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April 4.5.6-2014
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INTRODUCTION

Welcome or welcome back! This is our fourth PretzCon. We wanted to take a moment and truly thank you for PretzCon's success.

PretzCon is a game convention, an event where people gather to play games and meet new people. You can play some of your favorite games and also have the chance to play games you have never played before. Many tables are set up with a variety of games available to play at any time throughout the convention. Games may have as little as two or as many as twenty players. Each game has a game master who provides the game and will typically explain the rules in case you haven't played before.

We hope that you have a wonderful time at PretzCon. If you need assistance, you can ask any of our staff members for help. They should be easy to find in their GREEN shirts. Staff is always available at the front desk for any questions, comments or suggestions. We welcome any and all feedback and are dedicated to making your convention experience as awesome as possible!

Games Will Be Played!

Sincerely,
ThePretzCon Committee

RULES

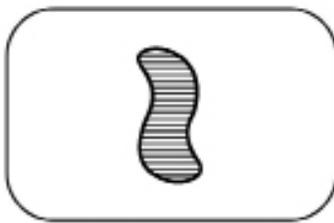
Obeying these rules will make the convention more enjoyable for you and everyone else. Failure to comply will result in removal from the convention with absolutely no refunds.

- 1) All federal, state and local laws apply.
- 2) Weapons and alcohol are prohibited. Smoking is only allowed outside.
- 3) Registration and other purchases are non-refundable.
- 4) Be respectful of other convention attendees. We are all here to have fun.
- 5) Keep your badge on your person and visible at all times. If you find a lost badge, return it to the registration desk.
- 6) Game masters have the final say of who can play in their game.

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Games of fun, perception, and challenge



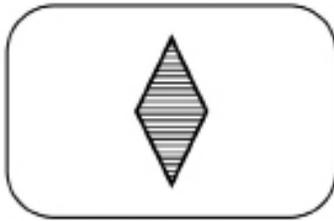
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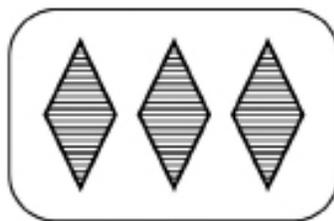
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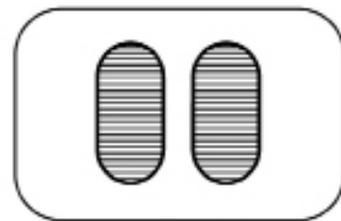
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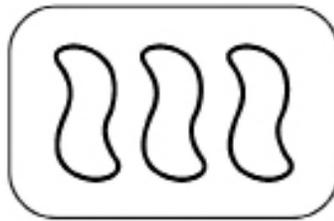
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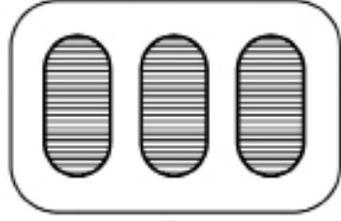
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7



8



9

Can you find 4 SETs in the above puzzle?

A SET is three cards where each feature (Color, Shape, Number) is either all the same or all different at the same time.

Visit us online for free daily puzzles:

www.setgame.com

Answer: 1-3-7 and 1-5-6 and 2-4-7 and 3-4-8

GENERAL INFO

Open Gaming

A dedicated open gaming area is available. People can gather and play whatever they want, whenever they want. You can bring your own games, or check out something new from the available library of games. If PretzCon is open, the game library is open. Enjoy!

Raffle

Want to win some awesome prizes? Check out the things you can win in our raffle and buy some tickets at our front desk. Tickets are \$1 each. Your tickets will stay in the drawing all weekend and we will be doing drawings at different times throughout the weekend. So get your tickets in early and get in as many as you can to increase your odds of winning something awesome!

PretzCoins

We encourage our convention attendees to hold their own game sessions. For each hour of game time you run, you get one PretzCoin. You will also receive a PretzCoin for a participant in the game, usually the winner. These PretzCoins simulate a dollar and can be used to purchase raffle tickets, snack bar goodies, or even items from our vendors. You can also use them at the front desk towards a t-shirt purchase or registration for next year!

Snack Bar

The hot dog special strikes back! PretzCon has snacks and drinks on demand at the snack bar. We are also proud to host Zemog's Mexican Kitchen and Accelerando Coffee House in house for your game snacking delight. Located in the Cherry Hills Plaza, Villagio Pizzeria will also deliver to PretzCon upon request. *See their ad on page 45

TOURNAMENTS

Win some braggin' rights! Oh and there are prizes.

Settlers of Catan

Tables 18, 21, 24

Qualifiers

Friday 6:00 pm

Saturday 11:00 am

Saturday 5:00 pm

Finale

Sunday 11:00 am

Magic :The Gathering

Tables 6, 9, 12

Sealed Tournament

Saturday 2:00 pm

Entry fee \$24

Constructed Tournament

Sunday 11:00 am

Sunday 3:00 pm

Entry fee \$5

*Krypton will also host any gathering of 8 for a Magic game

Shift High Intensity Free-for-All Tournament

Table 30 & 3

Friday 7:00 pm

Saturday 1:00 pm

Saturday Finale 7:00 pm

Super Tooth

Table 28

Sunday at 1:00 pm

Kniziathon

Table 28,29,30

Running all day Sunday
on every hour from 10:00
am - 4:00 pm

DEMOS PLAY TESTING

PretzCon is proud to support new and upcoming games.

Super Tooth

Table 28

Friday 6:00 pm

Saturday Noon

Saturday 3:00 pm

Saturday 7:00 pm

Creatures VS Monsters:

A Legacy Game

Table 23

Saturday 5:00 pm

Ruins of Baradahm

Table 2

Saturday 2:00 pm

Timefall

Table 22

Saturday 2:00

City on the Volga: The Great Patriotic System

Table 16

Sunday 1:00 pm

DRAGON'S LAIR

COMICS & GAMES

Dragon's Lair has two locations in the Omaha-Metro area for all your in-store gaming, comic books, board games & card games including Magic tournaments!

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Thanks to the tremendous amount of support from the comics and game community after the recent fire at our original store. We have re-opened at 90th and Blondo beneath Romeos and hope to serve Omaha for another 38 years!

OTHER SPECIAL EVENTS

International Tabletop Day

International TableTop Day is a celebration for all the fans of tabletop gaming. A single day where the whole world is brought together in a common purpose of spending time together and having fun. Saturday April 5th, Worldwide and at PretzCon! <http://www.tabletopday.com/>

Scavenger Hunt

Around the Con you will see several QR codes for your scanning pleasure. Each code will give you a task to complete in return for a sticker. After you have collected 5 stickers, go see a PretzCon Staff Member and they will enter you in the Scavenger Hunt Prize Drawing, Sunday at 6:00 pm.

Swap Meet

One gamer's trash is another's treasure. Do you have games sitting around that you no longer want? Or do you like a good deal? PretzCon attendees are invited to bring their games and gaming accessories to sell or swap with others. Table 28-30.

Reborn from the Ashes: A benefit for Dragon's Lair Comics & Games

The Omaha Sexy Nerd Society in association with Shoot Your Mouth Off are throwing this event to raise money to help offset the cost of damages done by the fire that displaced Dragon's Lairs Comics after being at their original location for over 35 years. Sunday night, 9pm at The Shark Club. See the ad on page 78.

SPECIAL THANKS

We would like to extend a special thank you to everyone that helped make PretzCon 4014 possible...

Vendors

Check out all the fine vendors this year all around the convention

Accelerando Coffee House
Coliseum Gaming
The Game Shoppe
Krypton Comics
Spin A Yarn by Sabrina
Tabletop Adventures
Zemogs Restaurant

Friends and Family

Our family continues to grow, but not as fast as this convention.

Andy and Kelly Goergen
Jordan Fetters
Glen and April McGavren
Liz Polivka

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

PretzCon is:

Andy Kelly Jordan
Ryan Mom Geoff
(Rhonda)
Floyd Jessy Richelle Brandon
Sarah Liz Stephanie

"The GREEN Shirts"



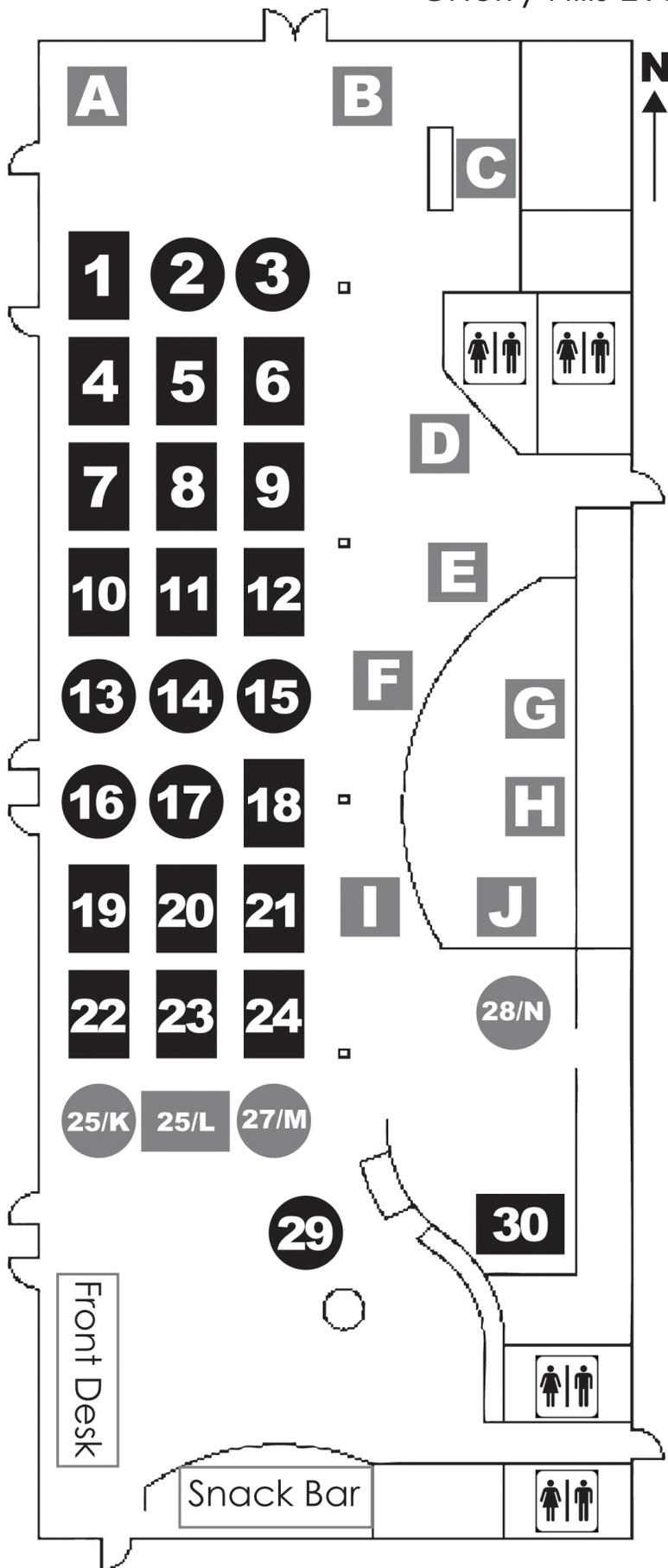
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**BLACKCLAW
GAMES**

www.blackclawgames.com

CONVENTION MAP

Cherry Hills Event Center



1-30: Game Tables

A: Coliseum Gaming

B: Zemog's

C: Accelerando Coffee House

D: Tabletop Adventures

E: Krypton Comics

F: Spin a Yarn by Sabrina

G: OSFest

H: Anime NebrasKon

I: The Game Shoppe

J: British Fest

K: Nuke-Con

L: Spielbound

M: M.A.G.E.

N: Super Tooth

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GAME SCHEDULE

FRIDAY

APRIL 4TH

Note: Games continued to be added or edited on our website at www.pretzcon.org after this book was created. Please inquire at the front desk for any changes to the schedule.

Friday April 4th Noon

Zombie Fluxx

Table 14

Zombie Fluxx is the zombie uprising card game with ever-changing rules. There is now a new type of card: Ungoal cards (conditions in which everybody loses!)

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

1 Hours for 5 Players
Game Master: Andy Goergen

Cribbage

Table 23

Always wanted to learn? Haven't played in awhile? Or maybe just looking for new opponents? Spend a couple of hours with one of the world's oldest and genuinely unique card games that combines the challenge of strategy with the excitement of chance—and of course there's those crazy boards...

2 Hours for 4 Players
Game Master: James Schweiss

Kill Doctor Lucky

Table 10



Start your convention off with a little murder! Why do all mystery games start just after all the fun is over?

Welcome to J. Robert Lucky Mansion: a sprawling country estate full of unusual weapons, good hiding places and craven killers. Killers like you. The object? Kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing all of your friends would rather do it first. For another, Doctor Lucky is aptly named.

You would think that after being stabbed, hung, poisoned, and poked in the eye, the old Doctor would just lie down and accept his fate. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps.

Stick to it. Persevere. The Doctor's luck won't last forever. Before the night is over, someone is going to kill Doctor Lucky.

Wouldn't you rather it was you?

2 Hours for 6 Players
Game Master: Jordan Fetters

Dominion

Table 3



Let's get PretzCon started off right with a Rio Grande classic. We'll use Dominion base set and Intrigue.

1 Hours for 6 Players
Game Master: Geoff Berman

Friday Noon (cont.)

Hearts (Playing cards)

Table 17



A classic game that the Pretzs have played since 1843, give or take a millennium.

Come play what start the gaming journey for the Pretzs.

1 Hours for 4 Players
Game Master: Ryan Pretz

Friday April 4th 1:00pm

Feld Friday Marathon - Trajan

Table 19



In Trajan, players increase their influence in Trajan's Roman Empire by expanding the Empire's military dominion, erecting monuments, shipping commodities, speaking in the Forum, and winning over the Senate. This session is open to both new and experienced players. This is the first game in the Feld Friday marathon (4 games by hit designer Stefan Feld), but you don't have to play in all the Feld games to participate in this one – unless you want to!

2 Hours for 4 Players
Game Master: Bryce Journey

PFS: Master of the Fallen Fortress (Pathfinder)

Table 4



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 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.

This adventure is set outside the great city of Absalom in the Pathfinder Chronicles campaign setting.

Written by Rob McCreary.

5 Hours for 6 Players
Game Master: Omaha PFS
Materials Needed: Dice

Friday 1:00pm (cont.)

PFS: We Be Goblins! (Pathfinder)

Table 1



The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

We Be Goblins! is an adventure for 1st-level characters in which the PCs play a horde of malicious and murderous goblins, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure takes place outside the town of Sandpoint in the Pathfinder campaign setting, but can easily be adapted for any campaign world. It also serves as a preview of Pathfinder Player Companion: Goblins of Golarion, and as an optional prequel to Pathfinder Adventure Path's upcoming Jade Regent Adventure Path.

Written by Richard Pett.

Pregen Goblins will be Provided

5 Hours for 4 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

Monsters Menace America

Table 3



As a giant monster, stomping cities is what you do. But now, other giant monsters are moving in on your turf – and you have to put a stop to that. Through a bizarre twist of fate, a branch of the military has decided to focus all its firepower on the other monsters. While your rivals are busy trampling tanks and swatting fighter jets, you'll be out there growing in power and infamy – getting ready for the Monster Challenge. In the end, when the dust settles and the radiation fades, the last creature standing will be crowned King of the Giant Monsters!

2 Hours for 6 Players
Game Master: Geoff Berman

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& H.P. Lovecraft.

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Friday 1:00pm (cont.)

Pitch - 10 Point

Snack Bar



Join Kelly at the snack bar for a round of this classic card game where partners work together to capture the most points. Urban rules: 10 point, minimum bid of 5, 4-6 players.

1 Hours for 5 Players
Game Master: Kelly Goergen

Friday April 4th 2:00pm

Pandemic

Table 29



Pandemic is a co-operative game based on the premise that four diseases have broken out in the world, each threatening to wipe out a region. The game accommodates up to 4 players, each playing one of five possible specialists: (dispatcher, medic, scientist, researcher or operations expert). The game is unlike most boardgames as the gameplay is cooperative, rather than competitive. Through the combined effort of all the players, the goal is to discover all four cures before any of several game-losing conditions are reached. We will be playing using the base game, first edition.

2 Hours for 3 Players
Game Master: Andy Goergen

Pitch - 10 Point

Snack Bar



Join Kelly at the snack bar for a round of this classic card game where partners work together to capture the most points. Urban rules: 10 point, minimum bid of 5, 4-6 players.

1 Hours for 5 Players
Game Master: Kelly Goergen

Turnabout

Table 14



You start with 6 cards; your goal is to get rid of your cards before your opponents do. You roll dice to determine which cards you can discard; however, a cleverly played Action Card may make you draw cards instead.

If you're the first player to get rid of your cards, you score the points your opponents were caught with. First to 500 wins. (If the game goes exceptionally fast, we may experiment with polyhedral dice.)

1 Hours for 6 Players
Game Master: Rodney Ruff

Friday 2:00pm (cont.)

Lifeboat

Table 10



Your ship has sunk, and now you're adrift at sea aboard a lifeboat with your secret love and a secret enemy! Each of you is trying to survive the hardship of the sea, but will you survive each other?

A fun and easy game of survival, betrayal, scheming, and possibly cannibalism? The more the merrier, bring your friends (and enemies).

2 Hours for 8 Players
Game Master: Jordan Fetters

Friday April 4th 3:00pm

Illuminati

Table 30



A classic Steve Jackson game. Take over the world in style but keep your opponents from ruling the world. Fnord!

3 Hours for 8 Players
Game Master: Geoff Berman

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Feld Friday Marathon - Luna

Table 19



In Stefan Feld's out-of-print worker placement game Luna, players attempt to become the successor of the moon priestess by recruiting novices, building shrines, and gaining influence in the temple – all while trying to resist the temptations of the apostate. This session is open to both new and experienced players. This is the second game in the Feld Friday marathon (4 games by hit designer Stefan Feld), but you don't have to play in all the Feld games to participate in this one – unless you want to!

2 Hours for 4 Players
Game Master: Bryce Journey

Likewise!

Table 14



Likewise! rewards your ability to think like your opponents. You generate topics from the Description and Subject cards; each time you and someone else write or draw the same thing on your paddles, you score! (Think "Match Game" without Brett and Charles' bickering.)

1 Hours for 6 Players
Game Master: Rodney Ruff
Materials Needed: Paper towels (to wipe off paddles)

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Tasty Minstrel Games
www.playimg.com

Friday April 4th 4:00pm

Escape: The Curse of the Temple

Table 22



Escape: The Curse of the Temple is a cooperative game in which players must escape (yes...) from a temple (yes...) which is cursed (yes...) before the temple collapses and kills one or more explorers, thereby causing everyone to lose.

1 Hours for 5 Players
Game Master: Jasper Birch

Firefly

Table 23



Welcome to the `Verse. Travel to different locations, picking the best crew, gear and upgrades. Deal with Contacts, reputable or not, to secure desperately needed work. Dodge bloodthirsty Reavers and evade Alliance patrols as you navigate the `Verse. A captain's goal is simple: find a crew, find a job, keep flying.

4 Hours for 4 Players
Game Master: James Schweiss

Quicksilver

Table 2



Race your airship through the skies over Paradise Falls! Dodge obstacles, both natural and man-made, and outfly your opponents to win the race. Or shoot at/sabotage their airships to win, it's your choice.

(No experience needed, but if the players are experienced we may switch to the New Covington map instead.)

2 Hours for 6 Players
Game Master: Leah Watts

Rattus

Table 10



Can you survive the Black Death? Rattus is a quick-playing strongly tactical and interactive light euro style game. The players settle in the various regions of Europe, while the plague spreads throughout all of the continent. The players gain help from the various classes of the middle ages. See if you can live out the plague and survive with the largest population. Expansions will be available to play with larger groups.

2 Hours for 6 Players
Game Master: Jordan Fetters

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Friday April 4th 5:00pm

Bang



Table 14

This card game recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal.

1 Hours for 6 Players
Game Master: Andy Goergen

Room 25



Table 29

Trapped in a prison in which each room has four doors but apparently no exit, the players must try to find Room 25, the supposed exit to this nightmare. But some amongst them might be guardians of the prison, waiting for the right moment to strike. In the cooperative game Room 25, not everyone wants to escape from imprisonment – but who is the traitor? Each turn, the player moves are preprogrammed, requiring discussion, negotiation – and possibly betrayal.

1 Hours for 6 Players
Game Master: Randall Rasmussen

Zombicide



Table 9

Zombicide is a collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets.

Find weapons, kill zombies. The more zombies you kill, the more skilled you get; the more skilled you get, the more zombies appear. The only way out is zombicide!

We're playing a game with all the expansion character options and zombie types (including zombie and companion dogs).

One random player will receive a free Kyoko Promo Survivor for playing.

3 Hours for 6 Players
Game Master: Peter Evans

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Friday 5:00pm (cont.)

Zombie Dice



Table 20

Eat brains. Don't get shotgunned. In *Zombie Dice*, you are a zombie. You want braaains – more brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! Whoever collects 13 brains first wins. Each game takes 10 to 20 minutes, and can be taught in a single round.

Fun for all ages!

1 Hours for 8 Players
Game Master: Becca Birch

Friday April 4th 6:00pm

Feld Friday Marathon - Bruges



Table 19

In *Bruges*, one of Stefan Feld's newest games, players assume the role of merchants out to increase their influence in the city of Bruges, by increasing their reputation, building canals, and befriending the people of the city. This is all done through an innovative card-driven system unlike anything you've experienced before. This session is open to both new and experienced players. This is the third game in the Feld Friday marathon (4 games by hit designer Stefan Feld), but you don't have to play in all the Feld games to participate in this one – unless you want to!

2 Hours for 4 Players
Game Master: Bryce Journey

Settlers of Catan Qualifier



Tables 18, 21, & 24

The *Settlers of Catan* is a multiplayer board game designed by Klaus Teuber and first published in 1995 in Germany. No Entry fee! Winners of this round will compete in *Settlers of Catan* PretzCon Semi-finals/Finals on Sunday at 11:00 am.

2 Hours for 12 Players
Game Master: Game Shoppe

Guilt by Association (Willowgate Part 3) (Against the Darkness)



Table 3

A shocking suicide brings the Justiciars back to Willowgate. However, it is just one in a string of puzzling events. Can the Justiciars get to the bottom of this before more people die? Part 3 of 5 loosely connected scenarios which may be played separately; it is not necessary to play them all. (Parts 1 & 2 ran at PretzCon 3.) An easy-to-learn Vatican horror RPG for new or experienced players. Age 13+ recommended.

4 Hours for 6 Players
Game Master: Vicki Potter

Friday 6:00pm (cont.)

Super Tooth



Table 28

Super Tooth is an original, fast-paced card game set in a prehistoric world of dinosaurs, in which players race to collect sets of plant-eaters before hungry carnivores chase them away.

Super Tooth is a highly re-playable family game for 2 to 4 players, ages 5 and up, built with just enough luck and layered with subtle strategy to keep players of all ages entertained and engaged.

1 Hours for 8 Players
Game Master: Neil Opitz

Snake Oil



Table 11

In the Old West, sly snake oil salesmen had the special talent of getting even the most skeptical customer to buy the most dubious product. In *Snake Oil*, that's exactly what the players get to do! One player draws a card and becomes the Customer while the other players each select two Word Cards from their hands to create a product to pitch to the Customer. Laughter erupts as each player attempts to persuade the Customer that their item is the best! The Customer picks their favorite item and that player is awarded the Customer Card. The player with the most Customer Cards wins!

1 Hours for 10 Players
Game Master: Michael Landreth

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Friday April 4th 7:00pm

Mr. Ree



Table 29

The original Mr. Ree game was first published in 1937 and was a precursor to the game Clue. Now with some rules updates it is time to rediscover a classic game.

One player will play the detective Mr. Ree. The rest of the players are attending a party at the home of Aunt Cora. During the evening players move around the board trying to obtain a weapon and the card that lets them kill someone with that weapon. Then, when they are alone in a room with another player they may do the murder.

When the murder is revealed on the deceased's next turn Mr. Ree and the players have ten minutes to figure out which among them is the killer.

Will you be the first to make your kill? Will you be able to put the finger on the real killer? And whose testimony can you trust during the final ten minutes?

2 Hours for 8 Players

Game Master: Randall Rasmussen

Shift High Intensity Free-for-all Tournament (Shift CCG)



Table 30

You are the shifted, now gear up and battle!!!

Shift is an anime themed card game in which players duel using a single card and some coins. Shift cards have stats and Modifiers on all four sides, called Gears. Each card functions like a deck in a traditional CCG, where each Gear is a separate hand. And much like decks in a CCG, each card rewards different strategies and play styles.

Players take turns attacking or shifting their cards to another Gear. To use a Gear's Modifier, you might have to pay a cost; costs may require flipping a coin, or paying spirit – which is earned by taking damage. The first player to deal six damage to their opponent wins!

Come play an exciting new concept in CCGs.

This is a qualifier so the top 4 from this qualifier will advance to the final.

2 Hours for 8 Players

Game Master: Geoff Berman

Eclipse



Table 17

Conquer the known universe through any means necessary. Will you become an economic powerhouse, a diplomatic explorer, or a rampaging terror. The game looks like there is a lot to remember, but it is truly easy to grasp.

5 Hours for 6 Players

Game Master: Ryan Pretz

PFS# 5-08 The Confirmation (Pathfinder)



Table 1

A Pathfinder Society Scenario designed for level 1-2.

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations. Although Confirmation is typically an individual affair, the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone. Successfully uncovering this site's secrets will not only contribute to the society's body of knowledge but shape the exciting careers ahead for each of the prospective agents.

Written by Kyle Baird.

5 Hours for 6 Players

Game Master: Omaha PFS

Materials Needed: Dice

PFS# 5-13 Weapon in the Rift (Pathfinder)



Table 7

A Pathfinder Society Scenario designed for levels 5-9. Dire need begets great innovation, and Ghalcor, a cleric of Iomedae, created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. Unfortunately, the fiends overwhelmed Ghalcor and his assistants before they could arm and trigger the weapon, but complex fail-safes sealed off Ghalcor's tower and kept the device from falling into abyssal hands. As the Fifth Mendevian Crusade rages on, Ghalcor's secret weapon could be the factor that turns the tide, so the Pathfinder Society has agreed to find a way past the indiscriminate safeguards to secure the device for the crusaders—a task complicated by their pushing past enemy lines.

Content in "Weapon in the Rift" also contributes directly to the ongoing storyline of the Silver Crusade faction. Written by Nathan King.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Mid-High

Materials Needed: Dice

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Friday 7:00pm (cont.)

PFS# 5-11 Library of the Lion (Pathfinder)



Table 4

A Pathfinder Society Scenario designed for levels 1–5. Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy’s texts are riddled with these changes, so when a secretive ally approaches the Pathfinder Society with information about a hidden archive that contains the unaltered histories, the Pathfinders plan a daring infiltration to recover the secrets of Taldor’s past victories so that Mendev might benefit from the discovery.

Content in “Library of the Lion” also contributes directly to the ongoing storylines of the Cheliah, Grand Lodge, and Taldor factions.

Written by Kyle Elliot.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Materials Needed: Dice

PFS: Ruins of Bonekeep Level One: The Silent Grave (Pathfinder)



Table 5

A Pathfinder Society Special for characters of 3rd to 7th level (Tier 3–7).

An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired. Written by Jason Bulmahn.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Mid-Low

Materials Needed: Dice

PFS# 5-05 The Elven Entanglement (Pathfinder)



Table 8

A Pathfinder Society Scenarios for levels 7–11. Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer’s domain?

Written by Ryan Costello, Jr.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: High

Materials Needed: Dice

Friday 7:00pm (cont.)

Old Parnell Place (Dread)



Table 6

You consider yourself one of the bravest kids at Ray Marsh Elementary School. Yet you agree with everyone else that it’s best to stay away from the Old Parnell Place. If one of your friends goes missing, and all the clues point to Parnell, will you have what it takes to solve the mystery?

The Old Parnell Place is a scenario for Dread, the horror roleplaying game that uses Jenga® instead of dice. Pull from the tower and you succeed. Refuse to pull and you fail. The choice is yours. But if the tower falls . . .

4 Hours for 5 Players

Game Master: Angela Robertson

Settlers of Catan: Cities and Knights



Table 14

This expansion for The Settlers of Catan contains new rules and added complexities which change up the experience.

3 Hours for 5 Players

Game Master: Andy Goergen

Experience Needed: Settlers of Catan

Experience Helpful

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 **Balanced Games**

Friday 7:00pm (cont.)

Flapjacks and Sasquatches -2nd Edition



Table 10

Take off to the Great White North where you will use your axe and your wits to get ahead of fellow lumberjacks. You may get a boost from some Flapjacks or be slowed by Blisters – but always be wary of the dreaded Sasquatch!

Flapjacks and Sasquatches is an easy, “take that” style card game in which you want to chop down the tree card in front of you. The card has both a “chop” value and a point value; using Axe cards, you roll dice to try to meet or exceed the “chop” value. When you do, you collect the tree (and the points). Flapjack cards can add to your roll, while blister cards can take away. <http://www.flapjacksandsasquatches.com/>

1 Hours for 6 Players

Game Master: David Novak

Kill Doctor Lucky



Table 2

Welcome to the J. Robert Lucky mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you, determined to finally kill Dr. Lucky.

He’s aptly named, with a knack for evading your best traps. But before the night ends, someone is going to finally off the old man. Wouldn’t you like it to be you?

2 Hours for 6 Players

Game Master: Leah Watts

Smash Up



Table 22

The “shufflebuilding” game Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents! Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.

1 Hours for 4 Players

Game Master: Jasper Birch

Trailer Park Wars



Table 13

You have finally landed the job of your dreams: Trailer Park Manager!

To be the best darn Trailer Park Manager in town you must place quality tenants in your trailers, add some sweet amenities to create a fun and friendly atmosphere, and go about destroying the other trailer parks in town... no matter what it takes.

This is a great tongue-in-cheek game that’s easy to learn and fun to play. Plus you get pink flamingos!!!

2 Hours for 6 Players

Game Master: Jordan Fetters

Friday April 4th 8:00pm

Rampage

Table 27



In Rampage, 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 meeple – in short: sow terror while having fun. The monster who has caused the most damage after the carnage finally ends wins the game.

1 Hours for 4 Players
Game Master: Bart Miller

Munchkin Quest

Table 11



Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame.

Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive if you can!

2 Hours for 4 Players
Game Master: Jason Rosauer

Feld Friday Marathon: Castles of Burgandy



Table 19

In Castles of Burgundy, Stefan Feld's top-rated game on Boardgamegeek.com, players must expand their princedom by erecting buildings, trading, mining, increasing their knowledge, and, as the title suggests, constructing castles! This session is open to both new and experienced players. This is the fourth and final game in the Feld Friday marathon (4 games by hit designer Stefan Feld), but you don't have to play in all the Feld games to participate in this one – unless you want to!

2 Hours for 4 Players
Game Master: Bryce Journey

What's Yours Like?

Table 20



"What's yours like?" is the question you ask your opponents to get a cleverly-worded, but truthful clue about the subject on the card in front of them. The faster you guess, the better, because you're penalized a point for each clue it takes you. The player with the fewest points after several rounds of play wins; we'll decide how many rounds according to how many of you show up to play.

1 Hours for 8 Players
Game Master: Rodney Ruff

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The Resistance

Table 16



The Resistance pits a small group of resistance fighters against a powerful and corrupt government. The resistance has launched a series of daring missions to bring the government to its knees. Unfortunately spies have infiltrated the resistance ranks, ready to sabotage the carefully crafted plans. Even a single spy can take down a resistance mission. Choose your teams carefully or forever lose your freedom.

As seen on "Table top."

1 Hours for 10 Players

Game Master: Matt Campbell

Let's Create a Game



Table 22

Come join other people as we create a game from scratch. What will we create? An alien invasion? A haunted contest? card game? board? Who knows!! I'll have several random bits and pieces to make the game out of.

2 Hours for 6 Players

Game Master: Floyd Pretz

Materials Needed: None - But feel free to bring anything you think would be fun to make a game with



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Team Trivia (Cube of Death)

Table 20



Cube of Death is a trivia/RPG hybrid game that uses geek trivia to resolve actions. It is played with two teams of three players each. Every round the host draws a card and asks each team a question. If they get it right they get to roll 1d6 damage to the opposing team. So recruit a team, or sign up individually and we will randomly assign teams.

1 Hours for 6 Players

Game Master: Kelly Goergen

Wreckage

Table 27



In the post-apocalyptic world of Wreckage, the landscape is a twisted wasteland. Road warriors rule the highways in souped-up vehicles decked out with guns, armor, and turbo-charged engines. The best of these gasoline gladiators have come together to compete in the arena of death. The winner is awarded fuel for a year, water for a month, and the glory of the kill. The losers are wreckage.

In Wreckage, each player controls one of eight different vehicles and equips it with weapons, armor, and other equipment of his choice. By playing cards from their vehicles' steering decks, the players drive their vehicles around the play area, collecting gas and blowing each other's cars to scrap metal.

1 Hours for 4 Players

Game Master: Bart Miller

Two Rooms and a Boom

Rooms 29 & 30



A social deduction/hidden role party game for six or more players – there are two teams: the Red Team and the Blue Team. The Blue Team has a President. The Red Team has a Bomber. Players are equally distributed between two rooms (i.e., separate playing areas). The game consists of five timed rounds. At the end of each round, some players will be swapped into opposing rooms. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins; otherwise the Blue Team wins. Lying encouraged.

(We will play multiple games as each game lasts only about 20 minutes)

2 Hours for 20 Players

Game Master: Randall Rasmussen

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Sarah Rasmussen

Independent Thirty-One Consultant
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Ascension

Table 23



A storm is still raging across Vigil. Ascension: Storm of Souls takes players into the chaos following the Fallen One's demise. As Samael's monsters run wild and his minions conspire, the world is being slowly overtaken with souls that should have moved on. Are you ready for the new challenges that Vigil's future holds?

2 Hours for 4 Players
Game Master: Sarah Pretz

DC Comics Deck-building game

Table 30



Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! Martian Manhunter! The Justice League of America is ready for action – are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game!

1 Hours for 5 Players
Game Master: Geoff Berman

One Night (Ultimate Werewolf)

Table 22



In One Night Ultimate Werewolf all the action takes place in one night, with the final vote the day after. It only takes minutes to play, so we'll play it a few times

1 Hours for 10 Players
Game Master: Floyd Pretz

Pandemic (w/ expansions maybe)

Table 10



In Pandemic, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

The game board depicts several major population centers on Earth. On each turn, a player can use up to four actions to travel between cities, treat infected populaces, discover a cure, or build a research station. A deck of cards provides the players with these abilities, but sprinkled throughout this deck are Epidemic! cards that accelerate and intensify the diseases' activity. A second, separate deck of cards controls the "normal" spread of the infections.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

2 Hours for 6 Players
Game Master: David Novak

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SATURDAY

APRIL 5TH

Saturday April 5th 8:00am

PFS# 4-22: Glories of the Past Part I: Halls of Dwarven Lore (Pathfinder)



Table 5

A Pathfinder Society Scenario designed for levels 5–9.

The dwarven sky citadel of Janderhoff in eastern Varisia is one of the least visited settlements in the land, at least by non-dwarves. Nevertheless, the Pathfinder Society has been invited to assist in the excavation of a forgotten ruin within the large underground complex. What the fearless adventurers stand to find within could be the greatest discovery of the Age of Lost Omens, something sure to immortalize all involved in the pages of the Pathfinder Chronicles for ever more. But the ruins under Janderhoff aren't the end of the Pathfinders' journey; rather they illuminate a treacherous path ahead, from the familiar land of Varisia into much more dangerous territory.

Written by Tork Shaw.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-High
Materials Needed: Dice

PFS# 3-09: The Quest for Perfection Part I: The Edge of Heaven (Pathfinder)



Table 4

A Pathfinder Society Scenario designed for Levels 1–5.

In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long laid unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest.

The Edge of Heaven is the first scenario in the three-part The Quest for Perfection campaign arc. It is followed by Pathfinder Society Scenario #3-11: The Quest for Perfection—Part II: On Hostile Waters and Pathfinder Society Scenario #3-13: The Quest for Perfection—Part III: Defenders of Nesting Swallow. All three chapters are intended to be played in order.

Written by Jerall Toi

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

Saturday 8:00am (cont.)

PFS# 5–12: Destiny of the Sands Part 1: A Bitter Bargain (Pathfinder)



Table 1

A Pathfinder Society Scenario designed for levels 1–5.

Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage’s investigation of his ancient order; however the lead dried up—that was until a familiar information broker contacted Amenopheus offering an exchange of services. To assist an ally and unlock the secrets of Osirion’s past, the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due. The only question is what price their foe will demand.

“A Bitter Bargain” is the first scenario in the three-part Destiny of the Sands campaign arc. It is followed by Pathfinder Society Scenario #5–15: Destiny of the Sands—Part 2: “Race to Seeker’s Folly” and Pathfinder Society Scenario #5–16: Destiny of the Sands—Part 3: “Sanctum of the Sages.” All three chapters are intended to be played in order.

Content in “A Bitter Bargain” also contributes directly to the ongoing storylines of the Osirion, Qadira, and Sczarni factions.

Written by Scott Fernandez

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

PFS# 5–10: Where Mammoths Dare Not Tread (Pathfinder)



Table 6

A Pathfinder Society Scenario designed for levels 7–11.

Despite several promising developments on the front lines, it’s increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead—all without falling prey to the area’s powerful megafauna, savage demons, and relentless barbarian tribes.

Written by Jerall Toi.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: High
Materials Needed: Dice

Saturday 8:00am (cont.)

PFS# 5–09: The Traitor’s Lodge (Pathfinder)



Table 7

A Pathfinder Society Scenario designed for levels 3–7.

During the recent attack on Nerosyan, Pathfinders sought out a local venture-captain to aid in the city’s defense. What they found instead suggested the leader had not only fled recently but had played a part in the demons’ offensive. Venture-Captain Jorsal has determined that the safety and integrity of the Pathfinder Society requires that a team delve into the sealed basement beneath the abandoned lodge to determine what other plans his turncoat colleague may have set in motion.

Content in “The Traitor’s Lodge” also contributes to the ongoing storyline of the Grand Lodge faction.

Written by Thurston Hillman.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-Low
Materials Needed: Dice

Monsters Menace America

Table 3



As a giant monster, stomping cities is what you do. But now, other giant monsters are moving in on your turf – and you have to put a stop to that. Through a bizarre twist of fate, a branch of the military has decided to focus all its firepower on the other monsters. While your rivals are busy trampling tanks and swatting fighter jets, you’ll be out there growing in power and infamy – getting ready for the Monster Challenge. In the end, when the dust settles and the radiation fades, the last creature standing will be crowned King of the Giant Monsters!

2 Hours for 6 Players
Game Master: Geoff Berman

WAKE UP! - Telestrations (Drawing Pads and ‘Telephone’)



Table 17

A party game of bad drawing and even worse guessing. If you have never played this game you ABSOLUTELY MUST PLAY! If you don’t laugh the hardest you have ever something inside you might be broken. That being said, this game can probably fix that.

1 Hours for 8 Players
Game Master: Ryan Pretz
Materials Needed: Humor

Saturday April 5th 9:00am

Bananagrams - Best of 5

Table 20



The Anagram game that will drive you bananas! Fast and fun. Players race against each other to build crossword grids and use all their letter tiles first. The player with the most wins out of five games will win a copy of Bananagrams!

1 Hours for 7 Players
Game Master: Kelly Goergen

Children's Games (Various)

Table 30



Loopin or Gooie Louie, Boom Boom Balloon, Doggie Doo and others. Children can be left (with parents in general PretzCon attendance!). Light kid friendly snacks provided for child players.

2 Hours for 4 Players
Game Master: Bart Miller

Arkham Horror



Table 11

The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the war to end all wars. Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined domination. Only a handful of investigators stand against the Arkham Horror. Will they Prevail?

4 Hours for 8 Players
Game Master: Jason Rosauer

Kingdom Builder



Table 23

In Kingdom Builder, the players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game. Easy to learn and fun to play!

2 Hours for 6 Players
Game Master: Jessy Pretz

PFS Sanctioned Module:

Dragon's Demand: The Blood Vow Lair (Pathfinder)



Table 1

For Levels 1-3

Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control. Why were there bodies of kobolds amid the rubble? What's the sinister secret behind the strange sounds of flapping wings in the night? And what's happened to local wizard Balthus Hunclay, who's not answering knocks on his door? The collapsed tower had long been an eyesore to the cantankerous old man—could he have had something to do with its destruction?

This 8-hour adventure is being run in Module-mode, so we're playing through a sanctioned part of the module, under PFS rules, with PFS-legal characters.

9 Hours for 6 Players
Game Master: Chris Mortika



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Saturday April 5th 10:00am

Illuminati

Table 3



A classic Steve Jackson game. Take over the world in style but keep your opponents from ruling the world. Fnord!

3 Hours for 8 Players
Game Master: Geoff Berman

Kobold Ate My Valentine! (Kobolds Ate My Baby)

Table 25



Yes, I know it isn't February. But King Torg (ALL HAIL KING TORG) has demanded baby wings for dinner NOW, and the only baby you've ever heard of with wings is Cupid. Wear pink and bring your hearts!

9th Level Games will be Nuke-Con's Special Guests in October 2014. You should learn their wackiest game!
4 Hours for 6 Players
Game Master: Norajane McIntyre

Saturday 10:00am (cont.)

Legendary

Table 14



Legendary—the deck building game that actually fights back against the players! Recruit heroes such as Iron Man, Wolverine and Spider-Man to defeat villains, Masterminds and their evil schemes. Play cooperatively or competitively to determine the ultimate victor.

2 Hours for 5 Players
Game Master: James Schweiss

Pitch - 10 Point

Snack Bar



Join Kelly at the snack bar for a round of this classic card game where partners work together to capture the most points. Urban rules: 10 point, minimum bid of 5, 4-6 players.

1 Hours for 5 Players
Game Master: Kelly Goergen

Unspeakable Words

Table 10



Decode the ancient secrets of R'lyeh by forming words with the letters you find in this sanity-sapping letter game. The more angles that appear in the words, the greater their mystical value, but beware! For each word that is created, you must roll a sanity check against its value to see if the word's power drives you mad!

2 Hours for 6 Players
Game Master: Jordan Fetters

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Saturday April 5th 11:00am

Incan Gold

Table 27



Incan Gold is a quick, fun and tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure. In each of the five rounds, you secretly choose if you want to continue exploring the temple in search of more treasure or retreat to the safety of your camp with your share of the treasure that has been discovered so far.

Each time that an explorer braves new territory, more treasure or a danger appears. When a second card of the same type of danger is turned over, all exposed treasure is buried, leaving the remaining adventurers with nothing. Do you flee the dangerous temple with your portion of the treasure that has been uncovered so far or do you venture into the exciting temple in search of more hidden valuables?

After five rounds of exploration, whoever has the most treasure is the ultimate explorer and winner!

1 Hours for 6 Players
Game Master: Bart Miller

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Saturday 11:00am (cont.)

Kemet



Table 19

Kemet! Players customize the powers of their god and wield detailed armies in an effort to dominate ancient Egypt! This game plays even more gorgeously than it looks and comes from the same company that brought us Cyclades and Giants. Estimate about half an hour per player for game time. This session is open to both new and experienced players!

3 Hours for 5 Players
Game Master: Bryce Journey

Telestrations



Table 15

Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. Players then simultaneously pass their guess — which hopefully matches the original word (or does it??) — to the next player who must try to draw the word they see — and so on.

1 Hours for 8 Players
Game Master: Andy Goergen

Puppy Pounders Reborn!



Table 30

Come try a new version of Puppy Pounders! Simplified and Redesigned to accommodate all ages interested in learning a miniature tabletop game. Stuff animals will be provided! Come play, learn and dominate the realms of fuzzy!

2 Hours for 8 Players
Game Master: Jessy Pretz

Room 25



Table 29

Trapped in a prison in which each room has four doors but apparently no exit, the players must try to find Room 25, the supposed exit to this nightmare. But some amongst them might be guardians of the prison, waiting for the right moment to strike. In the cooperative game Room 25, not everyone wants to escape from imprisonment — but who is the traitor? Each turn, the player moves are preprogrammed, requiring discussion, negotiation — and possibly betrayal.

1 Hours for 6 Players
Game Master: Randall Rasmussen

Saturday 11:00am (cont.)

Settlers of Catan Qualifier

Tables 18, 21, & 24



The Settlers of Catan is a multiplayer board game designed by Klaus Teuber and first published in 1995 in Germany. No Entry fee! Winners of this round will compete in Settlers of Catan PretzCon Semi-finals/Finals on Sunday at 11:00 am.

2 Hours for 12 Players
Game Master: Game Shoppe

Saturday April 5th Noon

Hoity Toity

Table 27



What do bored English noblemen do with their free time? Well, according to this Spiel des Jahres (1990) winner by Klaus Teuber, they like collecting old junk and then showing it off. Players buy or steal various pieces of junk in the form of cards, trying to form the largest and oldest collection. Built on a 'rock-paper-scissors' mechanism, this game gives all players a couple of choices each turn. The trick is in guessing what your opponents are likely to do, and planning your choice accordingly — only after everyone's decision is revealed do you know for certain whether you made the right one.

1 Hours for 6 Players
Game Master: Bart Miller

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Saturday Noon (cont.)

Relic (A 40K version of Talisman)

Table 17



Do you like the game talisman but you want something with lasers*, Space orcs*, and futuristic Marines that seem to have a British ascent for some reason? Then do I have the board game for you. Have your character roam the galaxy (board) fight badguys (with dice) and gain epic relics (cards with pictures) that will help you defeat the main enemy before your opponents do.

*Lasers and orcs from space are not real, but still more spacey than Talisman.

3 Hours for 4 Players
Game Master: Ryan Pretz

Super Tooth

Table 28



Super Tooth is an original, fast-paced card game set in a prehistoric world of dinosaurs, in which players race to collect sets of plant-eaters before hungry carnivores chase them away.

Super Tooth is a highly re-playable family game for 2 to 4 players, ages 5 and up, built with just enough luck and layered with subtle strategy to keep players of all ages entertained and engaged.

1 Hours for 8 Players
Game Master: Neil Opitz

Saturday Noon (cont.)

Talisman

Table 10



Play the classic fantasy game. 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.

Multiple expansions will be used. Some rules modifications will be implemented to help the game run faster.

5 Hours for 6 Players
Game Master: Jordan Fetters

Typo

Table 20



Test your vocabulary in this game where you lay a letter card in front of or behind one of the sets of cards on the table and then have 30 seconds to name a word that begins with those letters. If your word is good, you have one card less in your hand on the way to being the first to getting rid of all your cards and winning. If your word isn't good or isn't in time, the longest letter string is removed from play, and you get half of those cards in exchange for the one you played.

1 Hours for 6 Players
Game Master: Rodney Ruff
Materials Needed: Dictionary/or dictionary app

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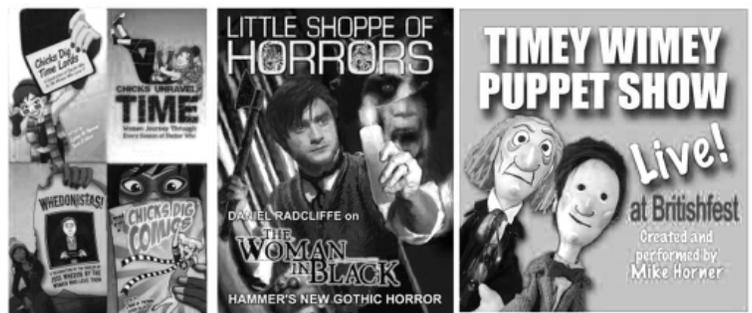
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Saturday April 5th 1:00pm

PFS# 4-24: Glories of the Past Part II: The Price of Friendship (Pathfinder)



Table 7

A Pathfinder Society Scenario designed for levels 5-9.

The Pathfinder Society has discovered the hint of a monumental revelation, but in order to confirm their find, they must send a team of agents into the dangerous and unwelcoming orc-ruled Hold of Belkzen. While an expedition could easily be dispatched to the orc capital of Urgir, the Decemvirate urges caution to ensure success. Thus, a team of Pathfinders must seek out a guide in the Varisian orc city of Urglin. Can they navigate the treacherous city of denizens who wouldn't mind seeing them dead, or will the orcs' Second Home be the site of their final mission?

Written by Christina Stiles.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-High
Materials Needed: Dice

PFS# 3-11: The Quest for Perfection Part II: On Hostile Waters (Pathfinder)



Table 5

A Pathfinder Society Scenario designed for Levels 1-5.

With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces on the shores of Kaoling to the north or the powerful armies of Lingshen to the south, the Pathfinders' journey will be anything but a pleasure cruise. Can the PCs survive hostile waters to safely reach their destination, or will they fall victim to the perils of river travel in Tian Xia?

"On Hostile Waters" is the second scenario in the three-part The Quest for Perfection campaign arc. It follows Pathfinder Society Scenario #3-09: The Quest for Perfection—Part I: The Edge of Heaven and is followed by Pathfinder Society Scenario #3-13: The Quest for Perfection—Part III: Defenders of Nesting Swallow. All three chapters are intended to be played in order.

Written by Benjamin Bruck.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan

The War Begins...

"Just like in other role-playing games, such as Wizards and Warriors, students have to use the information they have about their environment and the characters in play in order to win the game. Only this time, they're learning important facts and critical thinking skills they could potentially use in their jobs".
- DiscoverMagazine.com

"Two doctors have created the game, similar to Pokemon and Yu-Gi-Oh (with a dash of Dungeons & Dragons, for those old enough to remember), to teach med students about infectious disease".
- WSI.com

"I absolutely love the concept and the game".
- Zach Landau, AMSA Premedical Regional Director

HEALING BLADE
PSEUDOMONAS AERUGINOSA

Saturday 1:00pm (cont.)

PFS# 5–17: Fate of the Fiend (Pathfinder)



Table 6

A Pathfinder Society Scenario designed for level 7–11.

Years after the Pathfinder Society delved deep into the Jistkan ruins of Rachikan in western Chelax, archaeological investigations continue to uncover ancient wonder. Reports recently ceased after scholars reported finding a sealed chamber believed to contain cadres of battle golems untouched since the Jistka Imperium’s collapse. The Pathfinder Society hopes to recover the golems for study and possible use in the Worldwound, but can its agents reach the sealed storeroom before the constructs fall into enemy hands? “Fate of the Fiend” is the spiritual sequel to “Fingerprints of the Fiend” and “Fury of the Fiend,” though the scenarios can be played in any order.

Content in “Fate of the Fiend” also contributes to the ongoing storyline of the Chelax faction.

Written by Larry Wilhelm.

1 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: High
Materials Needed: Dice

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Saturday 1:00pm (cont.)

PFS# 5–15: Destiny of the Sands Part 2: Race to Seeker’s Folly (Pathfinder)



Table 4

A Pathfinder Society Scenario designed for levels 1–5. The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

“Race to Seeker’s Folly” is the second scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: “A Bitter Bargain” and is followed by Pathfinder Society Scenario #5–16: Destiny of the Sands—Part 3: “Sanctum of the Sages.” All three chapters are intended to be played in order.

Content in “Race to Seeker’s Folly” also contributes directly to the ongoing storyline of the Osirion faction. Written by Matt Duval

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

PFS# 5–16: Destiny of the Sands Part 3: Sanctum of the Sages (Pathfinder)



Table 8

A Pathfinder Society Scenario designed for levels 3–7.

Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger, and the PCs set off after notorious jewel thieves before the criminals can disappear with another priceless treasure. When the trail leads to the sages’ hidden sanctum deep within the Pillars of the Sun, the Pathfinders must draw upon both their own resourcefulness and the ancient historians’ power if they are to preserve a millennia-old organization and Osirion’s past.

“Sanctum of the Sages” is the final scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: “A Bitter Bargain” and Pathfinder Society Scenario #5–15: Destiny of the Sands—Part 2: “Race to Seeker’s Folly.” All three chapters are intended to be played in order.

Content in “Sanctum of the Sages” also contributes directly to the ongoing storyline of the Osirion faction.

Written by Pedro Coelho

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-Low
Materials Needed: Dice

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Saturday 1:00pm (cont.)

Shift High Intensity Free-for-all Tournament (Shift CCG)



Table 30

You are the shifted, now gear up and battle!!! Shift is an anime themed card game in which players duel using a single card and some coins. Shift cards have stats and Modifiers on all four sides, called Gears. Each card functions like a deck in a traditional CCG, where each Gear is a separate hand. And much like decks in a CCG, each card rewards different strategies and play styles.

Players take turns attacking or shifting their cards to another Gear. To use a Gear's Modifier, you might have to pay a cost; costs may require flipping a coin, or paying spirit – which is earned by taking damage. The first player to deal six damage to their opponent wins! Come play an exciting new concept in CCGs. This is a qualifier so the top 4 from this qualifier will advance to the final.

2 Hours for 8 Players
Game Master: Geoff Berman

Space Alert

Table 29



Space Alert is a cooperative team survival board game. You play crew members of a small spaceship scanning dangerous sectors of galaxy, and simply have to protect your ship through a 10 minute, real-time mission. You listen to a soundtrack that represents central computer announcements about the presence of various threats, and must plan your actions and coordinate tasks with your team. Only a well-working crew can survive 10 minutes and make the jump back to safety.

2 Hours for 5 Players
Game Master: Angela Robertson

The Vines of Atarak (Pits & Perils)

Table 13



Long has Temple Atarak stood, slowly taken by the jungles that surround it. But now the jungle is invading the roads, devouring entire caravans and taking livestock, and the conquering Lord Ethis finds his tenuous new rule threatened by forces he can scarcely comprehend. Your party has been hastily assembled to meet the threat or die in the attempt. But there are things worse than death in the Temple of Atarak... This is an introductory adventure for Pits & Perils, an original old-school RPG from Olde House Rules! The system is amazingly simple, but with lots of content to build your own fantasy campaigns. Oh, and did we mention that players get a FREE (digital) copy of the rules through Drive-Thru RPG? See you there!

4 Hours for 6 Players
Game Master: James George

Saturday 1:00pm (cont.)

Citadels

Table 15



In Citadels, players take on new roles each round to represent characters they hire in order to help them acquire gold and erect buildings. The game ends at the close of a round in which a player erects her eighth building. Players then tally their points, and the player with the highest score wins.

2 Hours for 7 Players
Game Master: Andy Goergen

Saturday April 5th 2:00pm

Old Grudges (Willowgate Part 4) (Against the Darkness)

Table 3



Avery Hill is a favorite spot for picnics, and kids still find arrowheads from a long-ago battle. But a vengeful spirit has awoken; death is stalking Willowgate and only the Justiciars can lay it to rest. Part 4 of 5 loosely connected scenarios which may be played separately; it is not necessary to play them all. (Parts 1 & 2 ran at PretzCon 3.) An easy-to-learn Vatican horror RPG for new or experienced players. Age 13+ recommended.

4 Hours for 6 Players
Game Master: Vicki Potter

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Saturday 2:00pm (cont.)

Munchkin

Table 20

Kick open the door, kill the monsters, loot, and backstab in the game we all know in love. This will be the original Munchkin set.

2 Hours for 5 Players
Game Master: Kelly Goergen



Ruins of Baradahn (Hero System (6th))

Table 2

A remote village of the northern reaches of Aetaltis is under attack by the vile Endrori. Investigating their source, you navigate into the Deeplands to uncover an ancient seat of knowledge in this action adventure. Discover the world of Narosia, powered by HERO, in this successful Kickstarter project. New players welcome. www.narosia.com

The setting book is scheduled to be out for GenCon, but you can get a sneak peek at it here at PretzCon!

4 Hours for 6 Players
Game Master: Leah Watts
Materials Needed: pencil, 6-sided dice



Saturday 2:00pm (cont.)

Sealed Magic The Gathering Tournament

Tables 6,9, & 12

Standard Sealed (sign-up 30 minutes before start) \$24 Entry fee.

Each player will receive one pack of each standard legal set, (Return to Ravnica, Gatecrash, Dragon's Maze, M14, Theros, Born of the Gods) to build a minimum 40-card deck. Prizes will be based on attendance. If we have at least 32 players, the top 8 will draft an assortment of booster packs which will be "drafted" based on your seed in the top 8.

3 Hours for 32 Players
Game Master: Krypton Comics
\$24 Entry fee



TimeFall Playtest (Homebrew)

Table 22

Bad news, good news. Bad news is you just destroyed the universe, the good news is you did it with a time machine, so you can go back and fix it. Players each are trying to put back together 'the device' but with all the timelines smashed together, you never quite know 'when' you'll be.

Playtest my wacky time travel battle card game Time-Fall.

1 Hours for 4 Players
Game Master: Floyd Pretz



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Tokaido

Table 23

Each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler - which means that you'll have to be the one who discovered the most interesting and varied things.

2 Hours for 5 Players
Game Master: Sarah Pretz



Saturday April 5th 3:00pm

Shadowfist

Table 15

Shadowfist is a game based on Action/Kung-Fu Movies of all kinds there is Sci-fi, Grind House, Spy, Noir, Pulp, Steampunk and Fantasy. Bullets will fly, demon will be summoned and everyone will be Kung-Fu fighting.

2 Hours for 4 Players
Game Master: Jason Burns



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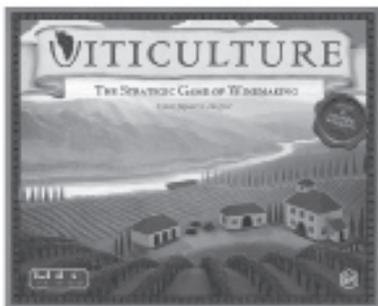
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Saturday 3:00pm (cont.)

Trivial Pursuit: Wanna Bet? (Trivial Pursuit with Homebrew Rules)



Table 14

This game is an adaptation of "Trivial Pursuit: Bet You Know It" using the regular Trivial Pursuit board and a collection of subsidiary editions. In this game, you earn chips for right answers and for correctly guessing whether or not your opponent can answer a question correctly. You can use those chips to buy any wedges you can't earn or your choice of the final question. (Although the game is designed for 6 players, if more people want to play, we'll organize teams.)

2 Hours for 6 Players
Game Master: Rodney Ruff

Super Tooth



Table 28

Super Tooth is an original, fast-paced card game set in a prehistoric world of dinosaurs, in which players race to collect sets of plant-eaters before hungry carnivores chase them away.

Super Tooth is a highly re-playable family game for 2 to 4 players, ages 5 and up, built with just enough luck and layered with subtle strategy to keep players of all ages entertained and engaged.

1 Hour for 8 Players
Game Master: Neil Opitz

The Omega Virus



Table 29

Did you grow up in the nineties? Then this forgotten gem from 1992 should be right up your alley. Team up to defeat the evil maniacal computer virus on a space station. Features a talking computer — Enough said.

1 Hour for 3 Players
Game Master: Andy Goergen

Clay-o-Rama!



Table 25

A Clay-O-Rama is many things. It is a chance for friends to meet and have a good time. It can be a serious philosophical discussion on the meaning of modeling clay. It is a means of artistic expression. It is a ritualistic gathering of Claydonians to watch the violent destruction of others of their species. But most of all, it is a silly game involving modeling clay miniatures.

You sculpt your own Claydonian. Depending on how many hands, feet, tentacles, probosces, etc. it has, you and the Game Master negotiate your Claydonian's attack, movement, and defenses. And the last Claydonian standing wins!

Release your inner child. Where is Play-Doh, there is mayhem.

2 Hours for 6 Players
Game Master: Norajane McIntyre

Dungeon Roll



Table 11

In Dungeon Roll the player's goal is to collect the most experience points by defeating monsters, battling the dragon, and amassing treasure. Each player selects a Hero avatar, such as a Mercenary, Half-Goblin, or Enchantress, which provides them with unique powers. Then players take turns being the Adventurer, who boldly enters the dungeon seeking glory. The Adventurer assembles their party by rolling seven Party Dice, while another player serves as the Dungeon Lord and rolls a number of Dungeon Dice based on how far the Adventurer has progressed through the dungeon. The Adventurer uses Champion, Fighter, Cleric, Mage, Thief, and Scroll faces on the Party Dice to defeat monsters such as oozes and skeletons, to claim treasure inside chests, and to revive downed companions with potions. The Adventurer claims treasure by taking a token at random from inside the treasure chest-shaped game box.

1 Hours for 4 Players
Game Master: Michael Landreth

Locke & Key: The Game



Table 13

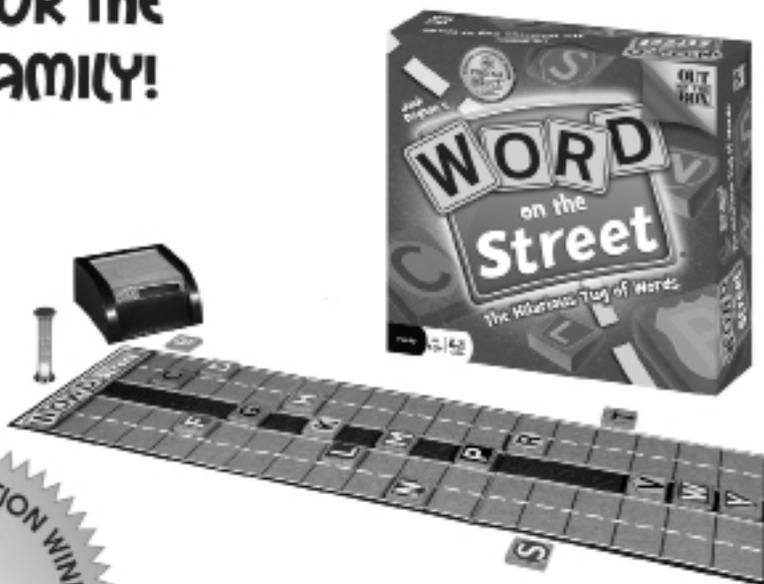
In this competitive/cooperative card game you play as a member of the Locke family, attempting to overcome various challenges that range from the psychological to the supernatural. Magical keys which can be obtained throughout the game will aid you in overcoming your struggles and maybe even hinder those you would not care to see to succeed in the end.

Win, by having the most points at the end of the game. Points are kept hidden until the game ends, a time which is also unknown until the final turn has already passed.

Each turn a challenge is overcome (or not) communally by the players. If successful those who contributed the most will see their efforts rewarded and increase their score for the end of the game.

1 Hours for 6 Players
Game Master: Elliott Dawson

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Saturday 4:00pm (cont.)

DC Comics Deck-building game

Table 17



Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! Martian Manhunter! The Justice League of America is ready for action – are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game!

1 Hours for 5 Players
Game Master: Geoff Berman

Ca\$h 'n Gun\$: Live

**In the area formally known as
Tables 29 & 30**



A band of hardened criminals heads back to the warehouse to split the take - but everyone disagrees on just how to split the loot. Draw your weapon or hit the floor, because only the gutsiest crooks are leaving here with the money! That is, unless they leave in a bag?

2 Hours for 20 Players
Game Master: Mike Kelley

Monopoly: Pokémon Gold and Silver

Table 11



In this Gold and Silver Pokemon edition of the classic Monopoly game, you'll travel around the board in search of Pokemon from the Johto World. The more Pokemon you collect, the more powerful a trainer you become. Add Poke' Marts and Poke' Centers to make your Pokemon even stronger. Ash cards and Professor Elm cards may bring rewards or other surprises. Bargain, trade and fight with other trainers to collect the most powerful Pokemon team and win the game!

1 Hours for 6 Players
Game Master: Jason Rosauer

Steam

Table 19



Steam! Created by acclaimed designer Martin Wallace, Steam is the top-rated train game on boardgamegeek.com. All the expansion maps will be available for this session and the map used will be determined by numbers of players participating and by experience. This session is open to both new and experienced players. Estimate about half an hour of game time per player participating.

3 Hours for 6 Players
Game Master: Bryce Journey

Saturday April 5th 5:00pm

Settlers of Catan Qualifier

Tables 18, 21, & 24



The Settlers of Catan is a multiplayer board game designed by Klaus Teuber and first published in 1995 in Germany. No Entry fee! Winners of this round will compete in Settlers of Catan PretzCon Semi-finals/Finals on Sunday at 11:00 am.

2 Hours for 12 Players
Game Master: Game Shoppe

Saturday 5:00pm (cont.)

Escape: The Curse of the Temple

Table 20



Escape: The Curse of the Temple is a cooperative game in which players must escape (yes...) from a temple (yes...) which is cursed (yes...) before the temple collapses and kills one or more explorers, thereby causing everyone to lose.

1 Hours for 5 Players
Game Master: Becca Birch

Bausack

Table 27



There are five variations on how to play. The goal in all of them is to build a tower. The bag contains very different wooden pieces (i.e. an ashlar, an egg, a ring, a fir tree etc.) as well as a sack of beans for the "auction variation" of the game. Depending on the variation you choose, either each player builds his own tower or all build one together. The "auction variations" are the most suspenseful and surprising. One might end up spending quite some beans to avoid building an especially difficult element. Gambling and bluffing abilities are needed just as much as a feeling for statics and construction skills. It's a game with almost endless building possibilities. It's a challenge for steady hands and shaky suspense for clever tacticians.

1 Hours for 4 Players
Game Master: Bart Miller

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Kingsburg

Table 22



In Kingsburg, players are Lords sent from the King to administer frontier territories. The game takes place over five years, a total of 20 turns. In every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every fourth turn is the winter, in which all the players must fight an invading army. The resources to build structures and train troops are collected by influencing the advisers in the King's Council. Players place their influence dice on members of the Council. Each adviser on the King's Council will award different resources or allocate soldiers, victory points, and other advantages to the player who was able to influence him/her for the current turn. At the end of five years, the player who best developed his assigned territory and most pleased the King through the Council is the winner.

2 Hours for 5 Players
Game Master: Jasper Birch

PLAYTESTING: Creatures VS. Monsters: A Legacy Game



Table 23

Creatures VS. Monsters: A Legacy Game is a new card game designed around the idea that each game played influences all future games played. Each time you play Creatures VS. Monsters, you will permanently alter the game by changing, writing on, and even destroying cards in the game. In addition, there are built-in "Achievement Packets" to unlock as you play, ensuring that every copy of the game evolves differently. Unlike most games that have a repeating starting point, "Creatures VS. Monsters" is radically different with every play. This game is still in a prototype phase, and if you want to come play, you'd be helping make the game greater than what it already is. We are reserving a 6 hour block to get as many games played as possible, but if you need to come late or leave early, that's just fine!

6 Hours for 18 Players
Game Master: Eric Stevenson

Mykerinos

Table 13



1899. For more than a century, the European public has been fascinated by Egyptology and the discoveries of Denon, Champollion, Petrie and others. Seeking adventure and glory, teams of archaeologists search the sands of Egypt for hidden treasures.

Mykerinos. Embodiment of archaeologists seeking relics from ancient Egypt for powerful benefactors. Will you be convincing at the museum's final exhibition?

1 Hours for 4 Players
Game Master: David Novak

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Saturday April 5th 6:00pm

Conquest of Nerath

Table 11



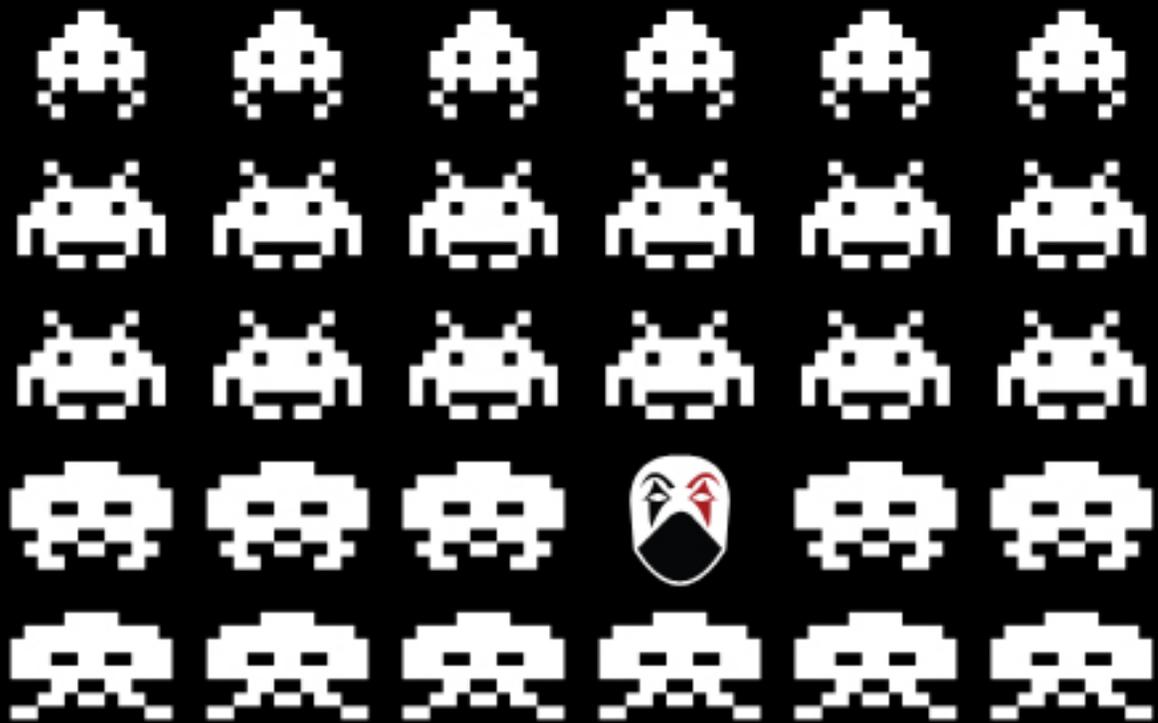
War has come to the Dungeons & Dragons world! In the north, the undead legions of the Dark Empire of Karkoth march against the fragile League of Nerath, determined to sweep away the human kingdoms forever. To the south, the infernal Iron Circle launches its own goblin hordes in a campaign of conquest against the elves and corsairs of Vallin. From the snowy expanse of the Winterbole Forest to the sun-warmed coasts of ancient Vallin, four great powers struggle for survival.

Conquest of Nerath is a fantasy conquest game. 2-4 players muster armies of foot soldiers, siege engines, monsters, warships, elementals, and dragons to attack their opponents. Players employ heroes such as knights and wizards to lead their troops and explore dungeons in the search of magical artifacts and treasures to increase their power in combat.

2 Hours for 4 Players
Game Master: Jason Rosauer

SCORE : 480373

PLAYER 1



Saturday 6:00pm (cont.)

A Chance Meeting in the Woods (Golden Sky Stories)



Table 16

Golden Sky Stories is a heartwarming, non-violent RPG from Japan. In it you take on the role of henge, animals that have just a little bit of magical power, including the ability to take on human form, and help out ordinary people with their problems in an idyllic town in rural Japan.

3 Hours for 4 Players
Game Master: Michael Landreth

Crokinole



Table 27

This game is like shuffleboard in the round. Players take turns flicking disks on a board, trying to score points by attaining central regions. The main stipulation being that contact with the other teams' pieces must be made in order for the disk to remain on the board afterward. Although the game uses quite a bit of skill to flick the disks, there's a very significant strategy element to the game. There are many different variants and rules, as this game is very old and has had many different incarnations over the years.

1 Hours for 4 Players
Game Master: Bart Miller

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Saturday 6:00pm (cont.)

Frankenstein's Children meet Dracula's Revenge



Table 3

Dracula comes looking for allies to use against Van Helsing and finds the Children of Frankenstein have villainous trouble.

This a very simple miniatures game and have it all so nothing needed but fun!

1 Hours for 5 Players
Game Master: Geoff Berman

Game of Thrones



Table 17

Command one of the houses of Westeros to victory in this turn based board game. Place armies and move in territories (like Risk) but with complex strategies, rules, money and power bartering. Creating alliances and then being willing to betray your allies is the key to victory.

3 Hours for 6 Players
Game Master: Chris Sievers

Saturday April 5th 7:00pm

Super Tooth



Table 28

Super Tooth is an original, fast-paced card game set in a prehistoric world of dinosaurs, in which players race to collect sets of plant-eaters before hungry carnivores chase them away.

Super Tooth is a highly re-playable family game for 2 to 4 players, ages 5 and up, built with just enough luck and layered with subtle strategy to keep players of all ages entertained and engaged.

1 Hours for 8 Players
Game Master: Neil Opitz

Team Trivia (Cube of Death)



Table 20

Cube of Death is a trivia/RPG hybrid game that uses geek trivia to resolve actions. It is played with two teams of three players each. Every round the host draws a card and asks each team a question. If they get it right they get to roll 1d6 damage to the opposing team. So recruit a team, or sign up individually and we will randomly assign teams.

1 Hours for 6 Players
Game Master: Kelly Goergen

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tabletopadventures.com

Got Bits?



Saturday 7:00pm (cont.)

PFS# 3-13: The Quest for Perfection Part III: Defenders of Nesting Swallow (Pathfinder)



Table 4

A Pathfinder Society Scenario designed for Levels 1–5.

As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Iroran relic that brought them hundreds of miles to the isolated town, the PCs must repulse the attackers, using every ounce of tactical mettle and military strategy they possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge.

"Defenders of Nesting Swallow" is the final scenario in the three-part The Quest for Perfection campaign arc. It follows Pathfinder Society Scenario #3–09: The Quest for Perfection—Part I: The Edge of Heaven and Pathfinder Society Scenario #3–11: The Quest for Perfection—Part II: On Hostile Waters. All three chapters are intended to be played in order.

Written by Sean McGowan

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Materials Needed: Dice

PFS# 4–25: Glories of the Past Part III: The Secrets Stones Keep (Pathfinder)



Table 5

A Pathfinder Society Scenario designed for levels 5–9. Deep beneath the orc city of Urgir in the Hold of Belkzen lie the ruins of the ancient dwarven Sky Citadel of Koldukar, where awaits what could be the greatest discovery of the Age of Lost Omens: confirmation of the location of one of the lost Sky Citadels, built by the dwarves in their earliest days on the surface of Golarion. But reaching their destination won't be easy for the Pathfinders, and only the most skilled will survive Urgir and the terrors guarding the dwarves' long-abandoned secrets. Can they uncover the location of the lost Sky Citadel, or will the Pathfinders suffer the same fate as Koldukar—defeat at the hands of ruthless orcs and centuries of decay under the earth?

Written by Larry Wilhelm.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Mid-High

Materials Needed: Dice



Saturday 7:00pm (cont.)

PFS# 5-11 Library of the Lion
(Pathfinder)



Table 1

A Pathfinder Society Scenario designed for levels 1–5. Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy’s texts are riddled with these changes, so when a secretive ally approaches the Pathfinder Society with information about a hidden archive that contains the unaltered histories, the Pathfinders plan a daring infiltration to recover the secrets of Taldor’s past victories so that Mendev might benefit from the discovery.

Content in “Library of the Lion” also contributes directly to the ongoing storylines of the Cheliox, Grand Lodge, and Taldor factions.

Written by Kyle Elliot.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

Saturday 7:00pm (cont.)

PFS: Ruins of Bonekeep
Level One: The Silent Grave
(Pathfinder)



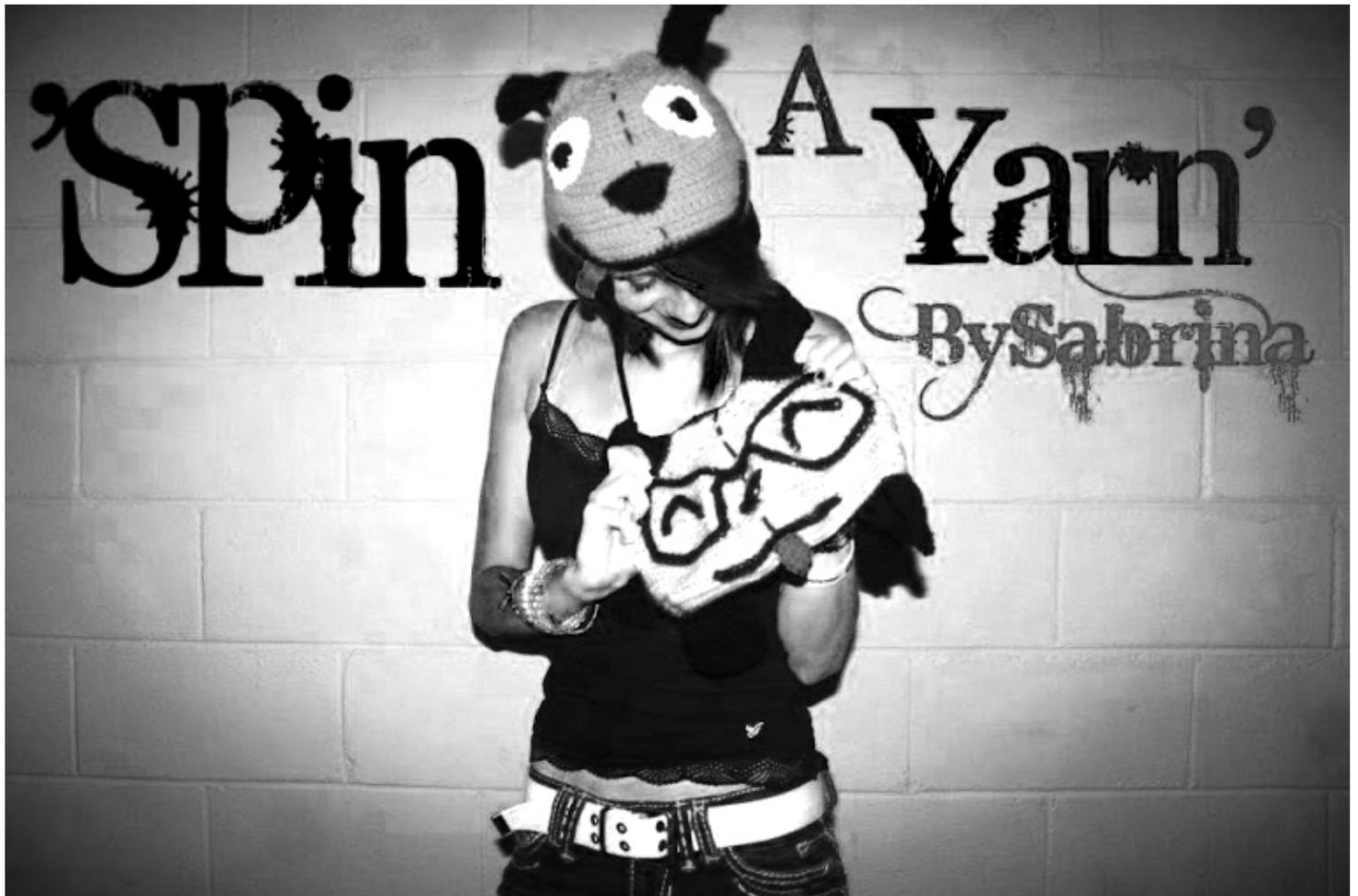
Table 7

A Pathfinder Society Special for characters of 3rd to 7th level (Tier 3–7).

An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired.

Written by Jason Bulmahn.

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-Low
Materials Needed: Dice



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**www.gauntlet-games.com
3231 S 13th St, Lincoln, NE 68502
(402) 420-5060**

Saturday 7:00pm (cont.)

PFS# 5-10: Where Mammoths Dare Not Tread (Pathfinder)

Table 8



A Pathfinder Society Scenario designed for levels 7-11. Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead—all without falling prey to the area's powerful megafauna, savage demons, and relentless barbarian tribes.

Written by Jerall Toi.

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: High

Materials Needed: Dice

RISK: Walking Dead (RISK Variant)

Table 27



In many ways, Risk: The Walking Dead – Survival Edition features the familiar Risk gameplay, with players facing off against one another in order to claim territories on a map, win bonuses, and eliminate the opponents.

What differs with this game, though, is that players are battling on a map depicting the southeast region of the United States, the setting for The Walking Dead comic series, with the map featuring 32 territories and six zones. In addition to fending off attacks from and competing for resources with the other players, they must also maintain their self-preservation from the unrelenting hordes of the undead that spawn at the start of each player's turn and would love nothing better than to feast upon them.

Risk: The Walking Dead includes a deck of event cards, with each player drawing one at the start of his turn.

These cards refer to story events from The Walking Dead, with players facing various rewards and penalties depending on the situation.

The game ends after a fixed number of turns

3 Hours for 4 Players

Game Master: Bart Miller

Experience Needed: Some RISK experience

Race To Adventure!

Table 2



The year is 1925, and it's time for the annual Century Club Scavenger Hunt. Centurions are crossing the globe, trying to complete their missions and reach the finish line first. Will this be your year to win?

Race to Adventure! is a pulp-themed board game with a randomly-determined board.

1 Hours for 5 Players

Game Master: Leah Watts

Saturday 7:00pm (cont.)

Flapjacks and Sasquatches -2nd Edition

Table 13



Take off to the Great White North where you will use your axe and your wits to get ahead of fellow lumberjacks. You may get a boost from some Flapjacks or be slowed by Blisters – but always be wary of the dreaded Sasquatch!

Flapjacks and Sasquatches is an easy, "take that" style card game in which you want to chop down the tree card in front of you. The card has both a "chop" value and a point value; using Axe cards, you roll dice to try to meet or exceed the "chop" value. When you do, you collect the tree (and the points). Flapjack cards can add to your roll, while blister cards can take away. <http://www.flapjacksandsasquatches.com/>

1 Hours for 6 Players

Game Master: David Novak

Ticket to Ride Nederland

Table 19



Nederland is the newest expansion map for the popular Ticket to Ride series. This map features rail building in the Netherlands, bridge tolls, and big point route cards! This session is open to both new and experienced players.

2 Hours for 5 Players

Game Master: Bryce Journey

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Saturday 7:00pm (cont.)

Shift High Intensity Free-for-all Tournament (Shift CCG)



Table 3

You are the shifted, now gear up and battle!!!

Shift is an anime themed card game in which players duel using a single card and some coins. Shift cards have stats and Modifiers on all four sides, called Gears. Each card functions like a deck in a traditional CCG, where each Gear is a separate hand. And much like decks in a CCG, each card rewards different strategies and play styles.

Players take turns attacking or shifting their cards to another Gear. To use a Gear's Modifier, you might have to pay a cost; costs may require flipping a coin, or paying spirit – which is earned by taking damage. The first player to deal six damage to their opponent wins!

Come play an exciting new concept in CCGs.

This is the final so you need to advance from the 2 qualifiers

2 Hours for 1 Players
Game Master: Geoff Berman

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Saturday 7:00pm (cont.)

Mr. Ree



Table 29

The original Mr. Ree game was first published in 1937 and was a precursor to the game Clue. Now with some rules updates it is time to rediscover a classic game.

One player will play the detective Mr. Ree. The rest of the players are attending a party at the home of Aunt Cora. During the evening players move around the board trying to obtain a weapon and the card that lets them kill someone with that weapon. Then, when they are alone in a room with another player they may do the murder.

When the murder is revealed on the deceased's next turn Mr Ree and the players have ten minutes to figure out which among them is the killer.

Will you be the first to make your kill? Will you be able to put the finger on the real killer? And whose testimony can you trust during the final ten minutes?

2 Hours for 8 Players
Game Master: Randall Rasmussen

Saturday April 5th 8:00pm

We Created a Game



Table 22

Friday night a bunch of people will create a brand new game from scratch. Come and play this strange new creation to see what we came up. Play a game no one has ever played before!

2 Hours for 6 Players
Game Master: Floyd Pretz

Zombies!!!



Table 10

Zombies, zombies, zombies!!! Try and survive the zombie apocalypse. Players take on the role of a survivor amid city streets sprawling with Zombies. Movement is determined by dice roll as is combat when the player's piece is in the same square as a Zombie. Players must conserve bullets and protect their life counters. At the end of the turn a dice roll directs the player to move a number of Zombies one square (because they are the slow George Romero type).

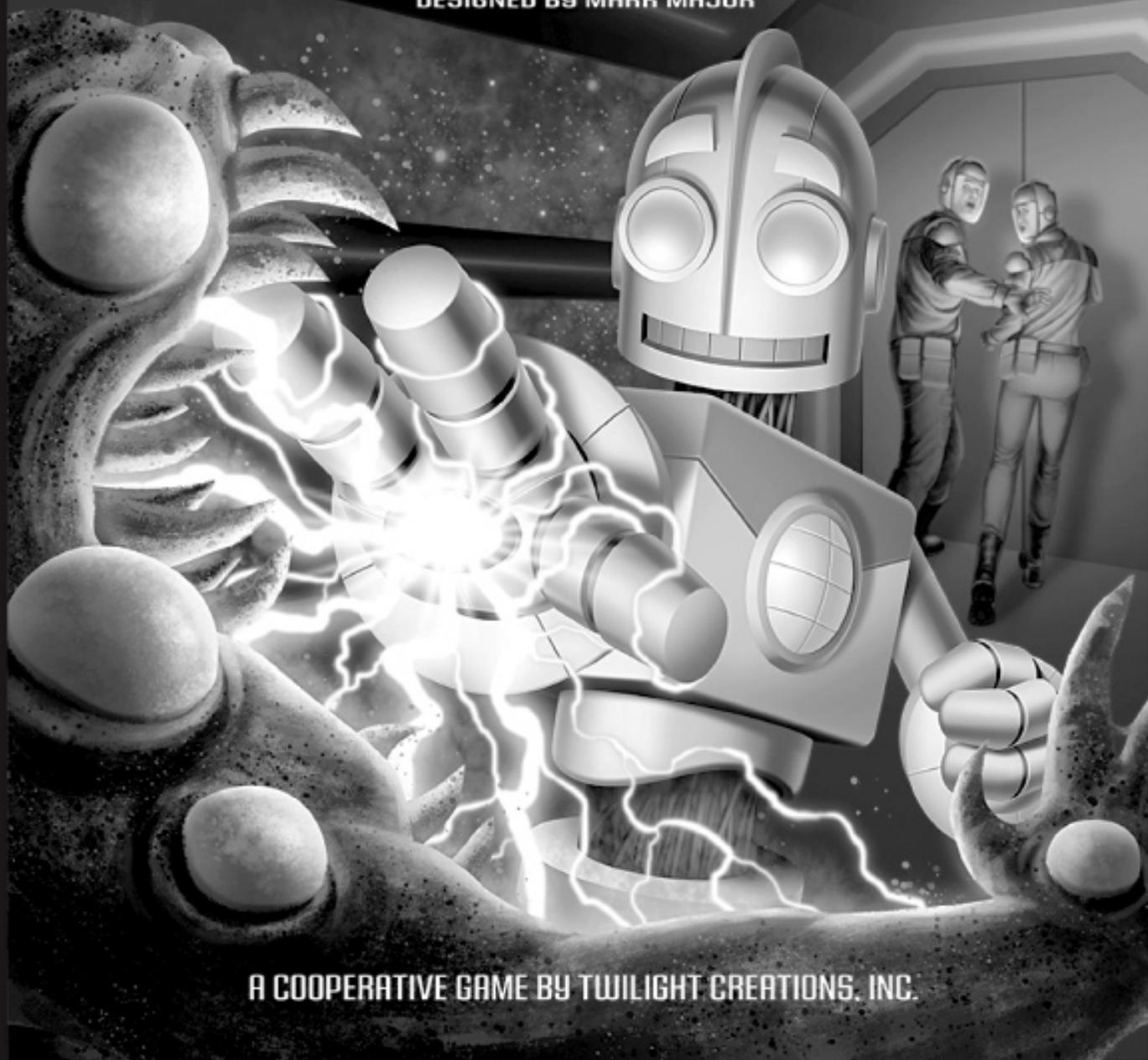
First player to reach the center of the Helipad tile and kill the Zombie there, or kill a total of 25 Zombies wins. When a player is killed they move back to the starting tile and lose half their Zombie kills.

Multiple expansions will be used to enhance the zombie-goodness.

4 Hours for 6 Players
Game Master: Jordan Fetters

JUPITER RESCUE

DESIGNED BY MARK MAJOR



A COOPERATIVE GAME BY TWILIGHT CREATIONS, INC.

DEEP SPACE! DEEP TROUBLE!

COMPONENTS: 20 two-sided module tiles, 1 evacuation pod tile, 36 rescue cards, 117 plastic figures (7 player robots, 50 colonists, 60 creeps and 10 super creeps).

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Saturday April 5th 9:00pm

Illuminati Masters

Table 3



A classic Steve Jackson game. Take over the world in style but keep your opponents from ruling the world. Fnord!

Only sign up for this if you are very experienced with the game. There are other Illuminati games for less experienced players.

3 Hours for 7 Players
Game Master: Geoff Berman
Experience Needed: Very Experienced

Nippon Rails

Table 19



Nippon Rails - Mayfair's crayon rail game in Japan! This session is open to both new and experienced players. If you've never played a crayon rail game before - it's great! Players actually draw their rail lines on the map in crayon - it's loads of fun! Estimate about half an hour of game time per participating player.

3 Hours for 6 Players
Game Master: Bryce Journey

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Tasty Minstrel Games
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Saturday 9:00pm (cont.)

Party Game Block

Table 30



End Saturday night with some old fashioned party games. Taboo, Scattergories, Balderdash, Jenga, Pictionary, etc. Come and go as you please.

2 Hours for 7 Players
Game Master: Kelly Goergen

Two Rooms and a Boom

Rooms 29 & 30



A social deduction/hidden role party game for six or more players - there are two teams: the Red Team and the Blue Team. The Blue Team has a President. The Red Team has a Bomber. Players are equally distributed between two rooms (i.e., separate playing areas). The game consists of five timed rounds. At the end of each round, some players will be swapped into opposing rooms. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins; otherwise the Blue Team wins. Lying encouraged.

(We will be playing multiple games as each game lasts only about 20 minutes)

2 Hours for 20 Players
Game Master: Randall Rasmussen

Saturday April 5th 10:00pm

Lords of Waterdeep

Table 17



Take on the persona of one of the many Lords of the mythological city of Waterdeep, gather adventures to your cause, send them out on missions as you buy more property and become the ruling power in the city.

A resource allocation game with a Dungeons and Dragon Skin. Possible my favorite game for the past 2 years.

2 Hours for 4 Players
Game Master: Ryan Pretz

One Night (Ultimate Werewolf)

Table 22



In One Night Ultimate Werewolf all the action takes place in one night, with the final vote the day after. It only takes minutes to play, so we'll play it a few times

1 Hours for 10 Players
Game Master: Floyd Pretz



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SUNDAY

APRIL 6TH

Sunday April 6th 8:00am

Fellowship (IRL People)

Patio weather permitting

Have to miss service at your normal stomping grounds because you are at an awesome game convention. Come join us for a little fellowship and prayer time.

1 Hours for Everybody

Game Master: Ryan Pretz

Materials Needed: probably coffee... it is early.



Mille Bornes

Table 23

Come play the classic French racing card game. We have multiple games so many can play.

1 Hours for 12 Players

Game Master: Rhonda Berman



Sunday April 6th 9:00am

Children's Game Block

Table 3

Play classic children's games – Candy Land, Chutes and Ladders, Cooties, Hi Ho! Cherry-O, etc. Children and adults are welcome! Come and go as you please.

3 Hours for 8 Players

Game Master: Kelly Goergen



Belfort

Table 11

Belfort is a worker placement game with area majority scoring in each district as well as for each type of worker. Buildings give you influence in the districts as well as income, but taxes increase based on your score so the winning players will have to pay more than those behind! Manage your resources and gold well, choose your buildings wisely, and help build the city of Belfort!

2 Hours for 5 Players

Game Master: Jason Rosauer



Modern Art

Table 27

Buying and selling paintings is a very lucrative business, at least that's what Hollywood's led us to believe, and that's the premise of this game. Five different artists have produced a bunch of paintings, and it's the player's task to be both the buyer and the seller, hopefully making a profit in both roles. He does this by putting a painting from his hand up for auction each turn. He gets the money if some other player buys it, but must pay the bank if he buys it for himself. After each round, paintings are valued by the number of paintings of that type that were sold. The broker with the most cash after four rounds is the winner

2 Hours for 4 Players

Game Master: Bart Miller



PFS Module: Realm of the Fellknight Queen (Pathfinder)

Table 5



A wilderness adventure for 6th-8th level Pathfinder Society characters.

Stay Out of the Woods

Deep in the forest, something is stirring. An evil fey sorcerer, cast out of the First World millennia ago by her own kin, has found a way to break through the ancient walls of her prison, and carries with her a vengeance too deep to be sated. For the quiet Andoren town of Bellis, busy celebrating a long-awaited marriage, it's a time for joy and laughter. Yet the forest that's always sheltered it is growing dark, and things are moving in the heart of the woods...

Written by Neil Spicer

11 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Mid-High

PFS Sanctioned AP: Jade Regent - (Pathfinder)

Table 7



Twenty-four years ago, a dark force claimed Brinewall Castle for its own, ending the lives of the village's denizens. Rumored to be cursed and known to be extremely dangerous, travelers avoid Brinewall Village and adventurers shirk from exploring the castle. Hearing of the vast wealth that lies within the gloomy keep, the Pathfinder Society plans to send a team of experienced agents north to Brinewall Village, hoping to recover any artifacts and to learn about the the tragic events that caused the castle to fall to its attackers.

11 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Low

Materials Needed: Dice

PFS# 5-06: You Have What You Hold (Pathfinder)

Table 4



A Pathfinder Society Scenario designed for levels 3-7.

As an act of retribution, an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy, the raids may spell the doom of the society's ambitions to the north.

Content in "You Have What You Hold" also contributes directly to the ongoing storyline of the Sczarni faction.

Written by Sean McGowan.

1 Hours for 6 Players

Game Master: Nathaniel Sheridan

Experience Needed: Mid-Low

PFS# 5-12: Destiny of the Sands Part 1: A Bitter Bargain (Pathfinder)

Table 1



A Pathfinder Society Scenario designed for levels 1-5. Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage's investigation of his ancient order; however the lead dried up—that was until a familiar information broker contacted Amenopheus offering an exchange of services. To assist an ally and unlock the secrets of Osirion's past, the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due. The only question is what price their foe will demand.

"A Bitter Bargain" is the first scenario in the three-part Destiny of the Sands campaign arc. It is followed by Pathfinder Society Scenario #5-15: Destiny of the Sands—Part 2: "Race to Seeker's Folly" and Pathfinder Society Scenario #5-16: Destiny of the Sands—Part 3: "Sanctum of the Sages." All three chapters are intended to be played in order.

Content in "A Bitter Bargain" also contributes directly to the ongoing storylines of the Osirion, Qadira, and Sczarni factions.

Written by Scott Fernandez

5 Hours for 6 Players

Game Master: Nathaniel Sheridan

Materials Needed: Dice

Saint Petersburg

Table 17



A tactical game of building impressive buildings and wooing even more impressive people while using the right builders to maximize all.

Its a game of critical thinking and planning ahead, only to have someone steal what you are going to do and ruin everything. Its like real life... in board game form... and in Russia... you get the idea.

2 Hours for 4 Players

Game Master: Ryan Pretz

Unexploded Cow

Table 16



You and your friends have discovered two problems with a common solution: mad cows in England, and unexploded bombs in France. In Unexploded Cow, you will help the towns of nothern France clear away a century's worth of old bombs. And of course, make some cows explode.

1 Hours for 6 Players

Game Master: Matt Campbell

Sunday April 6th 10:00am

Caverna - the Cave Farmers

Table 19

Caverna – the Cave Farmers! Uwe Rosenberg’s sequel to Agricola, one of the greatest games of all time. In the sequel, players take on the roles of a dwarf family and must accumulate victory points by working, farming, building, raising crops and animals, and mining. This session is open to both new and experienced players. Join us for some epic farming action! Estimate about half an hour of game time per participating player.

4 Hours for 7 Players
Game Master: Bryce Journey



Escape: The Curse of the Temple

Table 22

Escape: The Curse of the Temple is a cooperative game in which players must escape (yes...) from a temple (yes...) which is cursed (yes...) before the temple collapses and kills one or more explorers, thereby causing everyone to lose.

1 Hours for 5 Players
Game Master: Jasper Birch



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Sunday 10:00am (cont.)

Fluxx

Table 20



It’s the game where each play of the cards can change the contents of your hand, the goal, or the rules themselves. Several versions available: the original Fluxx (without Creepers), Eco-Fluxx (no Creepers, but with Poison), and Martian Fluxx (with Creepers and Ungoals).

Unfortunately, I don’t have the gastroenterology version - Acid ReFluxx.

1 Hours for 6 Players
Game Master: Rodney Ruff

Kniziathon

Tables 28, 29, & 30



Welcome to the 3rd Annual PretzCon Kniziathon. We will be playing Reiner Knizia games all day. Come play and at the end points will be totaled and then we will award Trophies to 1st, 2nd and 3rd place. It’s gonna be EPIC!!! Join in at any time during the day, come learn some great games.

6 Hours for 24 Players
Game Master: Geoff Berman

Munchkin Player’s Choice

Table 2



I’ll bring several of my Munchkin sets, you decide what we’ll be playing. (No “mixer” games, we won’t have time for those.)

2 Hours for 6 Players
Game Master: Leah Watts

Sitting Ducks Gallery

Table 10



Get your ducks out of the water before feathers start flying, because cards can target, shoot, or move the line in various ways! If your birds of a feather can stick together and keep from getting hit, you could be the last Sitting Duck in the lake!

An easy to learn and fun card game for the whole family.

2 Hours for 6 Players
Game Master: Jordan Fetters

Top Gun (FASA)

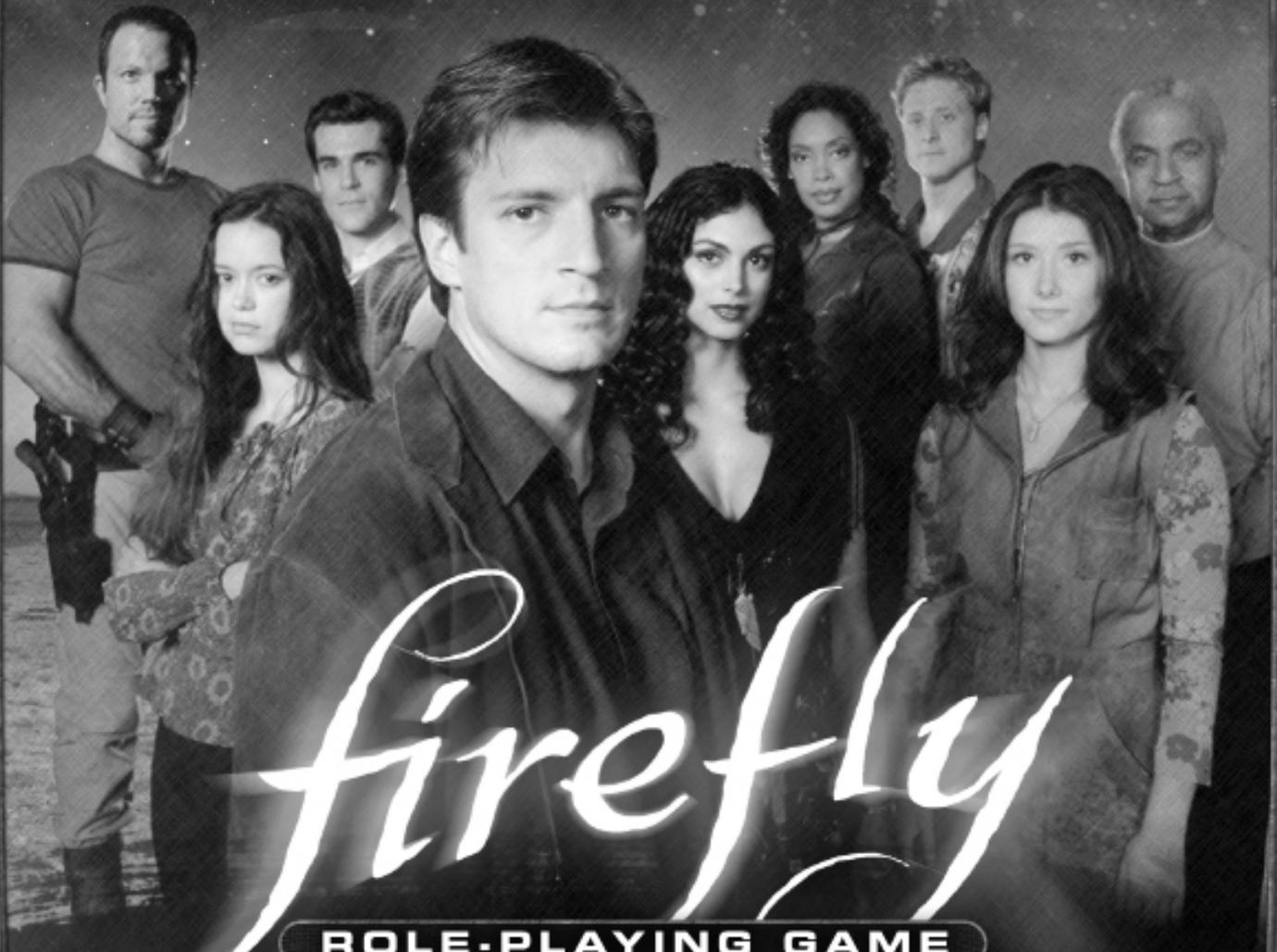
Table 23



This flight combat strategy game is based on the hit 1986 movie from Paramount. The competition is fast and furious, with players simulating battles between American, Soviet and other world powers. Pick your call sign and come dogfight with Bragg. And remember, there’s two “o”s in “Goose”, boys!

1 Hours for 6 Players
Game Master: Chris Brown

TIME FOR SOME
**THRILLIN'
HEROICS**



firefly
ROLE-PLAYING GAME



The FIREFLY ROLE-PLAYING GAME is based on the popular Fox television series created by Joss Whedon. For more information about this game, visit www.margaretweis.com.

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HIGH NOON SALOON

If yer lookin' for a fight, you come to the right place.

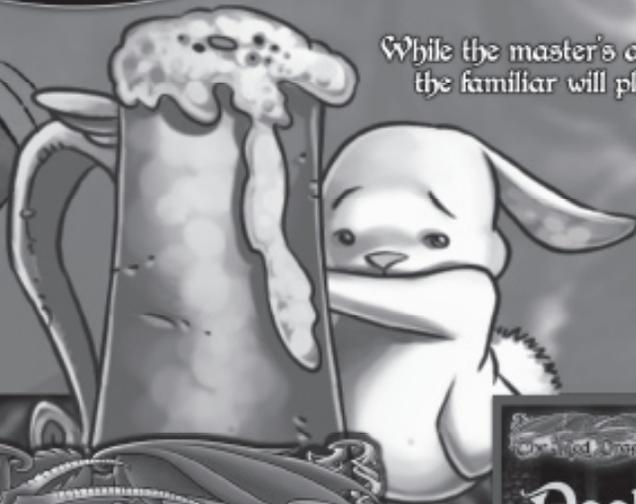


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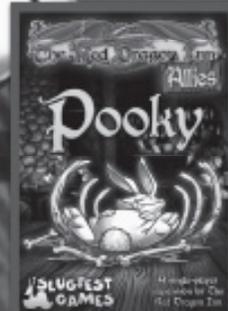
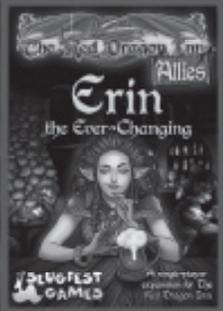


You don't run into very many shapeshifting druids at the Red Dragon Inn...

While the master's away, the familiar will play.



The Red Dragon Inn Allies



Sunday April 6th 11:00am

Chaos in the Old World

Table 27



Please note: This may be a practice run for my 28mm scale version of this game. It should function in every way exactly like the standard version.

Chaos in the Old World makes you a god. Each god's distinctive powers and legion of followers grant you unique strengths and diabolical abilities with which to corrupt and enslave the Old World.

Khorne, the Blood God, the Skulltaker, lusts for death and battle.

Nurgle, the Plaguelord, the Father of Corruption, luxuriates in filth and disease.

Tzeentch, the Changer of Ways, the Great Conspirator, plots the fate of the universe.

Slaanesh, the Prince of Pleasure and Pain, the Lord of Temptations, lures even the most steadfast to his six deadly seductions.

Yet, as you and your fellow powers of Chaos seek domination by corruption and conquest, you must vie not only against each other, but also against the desperate denizens of the Old World who fight to banish you back to the maelstrom of the Realm of Chaos.

Chaos in the Old World features three ways to win, and gives you an unparalleled opportunity to reshape the world in your image. Every turn you corrupt the landscape, dominating its inhabitants, and battle with the depraved followers of rival gods. Each god has a unique deck of gifts and abilities, and can upgrade their followers into deadly foes. Summon forth living manifestations of Chaos, debased and hidden cultists, and the horrifying greater daemons – beings capable of destroying near everything in their path.

3 Hours for 4 Players
Game Master: Bart Miller

Flapjacks and Sasquatches -2nd Edition

Table 13



Take off to the Great White North where you will use your axe and your wits to get ahead of fellow lumberjacks. You may get a boost from some Flapjacks or be slowed by Blisters – but always be wary of the dreaded Sasquatch!

Flapjacks and Sasquatches is an easy, "take that" style card game in which you want to chop down the tree card in front of you. The card has both a "chop" value and a point value; using Axe cards, you roll dice to try to meet or exceed the "chop" value. When you do, you collect the tree (and the points). Flapjack cards can add to your roll, while blister cards can take away. <http://www.flapjacksandsasquatches.com/>

1 Hours for 6 Players
Game Master: David Novak

Sunday 11:00am (cont.)

Constructed Magic The Gathering Tournament



Tables 6,9, & 12

Standard Constructed (signup at 10:30)

\$5 Entry Fee. Standard constructed. Prizes and # of rounds based on Attendance.

3 Hours for 32 Players
Game Master: Krypton Comics
\$5 Entry Fee, Standard Legal MTG Deck

The Great Dalmuti

Table 20



Your chance to climb through the ranks from Peon to Dalmuti by being the first to get rid of your cards. The catch: you have to lay down as many cards of a rank lower than your opponent, but there's only one 1, two 2s, three 3s, and so on. (There are two Jesters somewhere among the 80 cards that may help you out — or cause a Revolution that upends medieval society!) The good news is that once you become the Greater Dalmuti, you get to trade cards with your opponent to improve your chances of staying Greater Dalmuti. The bad news is that if you're the Greater Peon, you're the opponent the Greater Dalmuti gets to trade with.

1 Hours for 6 Players
Game Master: Rodney Ruff

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Sunday 11:00am (cont.)

Settlers of Catan Finals

Tables 18, 21, & 24

MUST COMPETE IN ANY ROUND 1 GAME TO QUALIFY
The Settlers of Catan is a multiplayer board game designed by Klaus Teuber and first published in 1995 in Germany. Winner will be given bragging rights and can regale many generations with his tale of triumph and sheep-for-wood tradership.

At least 2 Winners will then qualify for the Settlers of Catan National Qualifier May 17 at the Game Shoppe, Bellevue, NE for a chance at winning an all-expense* paid trip to the Settlers of Catan National Tournament at Origins Game Fair, Columbus Ohio.

*The winner of The Game Shoppe Qualifier will be provided with hotel accommodations, badge to Origins, and travel voucher for air fare. Food and any other expenses will be the sole responsibility of the winner.

4 Hours
Game Master: Game Shoppe



Sunday 11:00am (cont.)

The Omega Virus

Table 14

Did you grow up in the nineties? Then this forgotten gem from 1992 should be right up your alley. Team up to defeat the evil maniacal computer virus on a space station. Features a talking computer — Enough said.

1 Hours for 3 Players
Game Master: Andy Goergen



Sunday April 6th Noon

Shadows Over Camelot

Table 14

Shadows over Camelot is a cooperative board game, a genre in which players work together in order to try to defeat a game system which itself is moving the game toward defeat for all the players. There is a chance that one knight is secretly a traitor, plotting the downfall of the others loyal to Camelot. The existence of the traitor turns a fairly simple game system into a hotbed of paranoia and accusation.

2 Hours for 6 Players
Game Master: Andy Goergen



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Sunday April 6th 1:00pm

Fluxx: The Board Game

Table 11

Players start the game with their three pieces in the center of a 3x3 grid of tiles, with each tile divided into four spaces and each space showing an icon of some type (chocolate, sun, cookies, etc.) or an octagon or a portal. Players each start with three cards in hand, and the overall goal of the game is to collect 3-6 goal cards, with the exact number possibly changing during play.

On a turn, a player draws one card, plays one card, then moves one space, with all of those values being subject to change during gameplay; depending on what's currently allowed by the rules, you can also use movement points to rotate or move tiles in the play area. If you have a piece on each icon shown on the topmost goal card in play, you claim that card and are that much closer to winning. Players can also claim goal cards they have in hand by, again, placing their pieces on the appropriate icons. Other cards in the game allow players to change the rules, the game board, the ownership of player pieces, and so on.

1 Hours for 4 Players
Game Master: Jason Rosauer



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GUT

GREATER GAMES INDUSTRY • #27 WINTER 2014

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Gut Bustin' Games

www.gutbustingames.com

Redneck Life

- 1000 Redneck Life Board Game..... \$29.99
- 1001 Expansion: Bustin' a Gut! \$14.99

Trailer Park Wars

- 1002 Trailer Park Wars! \$29.99
- 1003 PINK Yard Flamingo Miniatures(100) Bagged, Header Card \$11.99
- New 1007 Trailer Park Wars Expansion: Terror in the Trailer Park \$19.99
- New 1008 PURPLE Yard Flamingo Miniatures(50) Bagged, Header Card \$11.99

Oh Gnome You Don't

- 1004 Oh Gnome You Don't! Board Game .. \$31.99

Cheap Shot

- New 1005 Cheap Shot Card Game \$19.99
- New 1006 Cheaper Shots (expansion) \$9.99



TRAILER PARK WARS!

Finally, the job of your dreams...
Trailer Park Manager!

Designed by Lisa Bowman-Steenon

To be the best damn trailer park manager in town, you must place quality tenants in your trailers, create a fun and friendly atmosphere by adding some sweet amenities, and go about destroying the other trailer parks...no matter what it takes!

Contents: • 100 Miniature Yard Flamingos
• 48 Trailer Cards • 130 Trailer Park Wars! Cards,
• 24 Trailer Park Name Tiles, Instructions.
Players: 2-6 Fun-Loving Players **Ages:** 13+
Play Time: 60 minutes
#1002, \$29.99

The game includes 100 Pink Flamingo Miniatures!



NEW

Terror in the Trailer Park!

(Expansion)

Designed by Lisa Bowman-Steenon

Just when you thought it was safe to manage a trailer park...all heck breaks loose!

Contents: • 50 PURPLE Yard Flamingo Miniatures,
• 24 Trailer Cards, • 75 Trailer Park Wars! Cards, • 12 Trailer Park Name Tiles,
• Instructions.
#1007, \$19.99

The game includes 50 Purple Flamingo Miniatures!

NEW



Oh Gnome You Don't! Board Game

It's a Gnome-tastic Adventure!!

Designed by Lisa Bowman-Steenon

It's adventure time for gnomes as they travel the forest trail. To acquire beautiful gems, the gnomes mine and collect goods to sell at businesses along the way. Typically cheerful and friendly, gnomes often let greed and aggression get the best of them as they brawl, play tricks, and set traps to be the gnome richest in gems at the end of the game!

Contents: Game Board 18"x24", Lots of Beautiful Acrylic Gems, 5 Gnome Moving Pieces with Stands, 1 Die, Rules, 104 Draw Pile Cards, 60 Brawl Cards
Players: 2-5 Fun-Loving Players **Ages:** 13+
Play Time: 90 minutes. **#1004, \$31.99**



NEW

Cheap Shot

The Gut Bustin' Game of Insult Rummy

Designed by Lisa Bowman-Steenon

The Gloves Are Off In This Gut Bustin' Game Of Biting Insults And Sassy Blocks! Enter the ring with a hand of seven cards prepared to dish it out and take it with this rummy style game of insults. **#1005, \$19.99**



NEW

Cheap Shot Expansion

Contents: 54 more insulting cards to add to your game for ages 17+.
#1006, \$9.99

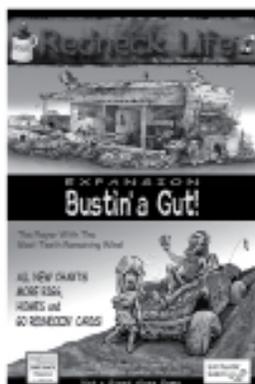


Redneck Life Board Game

Designed by Lisa Bowman-Steenon

Journey through blue collar Americana by getting a career, hitched, divorced, remarried, and raise a passel of young'ens. Through accidents and brawls players lose teeth, homes, and rigs. But be sure to buy some teeth back on the Day of Reckon'n...
The player with the most teeth remaining wins!

Contents: • 8"x24" Folding Game Board, • 100 Go Redneckin' Cards, • Billy Bob Bucks (money), • Check N' Screams (debt), • 30 Photo Cards, • Rules, Charts and Score Sheets
Players: 2-6 Fun-Loving Players **Ages:** 13+ **Play Time:** 60 minutes.
#1000, \$29.99



Bustin' a Gut!

The hilarious expansion to Redneck Life.
Kick up your Redneckin' a notch with brand new Rigs, Homes, Charts, and Go Redneckin' Cards to add to your Redneck Life Board Game!

Contents:
• 20 Vehicle Cards
• 10 Home Cards
• 50 Go Redneckin' Cards
• All New Charts
• All New Names like "Corned Cunch!"
#1001, \$14.99



Sunday 1:00pm (cont.)

The City on the Volga (The Great Patriotic System)

Table 16



To arms comrades! The fascist scumbags have invaded and pillaged our beloved Motherland for over a year, but no more! This is STALINGRAD! They may raze our leader's beloved city, bomb it to dust, but we will still hold the ruins! Every building is a fortress, and every inch will be paid for in blood! This session will be using the home brewed RPG dubbed the Great Patriotic System, designed for tactical combat set during World War II. We are currently looking for feedback from gamers from all sorts of conventions to help in it's development. Come be included in an eventual "and special thanks to all the convention play testers" written in the back of the book. (y'know, probably)

4 Hours for 8 Players

Game Master: Michael Landreth

Experience Needed: Some

Shadowfist

Table 15



Shadowfist is a game based on Action/Kung-Fu Movies of all kinds there is Sci-fi, Grind House, Spy, Noir, Pulp, Steampunk and Fantasy. Bullets will fly, demon will be summoned and everyone will be Kung-Fu fighting.

2 Hours for 4 Players

Game Master: Jason Burns

Sunday 1:00pm (cont.)

Something Wicked This Way Comes (Willowgate Pt. 5)

(Against the Darkness)

Table 3



A young nun has been kidnapped and her mentor badly injured. The police have almost no clues, but the feeling is that time is running out. With the secular authorities stymied, the desperate Catholics of Willowgate turn to the Justiciars. Part 5 of 5 loosely connected scenarios which may be played separately; it is not necessary to play them all. (Parts 1 & 2 ran at PretzCon 3.) An easy-to-learn Vatican horror RPG for new or experienced players. Age 13+ recommended.

4 Hours for 6 Players

Game Master: Vicki Potter

Deadwood Studios, USA

Table 2



Welcome to Deadwood Studios. You're a bit actor with a dream ... a dream of getting paid. Your goal is to become the studio's star, and you have four days to impress everyone. Take your place, your line is "AAARRRG!"

Deadwood Studios is the updated, deluxe version of Cheapass Games' "Deadwood".

2 Hours for 6 Players

Game Master: Leah Watts



Sunday 1:00pm (cont.)

Betrayal at House on the Hill

Table 13



The creak of footsteps on the stairs, the smell of something foul and dead, the feel of something crawling down your back...

You and your friends explore the creepy old house on the hill, finding hidden items and strange artifacts. After enough creepy stuff happens you discover one of your companions is a traitor with an insidious plan. Every game is different. Will you be the villain? Will you survive the house?

4 Hours for 6 Players

Game Master: Jordan Fetters

Super Tooth

Table 28



Super Tooth is an original, fast-paced card game set in a prehistoric world of dinosaurs, in which players race to collect sets of plant-eaters before hungry carnivores chase them away.

Super Tooth is a highly re-playable family game for 2 to 4 players, ages 5 and up, built with just enough luck and layered with subtle strategy to keep players of all ages entertained and engaged.

1 Hours for 8 Players

Game Master: Neil Opitz

Sunday April 6th 2:00pm

Set

Table 20



Race other players to find the set! Each card contains symbols that match together in a variety of sets. Quick to learn, easy to join in.

1 Hours for 8 Players

Game Master: Kelly Goergen

Trains

Table 23



Trains! It's like Dominion....only with trains!

2 Hours for 4 Players

Game Master: Sarah Pretz

Vegas Showdown

Table 27



Players compete to build the most famous hotel/casino. Room tiles representing slot machines, lounges, restaurants, and other casino-related places appear on a central board and the players hold auctions to win the rights to have those rooms in their building, garnering them income, population, or fame. Bidding wars escalate, values fluctuate, and designers renovate until finally the hotel/casinos are put to the test to determine whose garners the most fame.

2 Hours for 4 Players

Game Master: Bart Miller

BAM! WAP!! BOOF!!!

I'll see you there, citizen!

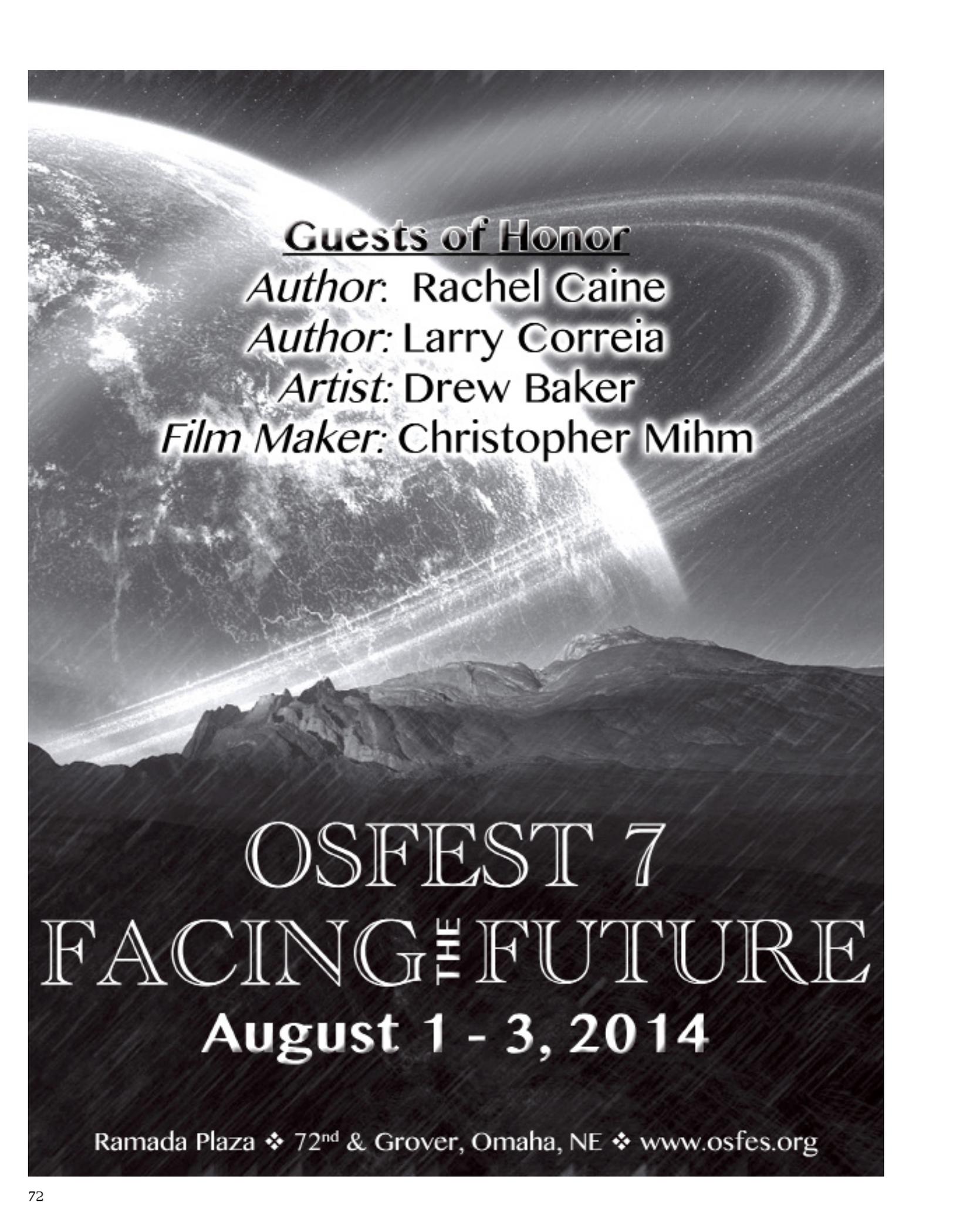
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Author: Rachel Caine

Author: Larry Correia

Artist: Drew Baker

Film Maker: Christopher Mihm

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Sunday April 6th 3:00pm

PFS# 5–15: Destiny of the Sands Part 2: Race to Seeker's Folly (Pathfinder)



Table 1

A Pathfinder Society Scenario designed for levels 1–5. The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

"Race to Seeker's Folly" is the second scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: "A Bitter Bargain" and is followed by Pathfinder Society Scenario #5–16: Destiny of the Sands—Part 3: "Sanctum of the Sages." All three chapters are intended to be played in order.

Content in "Race to Seeker's Folly" also contributes directly to the ongoing storyline of the Osirion faction. Written by Matt Duval

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Materials Needed: Dice

PFS# 5–16: Destiny of the Sands Part 3: Sanctum of the Sages (Pathfinder)



Table 4

A Pathfinder Society Scenario designed for levels 3–7. Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger, and the PCs set off after notorious jewel thieves before the criminals can disappear with another priceless treasure. When the trail leads to the sages' hidden sanctum deep within the Pillars of the Sun, the Pathfinders must draw upon both their own resourcefulness and the ancient historians' power if they are to preserve a millennia-old organization and Osirion's past.

"Sanctum of the Sages" is the final scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: "A Bitter Bargain" and Pathfinder Society Scenario #5–15: Destiny of the Sands—Part 2: "Race to Seeker's Folly." All three chapters are intended to be played in order.

Content in "Sanctum of the Sages" also contributes directly to the ongoing storyline of the Osirion faction. Written by Pedro Coelho

5 Hours for 6 Players
Game Master: Nathaniel Sheridan
Experience Needed: Mid-Low
Materials Needed: Dice

Sunday 3:00pm (cont.)

Constructed Magic The Gathering Tournament



Tables 6,9, & 12

Standard Constructed (signup at 2:30)
\$5 Entry Fee. Standard constructed. Prizes and # of rounds based on Attendance.

3 Hours for 32 Players
Game Master: Krypton Comics
\$5 Entry Fee, Standard Legal Deck

Sentinels of the Multiverse



Table 22

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse!

Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as one of many heroes, against one of the villains and his henchmen, in a very dynamic environment.

2 Hours for 5 Players
Game Master: Jasper Birch

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Sunday 3:00pm (cont.)

Small World

Table 14



Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs, and even humans, who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth.

On each turn, you either use the multiple tiles of your chosen race (type of creatures) to occupy adjacent (normally) territories – possibly defeating weaker enemy races along the way, or you give up on your race letting it go “into decline”. A race in decline is designated by flipping the tiles over to their black-and-white side.

2 Hours for 4 Players
Game Master: Andy Goergen

Team Trivia (Cube of Death)

Table 20



Cube of Death is a trivia/RPG hybrid game that uses geek trivia to resolve actions. It is played with two teams of three players each. Every round the host draws a card and asks each team a question. If they get it right they get to roll 1d6 damage to the opposing team. So recruit a team, or sign up individually and we will randomly assign teams.

1 Hours for 6 Players
Game Master: Kelly Goergen

Sunday April 6th 4:00pm

Pit

Table 23



Come play the classic game of commodities trading. We'll be playing the deluxe version with a BELL!!!!!!!!!!!!

1 Hours for 8 Players
Game Master: Rhonda Berman

Triassic Terror

Table 19



Triassic Terror! Area control...with Dinosaurs! Each player assumes control of a dinosaur herd and through strategic selection of actions, must expand their herd's influence until they dominate the prehistoric world. This session is open to both new and experienced players. Estimate about half an hour of game time per participating player. Rooooaaarrrr!

3 Hours for 6 Players
Game Master: Bryce Journey

Trivial Pursuit

Table 2



Wind down the con with some Trivial Pursuit - the game nobody in your family will play with you because you have too much pointless knowledge.

The game will be the Millennial Edition...only 14 years out of date! Join us for some light trivia relaxation.

2 Hours for 6 Players
Game Master: Cat Souliere

Sunday April 6th 5:00pm

Battle of the Bands

Table 23



Build your band and try to get signed, all on the way to becoming a SUPERSTAR!!!

Battle of the bands is a card game where you earn star points to win.

2 Hours for 4 Players
Game Master: Rhonda Berman

Quarriors

Table 17



Building an army in dice form.

Every turn roll some dice and use those to summon warriors (quarriors!) to join your ranks, aka dice bag. First player to reach the victory point goal has proven his worth as a man or woman whose rolling talent dwarfs the others.

Very quick to learn and pick-up.

1 Hours for 8 Players
Game Master: Ryan Pretz

Sunday April 6th 6:00pm

7 Wonders

Table 22



You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. (Players have individual boards with special powers on which to organize their cards, and the boards are double-sided). Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age. After three ages, the game ends.

1 Hours for 7 Players
Game Master: Jasper Birch

DC Comics Deck-building game

Table 3



Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! Martian Manhunter! The Justice League of America is ready for action – are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game!

1 Hours for 5 Players
Game Master: Geoff Berman

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NOTES

The page contains 15 sets of horizontal lines for writing. Each set consists of two parallel lines. The right end of each line set is cut off at a 45-degree angle, creating a decorative, modern look. The lines are evenly spaced and extend across most of the page width.

REBORN FROM THE ASHES

BENEFIT FOR DRAGON'S LAIR COMICS

Omaha Sexy Nerd Society and Shoot Your Mouth Off are throwing this event to raise money to help offset the cost of damages done by the fire that displaced Dragon's Lair comics. This show will feature music and appearances by The SuperBytes, The Duct Tape Transformers, and Black-Atom!! Also food, cheap drinks, A charity Magic The Gathering tournament, raffles, giveaways, comic book artists doing live drawing, an open mic and much more!!

\$5 suggested donation at the door!

**April 6th
9pm**

**Shark Club
(72nd and
Center)**



Games played everywhere!



VIEWPOINT



Conquer the View-niverse!

Monster Town



Blood on the Streets

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