

# Special Thanks

PretzCon would like to extend a special thank you to everyone that helped make PretzCon 2011 possible, including but not limited to:

**The Game Shoppe**  
**Comic Book Super Market**  
**Krypton Comics**  
**Tabletop Adventures**  
**Gauntlet Games**  
**Palladium Books**  
**Kearney Area Game Fest**  
**Fields of Honor**  
**Nuke-Con**  
**Omaha Judge Core**  
**Flying Buffalo Games**  
**Steve Jackson Games**  
**HERO Games**  
**Victory Point Games**  
**Mind Storm Labs**  
**Coliseum Gaming**  
**Omaha Cavaliers**

And everyone else who pitched in to help and of course you--the gamer, without whom there would not be a PretzCon at all.

See you next year!!

# PretzCon 2011 Gaming Convention

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# Convention Introduction

Welcome!

PretzCon 2011 is the first annual PretzCon game convention.

Our mission is to make the wonderful hobby of gaming accessible to everyone. Be you a long time gamer or completely new to the whole idea, we hope you will have a wonderful time at PretzCon.

There are all sorts of games being run all weekend long. You can look through the schedule in this book to find a game that looks interesting and then sign-up for it at the front desk.

You can play your favorite games or try out a new game you've never played before.

If you any questions, comments, or suggestions, please let the staff at the front desk know. We welcome any and all feedback and are dedicated to making your convention experience as awesome as possible!

Thanks for coming---now go play some games!!

Sincerely,

The PretzCon Organizers

## Front Desk

At the front desk you can sign up to play games, add new games to the schedule, add even purchase something from a small selection of goods.

If you need anything at all, the staff at the front desk will be happy to help!

Sunday April 10th @ 6 PM

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**Garbage (Deck o' Cards [5 actually])**  
·TABLE 3·

Garbage is a rummy style game where you try to get the goal of that round to be able to set down, and then keep playing cards until you go out.

There are 7 rounds in the game.

2 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

Sunday April 10th @ 7 PM

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**Robo Rally Death Match (Robo Rally)**  
·TABLE 8·

Take out your frustrations, by taking out the flags and leaving only your wits and your lasers to get you by!

This is a Robo Rally Death Match. Differing from traditional Robo Rally, in that there are no flags to reach, just death to deal out! Pits, lasers and crushers are your tools. It's every Robot for themselves, last one standing wins!

1 Hours for 8 Players  
Game Master: Brandon P.  
Experience Needed: None  
Materials Needed: None

## Open Gaming Snack Bar Game Library

Don't see a game on the schedule you want to play at the moment, or waiting for a game to start? Feel free to hang out and play whatever you want in the open gaming area.

By the opening gaming area is a snack bar to get yourself some gamer fuel.

At the snack bar is also a Game Library full of games you can try out--see the snack bar for details.

## Convention Rules

Obeying these rules will make the convention more enjoyable for you and everyone else.

- 1) Be respectful of other people at the convention, we are all here to have fun.
- 2) Weapons and alcohol are prohibited, Smoking is only allowed outside.
- 3) Keep your badge on your person and visible at all times. If you find a lost badge, please return it to the front desk.
- 4) Anyone breaking local, state or federal laws will be asked to leave immediately.
- 5) Keep your valuables with you at all times. You are responsible for your own belongings.
- 6) Children are welcome but you must supervise your children at all times.
- 7) Enjoy the convention and Play Some Games!

# Game Event Schedule

Sunday April 10th @ 5 PM

# FRIDAY

April 8th, Noon - MIDNIGHT

(Games will go until 1 AM)

## Friday April 8th @ Noon

### Spades (Deck o' cards)

·TABLE 9·

Spades, yep spades.

Play a card from your hand that is the suit previously played. Take "tricks" by playing a higher card. Bo-yah, thats spades.

A game that is truly Pretz-Old-school.

Game Master: Ryan P.

1 Hours for 4 Players

Experience Needed: None

Materials Needed: None

### Small world (with expansions) (Small world)

·TABLE 5·

Players vie for conquest and control of a world that is simply too small to accommodate them all.

2 Hours for 4 Players

Game Master: Jessica P.

Experience Needed: None

Materials Needed: None

Friday April 8th @ 1:00 PM

### Extreme Robo Rally Marathon (Robo Rally)

·TABLE 8·

What better way to wind down after a weekend of gaming than the controlled-chaos of Robo Rally. This is an Extreme Robo Rally Marathon, not for the faint of heart. Multiple advanced-level boards will be used, many flags, power up cards, the WORKS!

Players must have played Robo Rally before as this is going to be a blood-bath. But if you are a beginner and still want to play, YOU HAVE BEEN WARNED!!! (check out my Saturday Robo Rally event for a beginners game, or right after this at 7 will be a beginners death-match style game.)

2 Hours for 7 Players

Game Master: Brandon P.

Experience Needed: Moderate-Advanced

Materials Needed: None

### Dominion with expansions (Dominion [card game])

·TABLE 4·

Each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

3 Hours for 6 Players

Game Master: Jessica P.

Experience Needed: None

Materials Needed: None

## Sunday April 10th @ 3 PM (continued)

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### Dominion (Basic Set) ·TABLE 1·

In Dominion, each player starts with an identical, very small deck of cards. Throughout the game players build their deck adding treasure, actions, and Victory points. Your deck is your Dominion. At the end of the game, the strongest Dominion wins!

2 Hours for 4 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

## Sunday April 10th @ 4 PM

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### Illuminati (Illuminati) ·TABLE 3·

Illuminati is the Steve Jackson card game of world domination. The UFOs control California who control the Gun Lobby. Will it be enough to control the world? Come on and find out.

2 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

### All Ages Gaming BINGO (All Ages Gaming) ·LOCATED IN OPEN GAME AREA·

B-I-N-G-O And BINGO is the game-o! Good old fashioned game of BINGO including 5-in-a-row, four corners, 'X' and my personal favorite blackout! All gamers of any age are welcome to join in up to 70 players. Prizes? Oh yes there will be prizes! (Since this is an installment of our all ages gaming Sunday unit prizes will be geared toward our younger gamers but older gamers are welcome to claim them too(;))

\*\*A friendly reminder: Parents are expected to supervise their children. :) \*\* (Other All ages games will be available for play during this time)

1 Hours for 30 Players  
Game Master: Richelle P.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 1 PM

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### Hearts (Deck o' cards) ·TABLE 9·

Reverse spades (see friday noon)

Play a card from you hand that is the suit previously played. Try not to take "tricks" by playing a lower card. Bo-yah, thats hearts.

A game that is truly Anti-Pretz-old-school  
1 Hours for 4 Players  
Game Master: Ryan P.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 2 PM

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### Dominion with expansions (Dominion [card game]) ·TABLE 5·

Each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

2 Hours for 8 Players  
Game Master: Jessica P.  
Experience Needed: None  
Materials Needed: None

### Master of the Fallen Fortress (Pathfinder) ·TABLE 11·

A dungeon-based adventure for 1st-level characters.

The ruined siege castles outside Absalom have long beckoned adventurers looking to make a name for themselves. Now an earthquake has cracked open one of these fabled ruins, and its lost mysteries and fantastic treasures lie exposed for the first time in centuries. But the tower's empty halls once more echo with living footfalls, and a new master has claimed the Fallen Fortress as his own. Can the PCs find a way to get inside its shattered walls? What ancient...

(game details continued next page)

## Friday April 8th @ 2 PM (continued)

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... dangers and fresh threats will they encounter inside its crumbling chambers? And will the PCs be able to defeat the current Master of the Fallen Fortress?

Master of the Fallen Fortress is a dungeon-based adventure for 1st-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. It also serves as an introduction to Pathfinder Society Organized Play (Paizo's constantly evolving, world-wide megacampaign). The adventure involves exploring an ancient, ruined tower and rescuing the captured Pathfinder held within.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 3 PM

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### Red Bull Indianapolis GP (Moto Grand Prix)

·TABLE 4·

It's time for the rubber to meet the road for the world's greatest motorcycle racing series at the Indianapolis Motor Speedway. Moto Grand Prix is a light racing game appropriate for all ages.

1 Hours for 6 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 4 PM

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### Nuclear War (Nuclear War)

·TABLE 7·

Nuke War is a comical game of masses destruction. Destroy or steal their populous before they get yours. Come play this wonderful classic game by Flying Buffalo Games. Got change for 5 million people?

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

## Sunday April 10th @ 2 PM (continued)

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### 31 (Deck o' cards)

·TABLE 3·

31 is a wonderful card game, players are dealt 3 cards and with drawing and discarding you try to get the closest to 31 in one suit. Knock when you think you have the highest amount to end the round.

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

## Sunday April 10th @ 3 PM

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### Nuclear War (Nuclear War)

·TABLE 3·

Nuke War is a comical game of masses destruction. Destroy or steal their populous before they get yours. Come play this wonderful classic game by Flying Buffalo Games. Got change for 5 million people?

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

### All Ages Gaming Headbanz (All Ages Gaming)

·LOCATED IN OPEN GAME AREA·

Strap on a headband and play this fun game of "Who am I?" Players ask each other yes or no questions to discover what object is strapped onto their heads. Am I a fruit? Am I an animal? How many legs do I have? Be the first one to guess three objects and win!

\*\*A friendly reminder: Parents are expected to supervise their children. :) \*\* (Other All ages games will be available for play during this time)

1 Hours for 999 Players  
Game Master: Richelle P.  
Experience Needed: None  
Materials Needed: None

**Sunday April 10th @ 2 PM (continued)**

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**Citadels (Citadels)**

·TABLE 1·

Build the best city in the kingdom. Manipulate the powers of the Merchant, Bishop, Assassin, or even the King, to boost your gold or break down your enemies' domain.

1 Hours for 7 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

**Heroes of Rokugan: Spirit of Bushido Open Library  
(Legend of the Five Rings)**

·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**Shattered Empires Open Library (Shattered Empires)**

·TABLE 9·

The table's choice of:

CSE-A1-SP1-1 Whispers of the Gods  
CSE-A1-SP1-2 Dry Rain  
CSE-A1-HP1-1 Desperate Measures  
CSE-A1-HP1-2 Desperate Times  
CSE-A1-SP1-3 Cardakx Rising  
CSE-A1-SP1-4 Ancient Secrets Left Unspoken

All of the available modules, and all for Tier 1 characters. Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.  
Experience Needed: None  
Materials Needed: None

**Friday April 8th @ 4 PM (continued)**

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**Empire Builder (board game)**

·TABLE 5·

Build your own railroad empire across North America. Lay out track, choose the cargoes that give you the best payout, and expand your reach.

We'll be using the Fast Play and Mercy rules, so if you've ever wanted to try rail games this is your chance.

3 Hours for 6 Players  
Game Master: Leah W.  
Experience Needed: None  
Materials Needed: None

**Friday April 8th @ 5 PM**

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**Illuminati (Illuminati)**

·TABLE 7·

Illuminati is the Steve Jackson card game of world domination. The UFOs control California who control the Gun Lobby. Will it be enough to control the world? Come on and find out.

2 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

**Race Day: Pocono 500 (Race Day)**

·TABLE 4·

Experience the thrill of NASCAR racing at Pocono. Trade paint with rival drivers over five laps on the tri-oval. Dice heavy with light rules—appropriate for all ages.

2 Hours for 10 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

Friday April 8th @ 6 PM

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**Omaha Judge Core LFR D&D 4e  
(Dungeons & Dragons 4e)**

·TABLE 8·

Omaha Judge Core is proud to present Dungeons and Dragons (4e) at Pretzcon! Bring your previously made RPGA-legal character or make one at our HQ (please arrive 15-30 minutes prior). Play in an exciting and fun adventure written by published authors ran by our very own premier judges. The adventure will be decided based on player availability.

4 Hours for 6 Players  
Game Master: Rickey K.  
Experience Needed: None  
Materials Needed: None

Friday April 8th @ 7 PM

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**Settlers of Catan (Settlers of Catan)**

·TABLE 7·

Settlers of Catan with Fisherman of Catan expansion.

Everyone is settling on the same island. There is only one thing to do...settle better! Build your settlements, roads and cities while collecting natural resources. The winner of this classic game is the first to get their settlement worth 10 Victory Points! (Or 11 if you have the old boot.)

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

**Wings of War (Famous Aces)**

·TABLE 4·

Richthofen and the Flying Circus take on a combined British and American force over the skies of Europe. Wings of War is a game series which merges card and board game mechanics to recreate aerial combat.

2 Hours for 10 Players  
Game Master: Phil L.

Experience Needed: None  
Materials Needed: None

Sunday April 10th @ 2 PM (continued)

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**Pathfinder Society Scenario #2-02:  
Before the Dawn—Part II: Rescue at Azlant Ridge**

**(Pathfinder)**

·TABLE 11·

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone.

Rescue at Azlant Ridge is the second and final scenario in the Before the Dawn campaign arc and is the sequel to Pathfinder Society Scenario #2-01: Part I: The Bloodcove Disguise.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-17:  
Shades of Ice—Part II: Exiles of Winter**

**(Pathfinder)**

·TABLE 12·

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5).

Exiles of Winter is part two of the three-part Shades of Ice campaign arc. It follows Pathfinder Society Scenario #2-15: Shades of Ice—Part I: Written in Blood and concludes in Pathfinder Society Scenario #2-19: Shades of Ice—Part III: Keep of the Huskarl King. All three scenarios are intended to be played in order.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None



**Settlers of Catan (Basic Set)**  
·TABLE 1·

Everyone is settling on the same island. There is only one thing to do...settle better! Build your settlements, roads and cities while collecting natural resources. The winner of this classic game is the first to get their settlement worth 10 Victory Points!

1 Hours for 6 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

**All Ages Gaming Pictionary for Kids (All Ages Gaming)**  
·LOCATED IN OPEN GAME AREA·

Can't draw? No big deal! No one can draw when you're timed! Get your team to guess the word from your drawing and hope their team has a worse artist than you. Lots of fun!

\*\*A friendly reminder: Parents are expected to supervise their children. :) \*\* (Other All ages games will be available for play during this time)

1 Hours for 999 Players  
Game Master: Richelle P.  
Experience Needed: None  
Materials Needed: None

**Killer Bunnies Remix (Killer Bunnies)**  
·TABLE 6·

You and your bunnies challenge each other in your quest for the magic carrot! Destroy other bunnies with nuclear weapons or even spatulas - starve them out - stare at them blankly. Do what you can to win.

If you've never played Killer Bunnies this is a great set to learn with, as it teaches all the basics and leaves out the complications.

If you have played Killer Bunnies before, it has all the mayhem with half the calories.

1 Hours for 6 Players  
Game Master: Jordan F.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-11:  
The Penumbral Accords  
(Pathfinder)**  
·TABLE 11·

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2, 4-5).

The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-13:  
Murder on the Throaty Mermaid  
(Pathfinder)**  
·TABLE 12·

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5).

While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home. Can the cunning Pathfinders discover who among the ship's crew of scum and villains is responsible for the crime in time to clear their own names? This murder mystery upon the open sea features a mechanic allowing for a different killer each time it's run to ensure that no amount of word of mouth will spoil the investigation for any team of canny players.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 7 PM (continued)

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### Heroes of Rokugan: Spirit of Bushido Open Library (Legend of the Five Rings)

·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

### Shattered Empires Open Library (Shattered Empires)

·TABLE 9·

The table's choice of:

CSE-A1-SP1-1 Whispers of the Gods  
CSE-A1-SP1-2 Dry Rain  
CSE-A1-HP1-1 Desperate Measures  
CSE-A1-HP1-2 Desperate Times

All from Origins 2010, and all for Tier 1 characters. Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 8 PM

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### Let's Create a Game (Homebrew)

·TABLE 1·

Let's create our own game from scratch!

I'll bring lots of generic and blank game components and we will work together to create an entire game. But feel free to bring parts to add to the pile

Then Saturday night anyone can play the game we create.

Come and join the fun and see your ideas come to life.

3 Hours for 12 Players  
Game Master: Floyd P.

Experience Needed: None  
Materials Needed: None

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## Sunday April 10th @ NOON (continued)

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### ALL AGES GAMING (ALL AGES GAMING) ·LOCATED IN OPEN GAME AREA·

Sunday from Noon-5pm is Family Gaming for ALL AGES. There will be tons of games available to play and volunteers present to teach the rules.

A small sampling of games that will be played is: Sorry, Parcheesi, Old Maid, Go Fish, Bean Bag Toss, Hungry Hungry Hippos and More!!

All children under the age of 13 must be accompanied by a parent or guardian at least 21 years old.

5 Hours for 999 Players  
Game Master: Brandon P.  
Experience Needed: None  
Materials Needed: Excitement

### Scrabble Switch up! (Scrabble)

·TABLE 4·

Come try your hand at modified versions of Scrabble, where the novice player can kick an experts butt! Also, Scrabble Me editions and Scrabble Slam will be there.

1 Hours for 10 Players  
Game Master: Jessica P.  
Experience Needed: know how to spell :D  
Materials Needed: None

## Sunday April 10th @ 1 PM

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### All Ages Gaming Apples to Apples Jr (All Ages Gaming) ·LOCATED IN OPEN GAME AREA·

What do you think is gross? Broccoli, kissing, homework? Use the cards in your hand to make a match with a describing word (like gross, funny, annoying) and hope that round's judge picks your card! Be the first to collect the needed number of apple cards to win. But, since a lot of silly things will happen everyone will win with laughter!

\*\*A friendly reminder: Parents are expected to supervise their children. :) \*\* (Other All ages games will be available for play during this time)

1 Hours for 999 Players  
Game Master: Richelle P.  
Experience Needed: None  
Materials Needed: None

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**Sunday April 10th @ 11 AM**

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**Boggle maddness! (Boggle)**

·TABLE 5·

Find words in the chaos of a shook up little box of letters. We may try spinning some themes for word picking if the group is willing.

1 Hours for 10 Players  
Game Master: Jessica P.  
Experience Needed: None  
Materials Needed: None

**Risk (Risk)**

·TABLE 3·

The classic game of global conquest.

It's honorary pretz old school!!!

3 Hours for 6 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

**Sunday April 10th @ NOON**

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**Libertad! (Hero System 6th Edition)**

·TABLE 7·

Gangsters have taken over a small Mexican village. But what could have attracted them in the first place? And can your team of technicos defeat them?

(Familiarity with lucha films convenient but not required)

4 Hours for 6 Players  
Game Master: Leah W.  
Experience Needed: None  
Materials Needed: pencil, six sided dice, heroic attitude

**Friday April 8th @ 8 PM (continued)**

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**31 (Deck o' cards)**

·TABLE 7·

31 is a wonderful card game, players are dealt 3 cards and with drawing and discarding you try to get the closest to 31 in one suit. Knock when you think you have the highest amount to end the round.

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None

**DungeonQuest (DungeonQuest [board game])**

·TABLE 3·

In DungeonQuest, Players must guide their heroes through the twisting halls of Dragonfire Dungeon in pursuit of unimaginable riches hoarded by the Dragon Lord Kalladra. Whoever can amass the most wealth and make it out of the dungeon before the closing of the doors seals their doom will emerge victorious. However, merely surviving the harrowing dungeon is a feat all its own...

Dare you face the dragon's challenge?

2 Hours for 4 Players  
Game Master: Jordan F.  
Experience Needed: None  
Materials Needed: None

**Friday April 8th @ 9 PM**

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**The Omega Virus (Talking Board Game)**

·TABLE 5·

The best game ever made about an evil computer virus in space. It's man vs. man vs. machine. You human scum!

.5 Hours for 4 Players  
Game Master: Andy G.  
Experience Needed: None  
Materials Needed: None

## Friday April 8th @ 9 PM (continued)

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### Axis and Allies (Axis and Allies)

·TABLE 7·

Axis and Allies is a game of WW2 combat. Come win the war for the allies...or not.

4 Hours for 4 Players

Game Master: Geoff B.

Experience Needed: Experienced

Materials Needed: None

### Mississippi Queen: The Black Rose (Mississippi Queen)

·TABLE 4·

Race your fellow paddleboat captains down the Mississippi, picking up passengers along the way. But be careful, coal supplies are limited and the river can be tricky.

1 Hours for 5 Players

Game Master: Phil L.

Experience Needed: None

Materials Needed: None

## Friday April 8th @ 10 PM

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### Cash n' Guns Live! (live action)

·LOCATED IN OPEN GAME AREA·

Who needs tables?! Come, get off your seats and get the biggest piece of the stash! Live action "use-your-hands-as-guns" awesomeness! The more the merrier!

2 Hours for 20 Players

Game Master: Jessica P.

Experience Needed: None

Materials Needed: None

## Friday April 8th @ 11 PM

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No games scheduled as of the book printing. See registration table for the latest information.

## Friday April 8th @ MIDNIGHT

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No games scheduled as of the book printing. See registration table for the latest information.

## Sunday April 10th @ 10 AM

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### Omaha Judge Core LFR D&D 4e

(Dungeons & Dragons 4e)

·TABLE 8·

Omaha Judge Core is proud to present Dungeons and Dragons (4e) at Pretzcon! Bring your previously made RPGA-legal character or make one at our HQ (please arrive 15-30 minutes prior). Play in an exciting and fun adventure written by published authors ran by our very own premier judges. The adventure will be decided based on player availability.

4 Hours for 6 Players

Game Master: Rickey K.

Experience Needed: None

Materials Needed: None

### Ninja Burger (card game)

·TABLE 7·

Join the elite Ninja Burger team! Gain honor as you deliver tasty Ninja Burger meals to challenging locations!

Original set plus the "Sumo-Size Me" expansion.

1 Hours for 6 Players

Game Master: Leah W.

Experience Needed: None

Materials Needed: None

### Victory Point Games round robin

(Victory Point strategy games)

·TABLE 4·

Come see an up and comer on the scene for solitaire and two play strategy games.

We will be running: Star Borders: Humanity, Toe-to-Toe Nu'klr Combat with The Rooskies, Levee en Masse (The wars of the French Revolution, 1789-1802), and Israeli Independence (The First Arab-Israeli War 1948-1949). They are a quick learn and play and everyone will have a chance to play them all.

Top players will win some of the games.

2 Hours for 5 Players

Game Master: Ryan P.

Experience Needed: None

Materials Needed: None

Sunday April 10th @ 9 AM (continued)

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**Heroes of Rokugan: Spirit of Bushido Open Library  
(Legend of the Five Rings)**

·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Materials Needed: None  
Experience Needed: None

**Shattered Empires Open Library (Shattered Empires)**

·TABLE 9·

The table's choice of:

CSE-A1-SP1-1 Whispers of the Gods  
CSE-A1-SP1-2 Dry Rain  
CSE-A1-HP1-1 Desperate Measures  
CSE-A1-HP1-2 Desperate Times  
CSE-A1-SP1-3 Cardakx Rising  
CSE-A1-SP1-4 Ancient Secrets Left Unspoken

All of the available modules, and all for Tier 1 characters. Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.  
Experience Needed: None  
Materials Needed: None

# SATURDAY

April 9th, 8 AM - MIDNIGHT

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(Games will go until 1 AM)

**Saturday April 9th @ 8 AM**

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**Apples to Apples (Apples to Apples card game)**

·TABLE 5·

WAKE UP!

..and play this classic (is it old enough to call classic yet) game of crazy comparisons.

Use your hand of nouns, events and situations to try and find the best card that is described by the adjective card laid by the judge. Just remember you have to play a card to appease that judge. He might not want a literal example. He may want the opposite or "Spam"... that card wins **\*\*Every Time\*\***

If this game doesn't get you up, moving, and ready for more gaming well then, I'm sorry to tell you this, but you may be dead. Sorry, I don't make the rules... just sayin'

1 Hours for 32 Players  
Game Master: Ryan P.  
Experience Needed: None  
Materials Needed: Humor

**Saturday April 9th @ 9 AM**

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**Pathfinder Society Scenario #2-06:  
The Heresy of Man—Part I: The First Heresy  
(Pathfinder)**

·TABLE 11·

A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9).

For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed "let no man be beholden to a god." While this has led to relative peace without religious strife, it has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by...

(game details continued next page)

... disease or injury. When a new and mysterious plague begins ravaging the coastal villages of Rahadoum, you are sent by the Pathfinder Society to escort a cleric of Sarenrae into the heart of the plague in order to protect a secret Pathfinder research project. Getting there means smuggling the cleric in as contraband and when the Pure Legion, Rahadoum's defense against religion, get wind of your arrival, you must fight not only to protect the cleric, but to keep yourselves from being executed for violating the First Heresy.

The First Heresy is the first scenario in the The Heresy of Man campaign arc. Pathfinder Society Scenario #2-07: The Heresy of Man—Part II: Where Dark Things Sleep is the sequel.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: 5-9 level  
Materials Needed: None

**Pathfinder Society Scenario #51:  
The City of Strangers—Part I: The Shadow Gambit  
(Pathfinder)  
·TABLE 12·**

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

The Pathfinder Society sends you to Kaer Maga, the City of Strangers, where you are ordered to find a local Pathfinder associate who sent a strange letter to Venture-Captain Drandle Dreng in Absalom. When the local associate turns up dead and you find evidence linking his death to a mysterious organization called The Shadow Lodge, it's up to you to track them down and solve the man's murder.

The Shadow Gambit is the first scenario in the two-part The City of Strangers campaign arc. Pathfinder Society Scenario #52: The City of Strangers—Part II: The Twofold Demise is the sequel.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-01:  
Before the Dawn—Part I: The Bloodcove Disguise  
(Pathfinder)  
·TABLE 11·**

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you.

The Bloodcove Disguise is the first scenario in the two-part Before the Dawn campaign arc. Pathfinder Society Scenario #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge is the sequel

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-15:  
Shades of Ice—Part I: Written in Blood  
(Pathfinder)  
·TABLE 12·**

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5).

When the Decemvirate sends the PCs to the Viking city of Trollheim in the frigid northern Lands of the Linnorm Kings to deliver a package to an allied scholar there, the Pathfinders soon find themselves unwelcome visitors. Forced to navigate the rugged, isolated city and interact with the standoffish natives, can they deliver their cargo to its target, or will they find themselves exiled from the city... or worse?

Written in Blood is the first scenario in the three-part Shades of Ice campaign arc. It continues in Pathfinder Society Scenario #2-17: Shades of Ice—Part II: Exiles of Winter and concludes in Pathfinder Society Scenario #2-19: Shades of Ice—Part III: Keep of the Huskarl King. All three scenarios are intended to be played in order.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

# SUNDAY

April 10th, 8 AM - 7 PM

(Games will go until 8 PM)

## Sunday April 10th @ 8 AM

### Service (fellowship)

·LOCATED IN OPEN GAME AREA·

Want to game all weekend and still don't want to miss church. Come and see how service is with a little gamer-geek thrown in.

Followed shortly by pancakes.

1 Hours for 999 Players  
Game Master: Ryan P.  
Experience Needed: None  
Materials Needed: None

## Sunday April 10th @ 9 AM

### Pancake Breakfast! (Food! really!)

·LOCATED IN OPEN GAME AREA·

Come get some homemade pancakes, made by yours truly, Jessica Pretz! Bring empty bellies and enjoy a lovely breakfast to celebrate the last day of a wonderful weekend :)

\*did I mention...it was free!

2 Hours for 999 Players  
Game Master: Jessica P.  
Experience Needed: None  
Materials Needed: empty belly

Saturday April 9th @ 9 AM (continued)

### Heroes of Rokugan: Spirit of Bushido Open Library (Legend of the Five Rings)

·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

### To Live and Die in Jumpspace (open playtest round 1) (Traveller [Mongoose Publishing])

·TABLE 3·

Hey! Want to get your name in a gaming book? Help Hell Creek Sanitarium playtest its first Traveller adventure in an open beta! A religious icon dies while on pilgrimage to an offworld holy site and it's murder most foul! Will the crew of the far trader Hanaru be able to find and apprehend the murderer before planetfall or will they learn what it is to live and die in jumpspace?

4 Hours for 7 Players  
Game Master: Dale M.  
Experience Needed: None  
Materials Needed: None

### Shattered Empires Open Library (Shattered Empires)

·TABLE 9·

The table's choice of:

CSE-A1-SP1-1 Whispers of the Gods  
CSE-A1-SP1-2 Dry Rain  
CSE-A1-HP1-1 Desperate Measures  
CSE-A1-HP1-2 Desperate Times

All from Origins 2010, and all for Tier 1 characters. Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.

Experience Needed: None  
Materials Needed: None

**Mysterymen II: The "B" Team  
(Champions 4th ED/Sidekicks)**

·TABLE 6·

The Mysterymen are missing. Who Took them? One thing's for sure it wasn't Cassanova Frankenstein! Dr. Heller has gathered you and armed you to find out!!!

2 Hours for 6 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: Pencil, 6-sided dice

**Omaha Judge Core LFR D&D 4e  
(Dungeons & Dragons 4e)**

·TABLE 8·

Omaha Judge Core is proud to present Dungeons and Dragons (4e) at Pretzcon! Bring your previously made RPGA-legal character or make one at our HQ (please arrive 15-30 minutes prior). Play in an exciting and fun adventure written by published authors ran by our very own premier judges. The adventure will be decided based on player availability.

4 Hours for 6 Players  
Game Master: Rickey K.  
Experience Needed: None  
Materials Needed: None

**Arkham Horror (Arkham Horror)**

·TABLE 7·

It is the roaring 20's, and while there's electricity in the air, unnatural storms are brewing as well. Strange things are happening in the small Massachusetts town of Arkham; people have gone missing, sightings of indescribable creatures grow more and more frequent. And the very air thickens with a sense of foreboding that roils like an acrid mist through the streets.

The Ancient Ones are stirring...

4 Hours for 7 Players  
Game Master: Stephanie V.  
Experience Needed: None  
Materials Needed: None

**Night of the Tikis  
(It Came From the Late, Late, Late Show)**

·TABLE 6·

A group of college students decide to enjoy spring break on a previously uncharted island that was once home to a secret government testing site. What could possibly go wrong?

Role-playing in B-Movies. Come act appropriately stupid.

3 Hours for 6 Players  
Game Master: Jordan F.  
Experience Needed: None  
Materials Needed: None

**Saturday April 9th @ 11 PM**

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No games scheduled as of the book printing. See registration table for the latest information.

**Saturday April 9th @ MIDNIGHT**

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**Nuclear War (Nuclear War)**

·TABLE 7·

Nuke War is a comical game of masses destruction. Destroy or steal their populous before they get yours. Come play this wonderful classic game by Flying Buffalo Games. Got change for 5 million people?

1 Hours for 5 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None



**Saturday April 9th @ 8 PM (continued)**

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**Omaha Judge Core LFR D&D 4e  
(Dungeons & Dragons 4e)**

·TABLE 8·

Omaha Judge Core is proud to present Dungeons and Dragons (4e) at Pretzcon! Bring your previously made RPGA-legal character or make one at our HQ (please arrive 15-30 minutes prior). Play in an exciting and fun adventure written by published authors ran by our very own premier judges. The adventure will be decided based on player availability.

4 Hours for 6 Players  
Game Master: Rickey K.  
Experience Needed: None  
Materials Needed: None

**Red Dragon Inn 1 & 2 (Board Game)**

·TABLE 7·

You and your adventuring companions have spent all day slogging through the Dungeon, killing monsters and taking their stuff. Now you're back in town, healed up, cleaned up, and ready to party at the Red Dragon Inn.

Drink, gamble, and roughhouse with your friends. But don't forget to keep an eye on your Gold. If you run out, you'll have to spend the night in the stables. Oh... and try not to get too beaten up or too drunk. If you black out, your friends will continue the party without you... after they loot your body for Gold of course!

The last conscious adventurer with Gold wins the game!

2 Hours for 7 Players  
Game Master: Stephanie V.  
Experience Needed: None  
Materials Needed: None

**Saturday April 9th @ 9 PM**

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No games scheduled as of the book printing. See registration table for the latest information.

**Saturday April 9th @ 11 AM**

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**Uber Heroscape! (Heroscape)**

·TABLE 1·

What if every hero, from every era were thrown into one landscape to battle it out to the death? Come, pick a hero and survive on this blend of all Heroscape expansions!

4 Hours for 10 Players  
Game Master: Jessica P.  
Experience Needed: None  
Materials Needed: None

**NASCAR Challenge  
(Real Action Stock Car Championship Racing)**

·TABLE 4·

Trade paint with your fellow drivers over 10 laps at Coopersville Speedway. Real Action Stock Car Racing is an easy-to-learn, dice-heavy racing game that simulates NASCAR racing. Very light and appropriate for young gamers.

2 Hours for 10 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

**Saturday April 9th @ NOON**

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**Robo Rally (for beginners) (Robo Rally)**

·TABLE 5·

The classic game of controlled-chaos. Robots race across the factory floor reaching checkpoint flags, avoiding lasers, pits, conveyor belts, crushers and other robots!

Sound easy enough? The tricky part is, your movement is controlled via randomly dealt cards! Being one-square away from the final flag doesn't matter if you were dealt nothing but Turn-Left cards :)

This event is for any experience level, come learn and prepare yourself for the Robo Rally Marathon game sunday night!

1 Hours for 8 Players  
Game Master: Brandon P.  
Experience Needed: None  
Materials Needed: None

**STAND-ALONE CARD GAME EXTRAVAGANZA  
(Earthquake and/or Fluxx and/or Citadels and/or Set)  
· LOCATED IN OPEN GAME AREA ·**

A veritable smorgasbord of the best that the stand-alone-card-game genre has to offer. No collecting, no trading, no customizing; just shuffling, dealing and strategy!!

Because all these games could be 20-200 minutes in length I've chosen a two hour block and coming prepared for whatever the popular vote is (so hey if Fluxx ends in two turns we can setup Citadels!!)

Game descriptions:

**Earthquake:**

This little-known WOTC game is a simple game of multiplication. Each "set" you play is worth more or less based on the colors and quantities played by everybody before you. But don't always count on the other players' sets being there after an EARTHQUAKE wipes the whole table clean!

**Fluxx:**

The game of ever-changing rules! Where the goal of the game can be changed three times over before you're next turn (or during it!)

**Citadels:**

Compete with other players to construct buildings in your budding city of varying degrees of worth. Each turn you get the chance to play a different character with different benefits, but nobody knows who is what character until that persons turn.

**Set:**

A mind-bender game of matching sets based on color, shape, quantity and density. All players look at the board simultaneously, whoever calls SET! first claims the set they've seen as a trick. When no more sets are possible, whoever has the most tricks wins!

2 Hours for 7 Players  
Game Master: Brandon P.  
Experience Needed: None  
Materials Needed: None

**CSE-A1-SP1-4 Ancient Secrets Left Unspoken  
(Shattered Empires)  
· TABLE 9 ·**

by Anthony Nijssen

"There is no secret more dangerous to the well being of a people than that which no one knows."

– Senator Tensen-Balin,1044, regarding the Malfelan Incursion and the shroud of secrecy the event was kept under.

This CHRONICLES OF THE SHATTERED EMPIRES STAND-ALONE adventure is designed for Tier 1.

Regional Premier!

Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.  
Experience Needed: None  
Materials Needed: None

**NASCAR Homestead-Miami Speedway (Daytona 500)  
· TABLE 4 ·**

Bid for your favorite driver in this card driven oval track racing game based on the Wolfgang Kramer classic.

2 Hours for 6 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

**We created a Game (Homebrew)  
· TABLE 1 ·**

Friday night a bunch of people will create a game from scratch. Want to see how it turned out? Play a game that no one has played before.

What kind of game will it be—come and find out!

3 Hours for 12 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 7 PM (continued)

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... Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion.

Beneath Forgotten Sands is the third and final scenario in the The Heresy of Man campaign arc and is the sequel to Pathfinder Society Scenario #2-07: The Heresy of Man—Part II: Where Dark Things Sleep.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: 5-9  
Materials Needed: None

### Pathfinder Society Scenario #49: Among the Dead (Pathfinder) ·TABLE 12·

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

Several years ago, a Taldan Zyphus cult took over a famous Oppara opera house, murdered a Pathfinder, and turned dozens of Taldor's wealthiest citizens into the walking dead. The Pathfinder Society has finally tracked down their hideout and sends you to Oppara for one purpose: revenge. Can you face the servants of Golarion's god of accidents unharmed or will you find yourself among Zyphus's cursed souls?

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

### Heroes of Rokugan: Spirit of Bushido Open Library (Legend of the Five Rings) ·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 1 PM (continued)

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### Chaos Theory (card game) ·TABLE 6·

Chaos Theory is set up like 52-card pick-up. Just toss the cards onto the table. But picking up the cards starts a chain reaction of killing and picking up other cards. You won't know who is winning until only one card remains!

1 Hours for 6 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

### Speed Circuit: Indy Racing League (Speed Circuit) ·TABLE 4·

Experience the excitement of open wheel racing at the Indy Grand Prix of Alabama. Using updated rules for the classic Avalon Hill game, drivers will race three laps at Barber Motorsports Park.

2 Hours for 9 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 2 PM

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### Warlord of Yellowstone (Hero System 6th Edition) ·TABLE 5·

In an alternate 1888, crazed inventor Professor Cafera begins his plan of conquest. Can you stop him before he carves a private realm out of the western USA? A steampunk/Western Hero mix.

4 Hours for 6 Players  
Game Master: Leah W.  
Experience Needed: None  
Materials Needed: pencil, six sided dice

**Great Ball of Epic Fail**  
(card game)  
·TABLE 6·

Great Balls of Epic Fail is a crazy game where players take turn playing balls that have different powers trying to have the most balls by the end of game.

1 Hours for 6 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #2-07:**  
**The Heresy of Man—Part II: Where Dark Things Sleep**  
(Pathfinder)  
·TABLE 11·

A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9).

When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil—responsible in part for the destruction of an ancient empire—now stirs and threatens the entire region with a deadly plague. Can the Pathfinders survive a sinister game of cat-and-mouse and escape with their lives?

Where Dark Things Sleep is the second scenario in the The Heresy of Man campaign arc. It is the sequel to Pathfinder Society Scenario #2-06: The Heresy of Man—Part I: The First Heresy and is followed by Pathfinder Society Scenario #2-09: The Heresy of Man—Part III: Beneath Forgotten Sands.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: 5-9  
Materials Needed: None

**The Office (Clue)**  
·TABLE 4·

Who killed HR Rep Toby Flenderson? Was it Dwight with a George Foreman grill in the breakroom? Was it Stanley with an “Everything Pretzel” in the annex? Great spin on standard Clue.

1 Hours for 6 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

**Saturday April 9th @ 6 PM**

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**Escape from Darkheim (Palladium Fantasy RPG)**  
·TABLE 5·

You and your allies were set up by the Kingdom of Rualla. Now after you have been convicted in a kangaroo court, you have been given a chance at a pardon the catch is the pardon will only happen if you rescue the prince from the city of Darkheim.

4 Hours for 6 Players  
Game Master: Geoff B.  
Experience Needed: None  
Materials Needed: None (characters provided)

**Saturday April 9th @ 7 PM**

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**Pathfinder Society Scenario #2-09:**  
**The Heresy of Man—Part III: Beneath Forgotten Sands**  
(Pathfinder)  
·TABLE 11·

As a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9).

Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient...  
(game details continued next page)

**Betrayal at House on the Hill (Board Game)**

·TABLE 7·

Spooky nights await you and your friends! The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back and enough chills to freeze the heart of any horror fan! This fun and suspenseful game is a new experience almost every time you play. Explore that creepy old place on the hill until enough mystic misadventures happen that one of the players turns on all of the others!

2 Hours for 5 Players  
Game Master: Stephanie V.  
Experience Needed: None  
Materials Needed: None

**Elemental Clash (Cards)**

·TABLE 6·

Brand new LCG

1 Hours for 6 Players  
Game Master: Michael -.  
Experience Needed: None  
Materials Needed: None

**Ticket to Ride (Europe) (Days of wonder)**

·TABLE 6·

Stretch your geography lesson with this expansion. Players collect train cars to lay claim on routes throughout Europe. Fairly Simple to learn and great fun!

1 Hours for 5 Players  
Game Master: Stephanie P.  
Experience Needed: None  
Materials Needed: None

**Pathfinder Society Scenario #52:  
The City of Strangers—Part II: The Twofold Demise  
(Pathfinder)**

·TABLE 12·

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

A powerful local gang in Kaer Maga demands that you end the threat of the Shadow Lodge at once as the Lodge's very existence upsets the delicate local balance of power. Refusal means both the expulsion of the Pathfinder Society from Kaer Maga forever and your untimely deaths. The choice is yours.

The Twofold Demise is the second and final scenario in the The City of Strangers campaign arc and is the sequel to Pathfinder Society Scenario #51: The City of Strangers—Part I: The Shadow Gambit.

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

**CSE-A1-SP1-3 Cardakx Rising (Shattered Empires)**

·TABLE 9·

by Scott Reid

As the Crusade pushes deeper into the Hinterlands towards the Infernal-controlled lands of the Lordship of Iron, the bloody sites of battles and skirmishes are becoming more common. These sites draw pilgrims, as they draw flies; but being so close to the front, the pilgrims must be protected.

This CHRONICLES OF THE SHATTERED EMPIRES STANDARD adventure is designed for Tier 1.

Regional Premier!

Ready to play characters will be available.

4 Hours for 7 Players  
Game Master: Jeff H.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 2 PM (continued)

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### Heroes of Rokugan: Spirit of Bushido Open Library (Legend of the Five Rings)

·TABLE 10·

Come play one of the mods in the new Heroes of Rokugan Campaign. Or join us for the national premiere of the all-new mod, "Winter Court: Kyuden Hida"

4 Hours for 7 Players  
Game Master: Clint B.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 3 PM

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### Puppy Pounders (Table Top Fluffy)

·TABLE 1·

Ever miss the days of playing pretend that your Sammy the Teddy was an epic warrior of destruction? Come play Puppy Pounders, a game of table top miniatures where battle meets fluffy! Bring your team of teddies, dragons, or any favorite stuffed animal and learn to give them stats, battle, and pound your way to victory! All ages allowed. No "kid" too old. :)

2 Hours for 10 Players  
Game Master: Jessica P.  
Experience Needed: None  
Materials Needed: Stuffed animals of any shape and size

### Talisman (Talisman)

·TABLE 3·

Talisman takes you on a journey through magical lands, as you endeavor to reclaim the Crown of Command. Each turn will see your hero advancing, battling, gaining knowledge and power necessary to defeat the guardians lurking between the Portal of Power and the Valley of Fire.

All available expansions will be included.

5 Hours for 6 Players  
Game Master: Jordan F.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 3 PM (continued)

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### MotorChamp Grand Prix (MotorChamp)

·TABLE 4·

Enjoy six laps of Formula 1 racing. Each player controls two cars, so the course can get congested quickly.

2 Hours for 8 Players  
Game Master: Phil L.  
Experience Needed: None  
Materials Needed: None

### The Gallows (The Gallows)

·TABLE 6·

In the city of mages, due process works a little different. Each player is a Mage Lawyer, with a client that has been sentenced to death. To save your client, you don't prove their innocence, you prove each other player's client's guilt. Which client you are trying to protect is kept secret, until only one mage on the gallows remains alive. Will it be the one you were protecting?

1 Hours for 6 Players  
Game Master: Floyd P.  
Experience Needed: None  
Materials Needed: None

## Saturday April 9th @ 4 PM

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### Omaha Judge Core LFR D&D 4e (Dungeons & Dragons 4e)

·TABLE 8·

Omaha Judge Core is proud to present Dungeons and Dragons (4e) at Pretzcon! Bring your previously made RPGA-legal character or make one at our HQ (please arrive 15-30 minutes prior). Play in an exciting and fun adventure written by published authors ran by our very own premier judges. The adventure will be decided based on player availability.

4 Hours for 6 Players  
Game Master: Rickey K  
Experience Needed: None  
Materials Needed: None