experience Needed: Some exposure **Ages:** 13+

Dice free LARP based on chainmail and D&D3.5 You are the miniature. Classic D&D flavored live action role-playing game. **Gamemaster:** Nathaniel Moon

Event: Mysterium

7:00:00 PM Table: B21

Game Length: 2 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Rich, thematic murder mystery deduction game as player mediums work to decipher surreal and abstract visions sent to them by a ghost. **Gamemaster:** Ray Bonilla

Event: XL Abandon Ship

7:00:00 PM Table: B24+B25

Game Length: 1.5 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

An oversized version of the out-of-print game. Your goal is to get your rats to the top of the ship before it sinks or they drown. **Gamemaster:** Paulette Imhoff aka PAW

Event: Capt. Sonar

7:00:00 PM Table: Vendor Hall (Staff)

Game Length: 1.5 hours **Players:** 2 to 8

Experience Needed: None **Ages:** 13+

You and your teammates control a submarine and are trying to locate an enemy in order to blow it up in this real-time game. **Gamemaster:** NEWGame Staff

Event: Paty Games!

8:00:00 PM Table: Vendor Hall (Staff)

Game Length: 2 hours **Players:** 2 to 40

Experience Needed: None **Ages:** 10+

Times Up!, Werewolf, Two rooms and a Boom, Etc. A selection of large group party games will be run!

Gamemaster: NEWGame Staff

Event: Evening Snake Oil Silliness!

9:00:00 PM Table: B3

Game Length: 1 hours **Players:** 4 to 10

Experience Needed: None **Ages:** 13+

Self-described as "The best party game in the world" -- It cures what ails ya!

<http://boardgamegeek.com/boardgame/113289/snake-oil> **Gamemaster:** Erik the Red

Event: Mafia d Cuba

9:00:00 PM Table: Vendor Hall (MIIICog)

Game Length: 1 hours **Players:** 1 to 12

Experience Needed: None **Ages:** 13+

Hidden role game in a mafia setting. Not werewolf/mafia. **Gamemaster:** Milwaukee Company of Gamers

Sunday Events!

Event: The Market Of Alturien

9:00:00 AM Table: B14

Game Length: 4 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

The medieval marketplace of Alturien is awash in intrigue and action. **Gamemaster:** Jadon Wright

Event: Lords of Waterdeep

9:00:00 AM Table: B17+B18

Game Length: 1.5 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Complete quests and advance your agendas in this worker placement area control D&D themed board game. Rules happily taught. **Gamemaster:** Jason Petts

Event: Sushi Go

9:00:00 AM Table: B19

Game Length: ¼ hours **Players:** 2 to 5

Experience Needed: None **Ages:** 8+

Fun little take anywhere card/deck building game that lasts about 15 minutes. A couple games will be played in 30 minutes. Ages 8+. **Gamemaster:** Todd Chirhart

Event: Mare Nostrum: Empires (with Atlas expansion)

9:00:00 AM Table: B3

Game Length: 3 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

<http://boardgamegeek.com/boardgame/174785/mare-nostrum-empires> **Gamemaster:** Erik the Red

Event: Puerto Rico

9:00:00 AM Table: B5

Game Length: 2 hours **Players:** 4

Experience Needed: None **Ages:** 13+

The classic! Maybe you've never played, maybe you're an expert. But let's all gather for another go of the great game. **Gamemaster:** Eric Jome

Event: Dead of Winter

9:30:00 AM Table: B21

Game Length: 2 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Try to survive in a world where zombies, the harsh and bitter elements, and the possibility of cruel betrayal are all a constant threat! **Gamemaster:** Ray Bonilla

Event: Samarkand: Routes to Riches

10:00:00 AM Table: B13

Game Length: 1 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 13+

Easy to play area control game where you manage the relationships of several families and their camels in the desert. **Gamemaster:** mike paul

Event: Castle Panic plus Expansions

10:00:00 AM Table: B15

Game Length: 2 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Tower defense in boardgame form. Includes The Wizard's Tower and The Dark Titan expansions.

Gamemaster: Brett B

Event: Las Vegas

10:00:00 AM Table: B7

Game Length: 1 hours **Players:** 5

Experience Needed: None **Ages:** 13+

Try your luck gambling at six great casino locations. Win money at each place by placing your dice. Most money wins, good luck! **Gamemaster:** Rodger M.

Event: Kingsburg

10:30:00 AM Table: B17

Game Length: 2 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

Influence King's advisers, construct valuable buildings, and win battles against invading enemies. **Gamemaster:** Jason Petts

Event: Sun

10:30:00 AM Table: B24

Game Length: 1 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

Scaled up version of gamemaster's choice.

Gamemaster: Paulette Imhoff aka PAW

Event: Time is money!

11:00:00 AM Table: B7

Game Length: 1 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Do you want to get rich? Put away millions. But you only have 60 seconds to do this. Exactly 60 sec. After all, time is money. **Gamemaster:** Rodger M

Event: Beasty Bar

11:00:00 AM Table: Vendor Hall (MilCog)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

Take-that card game which is a little like Guillotine

Gamemaster: Milwaukee Company of Gamers

Event: Lancaster: Intrigue in 15th century England

11:30:00 AM Table: B13

Game Length: 2 hours **Players:** 1 to 4

Experience Needed: None **Ages:** 13+

Highly interactive game where players vote on the laws that change the goal of the game. **Gamemaster:** mike paul

Event: Colt Express

11:30:00 AM Table: B19

Game Length: 1.5 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 10+

You are a bandit aboard The Colt Express. Move, shoot, punch, steal, from other bandits and avoid the sheriff. (Nerf guns will be used). 10+ **Gamemaster:** Todd Chirhart

Event: Tigris & Euphrates

12:00:00 PM Table: B5

Game Length: 2 hours **Players:** 3

Experience Needed: None **Ages:** 13+

The fertile crescent is the origin of civilization. Will your tribe grow to be the leaders future generations study and revere? **Gamemaster:** Eric Jome

Event: Dungeons and Dragons - based on D&D 3.5

12:00:00 PM Table: Outside the RPG Room

Game Length: 4 hours **Players:** 4 to 6

Experience Needed: Some exposure **Ages:** 13+

Dice free LARP based on chainmail and D&D3.5 You are the miniature. Classic D&D flavored live action role-playing game. **Gamemaster:** Nathaniel Moon

Event: WoA: The Island of Hidden Terror!

12:00:00 PM Table: RPG 5

Game Length: 4 hours **Players:** 3 to 8

Experience Needed: None **Ages:** 13+

Can you survive the terrors of the Island long enough to be rescued? WoA: Freedom from rules. **Gamemaster:** Grant Stratton

Event: The Temple of Balo

12:00:00 PM Table: RPG1

Game Length: 4 hours **Players:** 3 to 6

Experience Needed: None **Ages:** 13+

A strange temple appears on the coast in this old-school RPG from the 1980s. **Gamemaster:** Jeff Patterson

Event: King's Forge

12:00:00 PM Table: Vendor Hall (MilCog)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Craft the best items to win the King's Favor!

Gamemaster: Milwaukee Company of Gamers

Event: Scythe

1:00:00 PM Table: B15

Game Length: 3 hours **Players:** 2 to 5

Experience Needed: None **Ages:** 13+

An economic, engine-building game at its core, Scythe will see you constructing mechs and fighting for control of the mysterious Factory. **Gamemaster:** Brett B

Event: Thunder Road

1:00:00 PM Table: B7

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

It's a desert road race on a board the never ends. Out drive your opponents cars and us your helicopter too. Be like Mad Max. **Gamemaster:** Rodger M

Event: Junk Art

1:00:00 PM Table: Vendor Hall (Staff)

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

In Junk Art, players are presented with junk from which they must create art **Gamemaster:** NEWGame Staff

Event: Celestia

1:30:00 PM Table: B21

Game Length: 1 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

Brave fog, lightning, killer birds, and pirates as you collect treasure in this fast and fun press-your-luck game! **Gamemaster:** Ray Bonilla

Event: Rise of Augustus

2:00:00 PM Table: B7

Game Length: 1.5 hours **Players:** 2 to 6

Experience Needed: None **Ages:** 13+

You are trying to get the support of Senators and control wealthy provinces by using your seven legions in a bingo style game. **Gamemaster:** Rodger M

Event: Islebound

2:00:00 PM Table: Vendor Hall (Staff)

Game Length: 2 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 13+

Set sail in a mystical archipelago filled with bustling towns, sea monsters, pirates, and gold! Build the best sea-faring nation. **Gamemaster:** NEWGame Staff

Event: The Dragon & Flagon

2:30:00 PM Table: B21

Game Length: 1.5 hours **Players:** 2 to 8

Experience Needed: None **Ages:** 13+

Throw tankards of ale, swing from the chandeliers, flip tables, smash people with chairs. It's a fantasy tavern brawl in a box! **Gamemaster:** Ray Bonilla

Event: Sails of Glory

3:00:00 PM Table: B19+B20

Game Length: 2 hours **Players:** 2 to 8

Experience Needed: None **Ages:** 13+

Sails ship, sinks, ships, taunt your enemy. (2015 Origins Awards Best Historical Miniature Rules Nominee) **Gamemaster:** Todd Chirhart

Event: Dr. Eureka

3:00:00 PM Table: B7

Game Length: 1 hours **Players:** 2 to 4

Experience Needed: None **Ages:** 6+

Madness is the lab! Transfer materials between the test tubes, in the right order & faster then others to be the brightest scientist. **Gamemaster:** Rodger M

WELCOME TO NEWGAME 2016!

DON'T FORGET TO GET
YOUR:

Merchandise

T-shirts	\$15
Dice	\$1 each
Lanyards	\$1 each

Raffle Tickets- Multiple drawings Sat. & Sun.

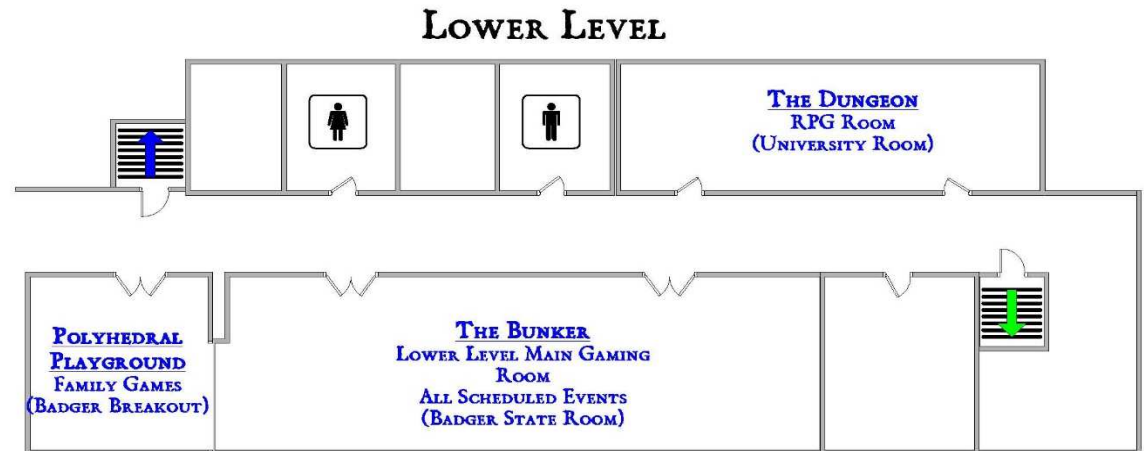
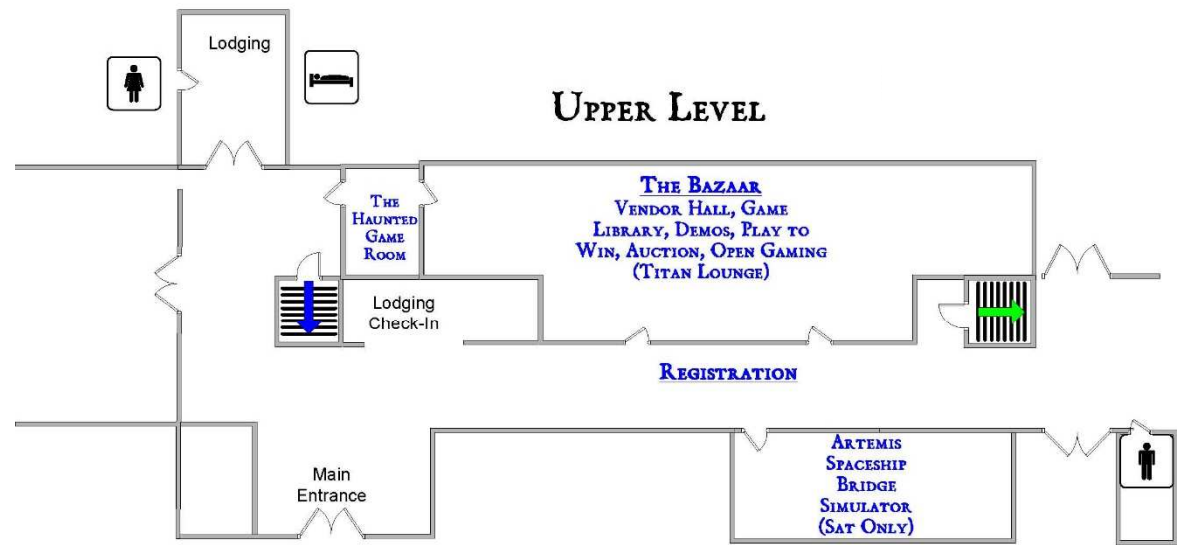
\$1 each
6 for \$5
15 for \$10

Artemis Tokens

\$2 each

Haunted Game Room Tokens

\$2 each



GRUENHAGEN CONFERENCE CENTER