

**DOUBLE  
EXPOSURE** Inc.



# 2024

# Playtest Listing

### **Accretion**

Presented by Teal Krimson

Type: Board/Card Game

Communicate and simultaneously play cards with your teammate to rescue crew members that are adrift in the debris field and repair your ship before the black hole pulls them in. Be careful, though, as echoes of past crew members are lurking among the debris.

Slots: Thu 4PM (Table 30), Thu 6PM (Table 30), Sun 8AM (Table 15), Sun 12PM (Table 15)

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### **Adventures Unbound**

Presented by Adventures Unbound

Type: RPG/Story Game

Welcome to Adventures Unbound (AU), the flexible TTRPG experience where collaborative storytelling meets just the right amount of mechanical crunch – enough to enhance gameplay without chipping a tooth. Free from turn-based gameplay, the narrator and players mold the story, ensuring an immersive, interactive journey. The open and creative character creation system means every hero is as unique as its player. Pull up a seat for ensemble tabletop roleplaying. AU is designed so that every player gets their moment in the spotlight. Embark on epic quests, battle formidable foes, and create unforgettable moments. Begin your next Adventure, Unbound.

Slots: Thu 10AM (Table 3), Thu 2PM (Table 3), Thu 4PM (Table 3), Fri 10AM (Table 4), Fri 2PM (Table 4), Fri 4PM (Table 4), Sat 4PM (Table 3), Sat 6PM (Table 3)

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### **Airship Antics**

Presented by Art of Play

Type: Board/Card Game

A co-op card game in which you play a crew member on steam-powered airship falling from the sky! Using limited communication, your crew must fix ship malfunctions by gathering matching resources. Here's the catch: You repair malfunctions by playing action cards for other players. Can you fix the airship in time or are we in for a rough landing?

Slots: Thu 2PM (Table 11), Fri 4PM (Table 11)

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### **AI Goes Out of Town**

Presented by AI Goes Out of Town Enterprises

Type: Board/Card Game

When Al Capone goes on vacation, Chicago's major crime families rise up to seize as much as possible and, if necessary, rub each other out! With hundreds of cards representing authentic locales, local gangs, vehicles, weapons, culture, coppers, and colorful characters, this fast-paced card game brings the era of speakeasies, flappers, moonshine, mob weddings, opulent funerals, and roaring Tommy guns to life. It features competitive and/or building gameplay, "every game is different" replayability, and the variable "sudden stop" risk of an angry Al Capone coming home early!

Slots: Thu 12PM (Table 5), Fri 12PM (Table 5), Sat 6PM (Table 5), Sun 10AM (Table 5)

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### **Always a Bigger Fish**

Presented by Wrong Cauldron LLC

Type: Board/Card Game

A king-of-the-hill card game where you play cards to a school in the ocean to take control of the reef. Try to build a school that can hang on to the reef until your next turn. 96 unique fish with different abilities add challenge to a game with simple rules.

Slots: Thu 12PM (Table 21), Thu 8PM (Table 21), Sat 6PM (Table 21), Sun 12PM (Table 21)

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### **Ambassadors**

Presented by Harrow House Games

Type: Board/Card Game

Area control board game where players lead competing nations with asymmetric powers, undermining and allying with one another to play cards and address crises across a fantasy world.

Slots: Thu 10AM (Table 16), Thu 12PM (Table 16), Fri 10AM (Table 16), Fri 12PM (Table 16), Fri 2PM (Table 16), Sat 10AM (Table 20), Sat 12PM (Table 20)

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### **Amoebunnies**

Presented by Wrong Cauldron LLC

Type: Board/Card Game

An asymmetrical game that's quicker to learn and faster to play than your typical asymmetrical game. Starring adorable amoeba-like bunny creatures, compete to finish your unique objective first using your own special set of abilities.

Slots: Thu 10AM (Table 21), Thu 6PM (Table 21), Sat 12PM (Table 21), Sun 10AM (Table 21)

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### **Antithesis**

Presented by Malcontent Games

Type: Board/Card Game

A tactical hybrid game that combines cards, miniatures, and dice in the immersive world of Domus. Lead unique factions like the ancient Asakura, fierce Aquilius, and noble Protectorate. Alter the battlefield with strategic cards, position your champions, and outmaneuver your opponents. Capture objectives, defeat champions, and earn victory points. With a blend of strategy, lore, and dynamic gameplay, Antithesis challenges you to tip the balance between light and dark. Will you restore harmony or lead Domus into darkness? Command, conquer, and determine your fate in this epic battle for supremacy!

Slots: Thu 8AM (Table 9), Thu 10AM (Table 9), Thu 2PM (Table 9), Thu 4PM (Table 9), Fri 12PM (Table 9), Fri 2PM (Table 9), Sat 8AM (Table 9), Sat 10AM (Table 9)

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### **Apistocracy**

Presented by Apis Games

Type: Board/Card Game

This game features worker placement and a trick-taking game based on Whist. Each player has a season host with a unique ability. The hosts provide influence to open the first doors of the season, but players must make connections, thus building influence, to gain

invitations to the most coveted events. Over the course of four weeks, players climb to the top of the social beehive to become Queen Victoria's favorite, commission painting sets in the gallery to become the artist's muse, make valuable connections in the ballroom to become the favored guest, learn secrets in the tea room, and curate their hand for the final whist game in the parlor. The player with the most Victoria points at the end of the season is named the "season's favorite" and wins.

Slots: Thu 4PM (Table 5), Fri 8AM (Table 5), Sat 10AM (Table 5), Sat 4PM (Table 5)

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### **Arabian Struggle**

Presented by Old Dreamer Press

Type: Board/Card Game

A card-driven conflict game set in the Arabian Peninsula in the early years of the 20th Century. Three Players each play one faction seeking to gain power over Arabia: the Hashemites, the Rasheedis, and the Saudis. Each faction must deal with the other two factions, along with considerable interference of two non-player empires, the Ottomans and the British.

Slots: Thu 8AM (Table 10), Fri 8AM (Table 11)

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### **Atheists vs. Lions**

Presented by Breatht Games

Type: Board/Card Game

The Emperor Corpulentus has decreed a holiday filled with entertainment in the Arena. The afternoon matinee is a Roman family favorite – Atheists vs. Lions. The gods enjoy this as well; they like to drop gifts into the Arena to enliven the spectacle. AvL is a competitive game for up to 4 players. Each player controls a lion and a pack of humans. Lions have their claws and teeth while the humans each start with a short spear

Slots: Thu 12PM (Table 31), Sun 8AM (Table 31)

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### **Auto-Dungeon**

Presented by Wingmen Games

Type: Board/Card Game

Pick a hero and roll dice to determine what the monsters do to your heroes, and what your heroes do to the monsters! Simply roll and choose. Monsters are defeated, heroes get treasure in the form of potions and spells to use at will on monsters. Fight the boss at the end and win! A simple dungeon crawler with ease of choice, fantastic pixel artwork and heavy themes built into each hero/monster.

Slots: Fri 8PM (Table 33), Sat 8AM (Table 33), Sat 10AM (Table 33), Sun 8AM (Table 33)

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**Avatar: The Journey of Aang**  
Presented by Bad Crow Games

Type: Board/Card Game

Take on the role of Aang’s companions and guide him on his journey to master the 4 elements and restore balance to the world. You will help Aang learn powerful new techniques, confront dangerous adversaries, and use the environment to its full advantage. With Sozin’s Comet drawing near, you must race to confront Ozai, or risk fighting the full might of the Fire Lord. See if you have what it takes to guide Aang to success in Avatar: Journey of Aang!

Slots: Thu 10AM (Table 18), Thu 2PM (Table 18), Fri 10AM (Table 18), Fri 12PM (Table 18), Fri 2PM (Table 18), Sat 10AM (Table 18), Sat 12PM (Table 18), Sat 2PM (Table 18)

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**Ballons Olympique**  
Presented by Dream Bridge Games

Type: Board/Card Game

A family board game that puts you in the gondola of a balloon flying above Paris. Navigate over the monuments in a contest based on the Olympics of the 1900s - the only one to include ballooning as a featured spectacle. The theme and the art transports you back go the “Belle Epoch,” the beautiful time, in France when the Aeronauts were courageous and charismatic heroes. Earn points for speed and for skillfully navigating the changing winds. With a marble track to identify the changing winds, each game is unique and keeps the action rolling!

Slots: Thu 12PM (Table 34), Fri 12PM (Table 34), Sat 12PM (Table 34), Sat 6PM (Table 30)

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**Beards and Bids - A Dwarven Smithy Sidequest Game**  
Presented by Flatworks Gaming

Type: Board/Card Game

A dwarven-themed bidding and trick-taking card game where players play Merchants attempting to gain Weapons, Armor, Shields, and Tools in order to gather the most number sets, sequences and types to collect victory points.

Slots: Sat 12PM (Table 2), Sat 4PM (Table 2), Sat 6PM (Table 2), Sat 8PM (Table 2)

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**Beast in Show**  
Presented by Four Harts Games

Type: Board/Card Game

Buy Pets, Build your Kennel, Beat the Competition! Do you have enough Beauty, Brains, and Brawn to win the pet show? Collect epic monsters and cryptids to compete in competitions, helped by the people and powers you gather to assist them. Beast in Show is a classic deck building game with an engine building twist. All players welcome! Beast in Show is coming to Kickstarter later this year.

Slots: Thu 8AM (Table 18), Fri 6PM (Table 19), Fri 8PM (Table 19), Sat 8AM (Table 18)

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**Big Shot Wrestling**  
Presented by Big Shot Wrestling

Type: Board/Card Game

A fast-paced card game depicting a full professional wrestling event with 6 matches. You will draft a Wrestler for each match, play Move cards to determine a winner and then stable your Wrestler to build a “tableau” of effects that build up your power and abilities for the big MAIN EVENT match. If you love finding cool combos, counter-play and card drafting, this game is for you (even if you don’t love pro-wrestling)!

Slots: Thu 12PM (Table 12), Fri 12PM (Table 12), Fri 4PM (Table 12), Sat 12PM (Table 12)

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**Black Hats**  
Presented by Dice or Death Games

Type: Board/Card Game

In this Cyberpunk tactical card game, take control of a colorful crew of hackers and direct your team across a virtual reality network to steal your opponents data before they steal yours. A runner that sits across the board may be completely unreachable or totally exposed - you will control which by reshaping the virtual reality network by playing executable cards from your hand.

Slots: Thu 10AM (Table 15), Thu 12PM (Table 15), Fri 10AM (Table 15), Fri 2PM (Table 15), Fri 4PM (Table 15), Sat 10AM (Table 15), Sat 12PM (Table 15), Sun 10AM (Table 15)

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**Blade, Page & Stone**  
Presented by NightLight Labs

Type: Board/Card Game

A new abstract strategy game for 2-5 players. Easy to learn but hard to master, BPS challenges players to arrange hex tiles into elemental formations while preventing their opponents from doing the same. Players take turns drafting tiles, building the board and gathering resources to acquire powerful arcana cards. Based on a simple system of cyclical dominance, BPS feels both curiously timeless and efficiently modern. With careful planning and a bit of luck, players will outmaneuver their rivals and emerge victorious.

Slots: Thu 4PM (Table 29), Fri 6PM (Table 26), Sat 4PM (Table 24), Sat 8PM (Table 24)

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**Blood & Stone**  
Presented by The Gambit Foundry

Type: Board/Card Game

Step into the arena as one of two powerful mages locked in a battle of wits and magic in this exhilarating deck-building dueler. Each turn, you will utilize a dynamic pool of actions empowered by dice to strategically enhance your cards with Blood or Stone and unlock a single, devastating combo. Every decision could be your breakthrough; do you have what it takes to outsmart your rival and claim victory?

Slots: Fri 10AM (Table 20), Sat 10AM (Table 22)

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**Blood and Salt Trading Card Game**  
Presented by Blood and Salt Studios LLC

Type: Board/Card Game

A side-view roguelike TCG with eastern collectability. It’s the first roguelike TCG to emphasize the flaws of characters alongside controlled dice and wound thresholds to produce eye-opening creativity, flavorful gameplay, and deep tactical problem solving. The interactions are full of difficult situations, resulting in death, struggle, and loss of your Crew and their sanity. Each stress matters and that uncomfortable vulnerability yields the greatest sense of achievement, interaction, and tension. For the world of Blood and Salt is one sea, and what lurks in the deep years for no king.

Slots: Thu 4PM (Table 20), Fri 2PM (Table 20), Sat 8AM (Table 20), Sun 8AM (Table 20)

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**Boiling Point**  
Presented by Anoba Studios

Type: Board/Card Game

take control of crabs, lobsters, and shrimps climbing over each other to take their revenge against the chefs. Climb up in the pot to avoid the heat, fight the chefs to collect their tears, and clear out the kitchen to escape. Players take turns playing cards or rolling dice to race their crustaceans up the pot and deal damage to chefs. To win, earn the most Vengeance Points from fighting chefs and escaping crustaceans before the heat reaches the Boiling Point!

Slots: Thu 8PM (Table 5), Fri 8PM (Table 5), Sun 8AM (Table 5), Sun 12PM (Table 5)

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**Bounty Hunters**  
Presented by The Citadel

Type: Board/Card Game

Bounty Hunters is based on the individually-scored trick-taking card games Oh, Hell! or Up & Down the River & accommodates up to 8 players. Players must determine the exact number of tricks they’ll take based on varying deal counts. For each missed bid your score will reduce, but you’ll also receive “Boosts” – abilities that allow you to break all the rules in an attempt to even up the score. Don’t want to follow suit? Want to change trump? Always play last or first? Or how about just target the lead player directly and bring them down to your level?

Slots: Thu 8PM (Table 27), Fri 8PM (Table 27), Sat 8PM (Table 31), Sun 8AM (Table 27)

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### **Buckaneers**

Presented by slam b productions

Type: Board/Card Game

A dungeon-delving cooperative board game for 2-4 players. Take on the role of a motley pirate crew searching for Captain Buck, lost on a previous expedition. You'll use cards to randomize the monsters you encounter, the treasure you plunder, and even the skills you gain as your characters grow. Combat is anything but random -- quick but deadly, you'll need to choose abilities that combo together, and strategize as a team to outwit ferocious monsters. Will you become worthy of the name Buckaneers?

Slots: Thu 8AM (Table 20), Thu 10AM (Table 20), Thu 6PM (Table 20), Fri 4PM (Table 20), Fri 8PM (Table 20), Sat 4PM (Table 20), Sat 8PM (Table 20), Sun 10AM (Table 20)

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### **Builders of the Gods**

Presented by Party Tails

Type: Board/Card Game

A 2-player duel to build the best pyramid to impress the ancient Egyptian gods. Players will select 3D tiles from a draft pool and build their pyramids to create future action selection locations. As players place their tiles, they will perform the actions of the space which will allow them to increase the strength of their chosen Egyptian gods or to increase their own prestige in the eyes of the gods.

Slots: Thu 8AM (Table 16)

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### **But Does It Rhyme?!**

Presented by Gaming Honors

Type: Board/Card Game

Test your knowledge of classic poetry by completing famous, and NOT so famous, lines of verse. Not sure how it goes? No problem! Fool your friends with the perfect, or perfectly silly, turn of phrase. Win points by knowing just the right words, or making others think you do!

Slots: Thu 2PM (Table 29), Thu 6PM (Table 33), Fri 2PM (Table 30), Sat 2PM (Table 31)

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### **Button Kingdoms**

Presented by Around the Stump Games LLC

Type: Board/Card Game

Take on the role of Child Champions locked in a Stuffed Animal's mock Game of Thrones! Build up your army of Plushie Recruits during the bribery based Button Bazaar phase, then use your deck of toys in an attempt to seize the thrones of your opponents, build up a wealth of buttons, and live up to your champion's hidden ideals. Button Kingdoms is a fast paced simultaneous deckbuilding battler with point based victory.

Slots: Thu 4PM (Table 6), Thu 6PM (Table 6), Thu 8PM (Table 6), Fri 4PM (Table 6), Fri 6PM (Table 6), Sat 4PM (Table 6), Sat 6PM (Table 6), Sat 8PM (Table 6)

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### **Canals of Windfall**

Presented by First Fish Games

Type: Board/Card Game

Players will draft locations in a worker placement style system to gather resources for building or producing exports. Using secondary actions players can build bridges and buildings or influence locations to claim island and district end round bonuses such as resources and scoring multipliers. Players will also be moving their whale taxi through the canals to transport citizens to gain bonuses from a Rondell system as well and being in position to trade their exports for scoring tokens.

Slots: Thu 12PM (Table 13), Sat 6PM (Table 15), Sun 10AM (Table 10), Sun 12PM (Table 10)

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### **Cascade**

Presented by Teal Krimson

Type: Board/Card Game

A 2-player card game that sees opposing leagues of cat hackers in a dystopian world breaking into corporate computer servers head-to-head to try and plant programs to achieve their nefarious deeds. Over the course of 3 rounds, both players will secretly choose which of the servers to commit programs to and then hire hackers to take control of those servers, scoring the programs committed there. Each player has a unique pool of hackers to pull from, allowing them to set up fun combinations of cats and take over the city.

Slots: Thu 4PM (Table 30), Thu 6PM (Table 30), Sun 8AM (Table 15), Sun 12PM (Table 15)

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### **Cast**

Presented by Winged Sandals Games

Type: Board/Card Game

In this trick-taking game, success in taking the proper number of tricks results in winning Crystals. The player with the most Crystals at the Witching Hour wins. At the start of the trick-taking stage, players cast spells by using set-making and bidding strategies to win control over critical elements of the game, including trump suit, card rank order, and scoring rules. This means just when fate deals you the hand of your dreams, another player's spell can transform those dreams into a nightmare. But no worries, Cast always gives a clever spell caster the chance to work some magic.

Slots: Thu 6PM (Table 13), Thu 8PM (Table 13), Fri 2PM (Table 13), Fri 6PM (Table 13), Fri 8PM (Table 13), Sat 6PM (Table 13), Sun 8AM (Table 13), Sun 10AM (Table 13)

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### **Cazadores**

Presented by Luft Games

Type: Board/Card Game

Get treasure, hunt monsters, take loot, and retire a fabulously wealthy Cazador! Manipulate the changing turn order to get just the right gear at just the right time, and get away with all the loot -- anything is fair play as long as you get rich!

Slots: Thu 8PM (Table 4), Fri 8AM (Table 4), Fri 8PM (Table 4), Sat 8AM (Table 4), Sat 10AM (Table 4), Sat 12PM (Table 4), Sat 2PM (Table 4), Sat 8PM (Table 4)

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### **Chivalry is Dead: Race for the Crown**

Presented by Naughty Jester Games

Type: Board/Card Game

Get ready for some fantasy chariot racing action! Compete as one of four unique chariot teams in this fast-paced race to claim the crown!

Slots: Thu 8PM (Table 15), Fri 8AM (Table 16), Sat 8AM (Table 31), Sat 12PM (Table 23)

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### **Chronicles of Ter**

Presented by Snow Days Gaming

Type: Board/Card Game

A cooperative, story driven, tactical RPG. Players take on the roles of volunteers, returning home from war only to discover it burned, and their friends/family missing. Utilizing teamwork, tactical decisions and a little luck from the dice, players will take on both foes and challenges to uncover what has befallen their home. Depending on choices made, secrets and paths will unlock further legends from the world. Playing a specialized two-scene scenario, the players will attempt to rescue their ally - and perhaps earn a special reward.

Slots: Thu 12PM (Table 6), Fri 12PM (Table 22), Sat 12PM (Table 22), Sat 2PM (Table 22)

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### **Chrono Core TCG**

Presented by Chrono Core Studios, LLC

Type: Board/Card Game

A Mech based trading card game where the mechs are called Chronos. Pick your pilot and core, then build your deck around a chassis type with configuration, equipment, support, and weapon cards. Enter the Arena and destroy your opponent's Chrono to claim victory for your Realm!

Slots: Thu 2PM (Table 16), Thu 4PM (Table 16), Thu 6PM (Table 16), Fri 4PM (Table 16), Fri 6PM (Table 16), Fri 8PM (Table 16), Sat 12PM (Table 16), Sat 2PM (Table 16)

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### **Civil War: Battlefields**

Presented by Civil War: Battlefields

Type: Board/Card Game

A tactical board game based on the U.S. Civil War. Players build a battlefield using pre-generated terrain tiles in order to provide a new challenge in each gameplay. Players draw Reinforcement cards to build their military (commanders, infantry, cavalry and artillery) and Intervention cards to help build both defensive and offensive strategies. The objective is to gain points by capturing strategic locations and eliminating enemy commanders. First side to reach ten points, or with most points at the end ten rounds, wins.

Slots: Thu 12PM (Table 30), Fri 6PM (Table 30), Sat 2PM (Table 30), Sat 4PM (Table 30)

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### **Cleaning Robot Apocalypse**

Presented by Black Suit Games

Type: Board/Card Game

In this family-friendly set collection game, you're in a house trying to collect items from your list. Unfortunately, the cleaning robots have other plans and will stop at nothing to put items back where they belong. The other players are also racing to get the same items. Move from room to room, avoiding robots, and be the first to complete your collection. With high stakes and thrilling gameplay, this game will test your determination and keep you on the edge of your seat. Get ready for the ultimate challenge in a world overrun by cleaning robots!

Slots: Thu 8AM (Table 30), Thu 10AM (Table 30), Thu 2PM (Table 30), Fri 8AM (Table 30), Fri 10AM (Table 30)

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### **Code Corruption**

Presented by Harrow House Games

Type: Board/Card Game

Card game where players assemble lines of code to build new game rules. For example, cards displaying "The Player With Most Resources" can be played beside "Draws A Card" to build part of a rule where "the player with the most resources draws a card". Shape and modify codes to steer the rules in your favor.

Slots: Sat 2PM (Table 20)

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### **Coffee Shop**

Presented by Revenade Games

Type: Board/Card Game

A game about gathering equipment to open your own shop. Players will have a shop goal that they are aiming to meet. They will take turns drawing cards from a deck to find cards that match their shop goals. Players can play boost or sabotage cards to enhance their own shops or sabotage other players. Players will have twelve rounds to collect everything they need before opening day.

Slots: Fri 6PM (Table 3), Fri 8PM (Table 3), Sat 4PM (Table 9), Sat 8PM (Table 9)

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### **Cola Wars**

Presented by Fleming & Hound

Type: Board/Card Game

Can you beat the real thing? In this tongue-in-cheek medium-weight strategy game, you are a startup brand of soda taking on the evil CorpoCola in the 1980s. Run ads, control shelf space, and lead your team of executives to victory.

Slots: Thu 8AM (Table 3), Thu 8PM (Table 3), Sat 8AM (Table 11), Sat 4PM (Table 11)

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### **Compound It!**

Presented by All-Nighter Games

Type: Board/Card Game

Take your starting cash and Compound-It over four quarters to out-invest your opponents in this fun and friendly stock market game that combines real financial terms and scenarios with easy to understand effects. Build the

most wealth by "beating the market" and leave the competition behind.

Slots: Thu 8AM (Table 26), Thu 10AM (Table 26), Thu 12PM (Table 26), Thu 8PM (Table 26), Sat 8PM (Table 26)

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### **Coral Castle**

Presented by Lime Green Games

Type: Board/Card Game

Build the prettiest mermaid garden under the sea in this card drafting, combo crafting family game. If you like Sushi Go, this is a step up from that. If you like 7 Wonders, this is easier to teach without losing the depth of play.

Slots: Thu 6PM (Table 28), Thu 8PM (Table 28), Sat 6PM (Table 28), Sat 8PM (Table 28)

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### **Coronare**

Presented by Sawyer West

Type: Board/Card Game

How did the war known as Chess begin? Play "Coronare" to find out. Enter as the leader of one of five rising noble families and move strategically through the kingdom to expand your influence. Navigate the multiple paths to victory and win by being the first to crown one of your family members as King. "Coronare" is a heavily strategic eurogame with a Chess theme. No Chess knowledge is needed to play this game.

Slots: Sat 8AM (Table 14), Sat 12PM (Table 10), Sat 2PM (Table 10), Sat 4PM (Table 10)

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### **Coronation**

Presented by Something Clever Games

Type: Board/Card Game

Play as one of four kingdoms in a knightly competition to unify the realm. Choose wisely - use your knights to protect your ruler or your throne will be left undefended! Push your luck in this engaging, all ages coin-flipping game and win the royal crown for your kingdom. Additional rules and a unique multiplayer setup provide further strategy and increase the royal intrigue at play. Let the games commence!

Slots: Thu 2PM (Table 26), Fri 4PM (Table 29), Sat 12PM (Table 30), Sun 10AM (Table 31)

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### **Cosmic Conquest**

Presented by Rising Empire Studios

Type: Board/Card Game

A miniatures free-for-all in which players will assemble a team consisting of a Sentinel, Savior, and Destroyer. Through strategic combat using cards and dice, tactical maneuvering, and unique character abilities, players will earn Gambit Points to achieve ultimate victory. Cosmic Conquest features 18x different Contenders and miniatures, a modular game board, and 80x Armory cards to offer tons of replay ability and value in one box!

Slots: Thu 8AM (Table 24), Thu 10AM (Table 24), Fri 10AM (Table 24), Fri 12PM (Table 24), Fri 2PM (Table 24), Sat 10AM (Table 24), Sat 12PM (Table 24), Sat 2PM (Table 24)

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### **Cube System (TTRPG)**

Presented by Katchmer Games

Type: RPG/Story Game

A universal TTRPG system that strives to maintain a healthy balance between accessibility and game mechanics. Easy to learn but with enough depth to satisfy RPG veterans, the Cube System is firmly rooted in the "rule of cool!" Cube is designed with a focus on action and strategic choices, minimal bookkeeping, and shared narrative control between players and the storyteller. The system allows players to build characters of all kinds, both familiar and highly unique.

Slots: Thu 12PM (Table 27), Fri 12PM (Table 25), Fri 4PM (Table 34), Sat 8AM (Table 34)

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### **Dark Deeds**

Presented by 4th Pillar Games

Type: Board/Card Game

A game of corrupt institutions vying for control of a 19th century town. You can compete to dominate the factories, invest in more workers, lobby officials for votes, and even become Governor of the whole table. The key feature is our corruption mechanic. Each institution can exploit its infrastructure and workforce to do as real institutions do - bribe, steal, and stab their way top. Take corruption to grant yourself additional abilities & workers, but do so at your own risk, as corruption tokens count as negative victory points at the end of game.

Slots: Fri 10AM (Table 26), Fri 12PM (Table 26), Fri 2PM (Table 26), Fri 4PM (Table 26)

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### **Data Chain**

Presented by Casualpetitive Games

Type: Board/Card Game

A simple push your luck resource management game for 2-4 players where you collect data chips and purchase cards to build the most efficient data chains. Strategically buying multiple cards in a row earns greater rewards, but watch out—other players might snatch the cards you need! Blend strategy with a bit of luck to outsmart your opponents and accumulate the most points by the end of the game. Can you create the ultimate data chain and emerge victorious?

Slots: Thu 4PM (Table 17), Fri 2PM (Table 21)

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### **Date Night**

Presented by Black Suit Games

Type: Board/Card Game

Welcome to Date Night, the Couples party game. Play with your partner against other couples. Test your skills and teamwork as you navigate through real-life obstacles, social media drama, and unexpected surprises. Maneuver past headaches and out-of-bed children to be the first team to conquer hurdles and reach the ultimate goal: the bedroom. But beware! Your fellow couples will stop at nothing to sabotage your progress with devious tactics. Unleash your competitive spirit and prove your mettle in this fierce competition. Are you ready to conquer Date Night? The race begins now!

Slots: Thu 8PM (Table 30), Fri 8PM (Table 30), Sat 8PM (Table 30)

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### **Demesnes: The Norse Tarot Card Game**

Presented by Dr. Zero Presents

Type: Board/Card Game

A trick-taking card game. From the branches of Yggdrasil, the denizens of the known realms gather on the eve of Ragnarok carrying their sagas and their wyrd before them. Through a combination of strategy and luck, bear them to your demesne and survive the twilight of the gods.

Slots: Thu 10AM (Table 8), Thu 12PM (Table 8), Thu 8PM (Table 8), Fri 10AM (Table 8)

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### **Demon Summoner**

Presented by Demon Summoner

Type: Board/Card Game

A team-based social deduction game of strategic summoning and secret sabotage. Throughout the game, players smite and release hidden demons, gradually gaining hints about the secret roles of the other players. Yet, information is clouded by one player with a special role: the Demon Summoner. The game rewards deception, logic, and social intuition.

Slots: Fri 12PM (Table 29), Fri 2PM (Table 29), Sat 12PM (Table 29), Sat 2PM (Table 29)

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### **Devil's Dice**

Presented by the devil may care games

Type: Board/Card Game

A lightweight dice rolling game for 2-6 player's. A twisted cross between Coup, and Liar's dice. Lie, cheat, and steal from your friends, in order to be the first to summon the devil!

Slots: Thu 8PM (Table 11), Fri 4PM (Table 13), Sat 12PM (Table 1), Sat 6PM (Table 8)

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### **Dicey Heist**

Presented by Shimmeroo Games

Type: Board/Card Game

You and your longtime Heist Crew have recently parted ways, due to... irreconcilable differences in creative opinion. But you all know when and where you need to be for the biggest payday of your entire capering careers. You just need to drop in from the ceiling and navigate to the target without getting caught. Get in, grab the goods, get out. Simple, right? Well... the rest of your old Crew has the exact same idea, and sabotage is at the top of everyone's minds. Push your luck and steal your way to victory in Dicey Heist!

Slots: Thu 4PM (Table 26), Fri 8AM (Table 25), Sat 8AM (Table 30), Sun 8AM (Table 24)

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### **Dicey Ventures**

Presented by SharkBear Games

Type: Board/Card Game

Players at the table will build a dungeon by laying 2"X2" tiles side by side. Explore the dungeon as an adventuring party or separately by flipping tiles as you move. Gather loot, fight monsters and avoid traps along the

way. Can the adventuring party collect all four keys and escape the dungeon, or will they be trapped forever?

Slots: Thu 8AM (Table 6), Thu 10AM (Table 6), Fri 8AM (Table 6), Fri 10AM (Table 6), Sat 8AM (Table 6), Sat 10AM (Table 6), Sun 8AM (Table 6), Sun 10AM (Table 6)

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### **Dive-In**

Presented by Winsmith Games

Type: Board/Card Game

In this two-player asymmetric limited communication co-op game, one player is a deep sea diver and will be moving around a board without being able to see what's ahead. They must rely on the other player, who is mission control, who can see the entire board but must strategically communicate directions, which can get jumbled due to lack of radio battery power.

Slots: Fri 2PM (Table 3), Fri 4PM (Table 3)

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### **Dragon Academy**

Presented by Swords Game Designs

Type: Board/Card Game

At the Dragon Academy, you will train with your fellow classmates on the famous mountain called Mount Olympus. Here you will attend classes to increase your skills, traverse the fields where you will learn and practice new abilities, and work towards completing your final exam put on by the Headmaster each semester. Only one dragon will stand atop the mountain and become Class President of your class! Key mechanisms include bag-building, map traversal, and dice rolling.

Slots: Thu 4PM (Table 19), Thu 6PM (Table 19), Fri 4PM (Table 18), Fri 6PM (Table 18)

\*\*\*\*\*

### **Duel**

Presented by Tortugas Games

Type: Board/Card Game

Players battle it out with custom fighters inspired by 2D 90's fighting games like Street Fighter 2. Players use their fighter's bodies as resources in a tit-for-tat tactical duel to the knockout in a classic best of three format. Each fighter has unique abilities, gear, and ultimate moves. Everybody was pixel-foo fighting!

Slots: Sat 10AM (Table 11)

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### **Dwarven Mines**

Presented by Winsmith Games

Type: Board/Card Game

Players compete to expand and manage the most successful subterranean construction company. Each round, players will use workers to excavate spaces, gather resources, and construct buildings that provide various bonuses, improve their efficiency, and increase their value. The player with the highest score after 7 rounds wins.

Slots: Thu 2PM (Table 21), Thu 4PM (Table 21)

\*\*\*\*\*

### **Dwarven Rails**

Presented by Old Dreamer Press

Type: Board/Card Game

Players compete in a somewhat traditional cube rails game set in a fantasy, steam-punk world. In addition to the open information game of a traditional cube rails game, this game includes two modules intended to alter the gameplay significantly.

Slots: Thu 12PM (Table 23), Thu 2PM (Table 23)

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### **Echoes of Humanity**

Presented by The Gambit Foundry

Type: Board/Card Game

Embark on an epic adventure in a cutting-edge MMORPG for 2-4 players, where every decision could be your last. Complete challenging quests to amass legendary loot and race against time to secure coveted sponsorship. Every avatar only has a single life, but death is not the end; resurrect with a new body, new powers, and a renewed resolve to crush your opponents. Strategize carefully and outsmart your rivals to dominate the premier MMORPG world. Will you rise to the challenge and etch your name among the legends, or will you stumble before reaching the pinnacle of fame?

Slots: Thu 10AM (Table 5), Sat 4PM (Table 4)

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### **Echoes of the Sundering**

Presented by The Wilderforge

Type: Board/Card Game

A cooperative, open-world, deck construction adventure taking over 30 hours to complete. Players will create a party of heroes and explore the valley through a beautifully illustrated map book. Along the way, they will face dynamic, narrative-driven encounters and should they succeed, will grow in power gaining new cards to add to their deck and new items to complement their play style! The story reacts to players' decisions and no two play-throughs will be the same!

Slots: Thu 4PM (Table 25), Thu 8PM (Table 2), Fri 8PM (Table 2), Sat 8PM (Table 3)

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### **Einstone**

Presented by Bad Cat Media

Type: Board/Card Game

An abstract, 2-player puzzle game based on the newly discovered "Einstein Shape." Einstone is easy to learn, but difficult to master. Like the geometry of the Einstein Shape itself, the game's apparent simplicity belies a strategic intricacy that will leave you seeing hexagons in your sleep.

Slots: Fri 4PM (Table 7), Fri 6PM (Table 7), Sat 2PM (Table 13), Sat 4PM (Table 13)

\*\*\*\*\*

## Emergent TTRPG

Presented by Emergent TTRPG

Type: RPG/Story Game

An investigation-horror TTRPG inspired by media like X-men, Stranger Things, Persona, and Supernatural. Play as highschoolers with unique, subtle powers facing interdimensional Monsters that threaten your town. Monsters are extraordinarily powerful, and you'll never win a fair fight—so don't fight fair! Investigate the Monster's behaviors and traits, uncover their weaknesses, and use your creativity, jury-rigged weapons, and powers to bring them down. Play through several investigation scenes, a chase, and a heart-pounding final combat!

Slots: Fri 8AM (Table 3), Fri 10AM (Table 3), Fri 4PM (Table 5), Sat 8AM (Table 3), Sat 10AM (Table 3), Sat 2PM (Table 3), Sun 8AM (Table 3), Sun 10AM (Table 3)

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## Emperor Island

Presented by Dolphin Hat Games

Type: Board/Card Game

Players press their luck to determine movement and bonus powers, and then move their penguin around the board capturing fish while avoiding the orca. The asymmetric board leads to interesting tactical decisions while the press-your-luck brings tension to each round.

Slots: Thu 2PM (Table 8), Thu 4PM (Table 8), Fri 12PM (Table 6), Fri 2PM (Table 6)

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## Empty Earth: Brockton

Presented by Empty Keystone

Type: Board/Card Game

Defined by in-depth character customization and progression, meaningful narrative choices, tactical combat, and deep exploration, Empty Earth: Brockton is an epic adventure campaign set in a small Appalachian town as the world faces a cataclysm brought on by the sudden birth of a new deity. Dungeon-crawling scenarios alternate with a base-building stage at the survivors' refuge on a local farm. Develop new, supernatural abilities in one or more character classes, find and craft new gear, and gather powerful allies as you fight to make space for humanity in a world being made anew.

Slots: Thu 8PM (Table 23), Fri 8PM (Table 23), Sat 8PM (Table 29), Sun 8AM (Table 28)

\*\*\*\*\*

## Endless Empire

Presented by Zoard Games

Type: Board/Card Game

A competitive kingdom builder for 2 to 4 players, with a board made of stackable 3D tiles that remember the results of prior sessions to impact future games! Each player must gather resources, collect Vassals, build Structures, enlist Nobles, and complete Quests issued by the Emperor to ensure their kingdom's place in history. Players harvest tiles to gain resources while modifying the topography of the board as they discover, interact with, and capture new Vassals hidden within the terrain. Leave your mark in the game's history!

Slots: Thu 10AM (Table 1), Thu 12PM (Table 1), Fri 10AM (Table 1), Sat 2PM (Table 5)

\*\*\*\*\*

## Everwilde

Presented by Huitzi Games

Type: Board/Card Game

An asymmetrical area control game simulating the progression of unique and fantastic creatures as they evolve to survive the fanciful world they inhabit. Life is hard. Life is harder when your neighbors steal your food, or worse, you're the food. Will you be an herbivorous, subterranean, thick-skinned ball of fluff? Or will you be a carnivore, dripping with sticky secretions, using the terrain to your advantage as you dive-bomb prey with your new wings? Or maybe you'll simply choose to grow to the size of a house and knock your enemies out of the running with sheer stature!

Slots: Thu 10AM (Table 13), Fri 10AM (Table 21), Sat 10AM (Table 16), Sun 10AM (Table 9)

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## Evokers

Presented by Burger Games

Type: Board/Card Game

A 2 player dueling card game, based around drafting demons. Defeat your opponent by destroying your opponent's demons by playing your own, either on their own or fused together, as 1 demon, to create your own unique strategies and combinations.

Slots: Thu 10AM (Table 19), Thu 2PM (Table 19), Fri 10AM (Table 19), Fri 2PM (Table 19), Fri 4PM (Table 19), Sat 10AM (Table 19), Sat 2PM (Table 19), Sat 4PM (Table 19)

\*\*\*\*\*

## Executive Producer

Presented by Minty Beans Game Labs

Type: Board/Card Game

Mix and match original scripts, iconic actors and talented directors to create your own hit movies! Win awards and earn box office profits to become the ultimate movie mogul in this game for 3-5 players, and laugh your way to the awards stage! You have full creative control! Will the critics love it? Will the AUDIENCES pack the seats? Let's find out!

Slots: Thu 10AM (Table 11), Fri 12PM (Table 11)

\*\*\*\*\*

## FableMaker

Presented by Fiktitious Studios

Type: RPG/Story Game

A Tabletop Roleplaying Game or TTRPG designed to increase creative freedom to players on both sides of the table, minimize time spent learning rules, create constant player engagement with open combat, and maintain the fun of tactical decisions in less than 30 pages.

Slots: Thu 8AM (Table 2), Thu 10AM (Table 2), Fri 8AM (Table 2), Fri 10AM (Table 2), Sat 8AM (Table 2), Sat 10AM (Table 2), Sun 8AM (Table 2), Sun 10AM (Table 2)

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## Fading Realms

Presented by Puff Duck Games

Type: Board/Card Game

A captivating cooperative board game set in a world where disbelief endangers mythi-

cal creatures. As players traverse various realms, they must strategically navigate, manage resources, and use unique character abilities to rescue the creatures before they disappear. Success hinges on teamwork and wise decision-making, especially as players combat the spreading disbelief that blocks their paths. With 30 different creatures, each game unfolds uniquely, ensuring endless replayability.

Slots: Thu 4PM (Table 32), Thu 6PM (Table 32), Fri 8AM (Table 32), Fri 12PM (Table 32), Fri 4PM (Table 32), Sat 12PM (Table 32), Sat 4PM (Table 32), Sat 6PM (Table 32)

\*\*\*\*\*

## Familiar

Presented by Casualpetitive Games

Type: Board/Card Game

Players become Mystical Summoners, channeling energy from four powerful Sources to summon fantastical creatures from The Aether. This fast-paced, 2-4 player dueling card game offers the unique opportunity to create your own playable creatures, ensuring every game is a fresh and exciting experience. For casual players, a single box includes every card needed to stay competitive. Dive into the magic, strategy, and creativity of Familiar and become the ultimate summoner!

Slots: Thu 6PM (Table 17), Fri 4PM (Table 21)

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## Fighters of the Apocalypse

Presented by PurebloodRPG

Type: Board/Card Game

In the apocalypse there is no rules. Except that the strongest rules all and the Fighters of the apocalypse tournament decides whose to rule the waste land. In Fighters of The Apocalypse you and up to 4 players will choose from a diverse cast of characters represented by varying deck of cards. Each characters deck of cards represents there unique move set and play style. This game forgoes the usual paper rock scissors for a more skill based reaction and card management play style, so when an opponent plays a card you can react to it if you have the appropriate card in your hand.

Slots: Thu 12PM (Table 28), Thu 2PM (Table 28), Fri 4PM (Table 28), Fri 6PM (Table 28)

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## First Knight

Presented by Berengar Games

Type: Board/Card Game

Four unique decks and play styles. Multiple paths to victory. A card battle with an added dimension: the battlefield. This is First Knight, a two-player competitive card game set in a fictional medieval kingdom, where navigating the playing field is as important as managing your cards. Play characters, enhance them with attachments and powers, choose tactics to outwit your opponent, and outmaneuver them on the board.

Slots: Thu 2PM (Table 17), Fri 8AM (Table 17), Fri 2PM (Table 17), Sat 8AM (Table 17)

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### **Fleet Op**

Presented by Hexstar Interactive

Type: Board/Card Game

A power vacuum has formed since the fall of the last great empire in the constellation. You are a new Empire vying for ultimate control in this new galaxy. Fleet Op is a 2-4 player game where commanders battle over control of star systems in the constellation. Each player commands an armada of ships to mobilize, attack, and defend; increasing their population to become the new ruling Empire of the Constellation.

Slots: Fri 8PM (Table 25), Sat 8PM (Table 25), Sun 8AM (Table 25), Sun 12PM (Table 25)

\*\*\*\*\*

### **Flower Garden**

Presented by Flower Flame

Type: Board/Card Game

The goal of the game is to collect flower sets. The flower sets are flowers of the same color. Depending on which version you are playing the number of flowers required to collect will be different. Note that there are only 4 cards of the same colors of flowers available, so if your neighbor has the flower card that you need, you would have to sabotage or steal their card. So there is a take that mechanism and it is competitive whoever completes their flower set first wins the game and the game ends immediately.

Slots: Thu 2PM (Table 6), Fri 12PM (Table 8), Sat 12PM (Table 6), Sat 2PM (Table 6)

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### **Franciscan Diamond**

Presented by Old Dreamer Press

Type: Board/Card Game

An 18-card trick-taking game played with an asymmetric deck of 4 suits. Each suit has a different number of cards. The game starts with players taking a hidden role and proceeds over several rounds.

Slots: Fri 2PM (Table 10)

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### **Gadzoinks!**

Presented by Breault Games

Type: Board/Card Game

The king of Gadzoinkia has died leaving too many heirs. The Council of Old Wizeden Folks has decreed that the next ruler will be chosen by a contest of strength, courage, and treachery. The players are those heirs. They must scour the Creepy Forest in search of the Family Jewels. The first heir to find 10 of these is declared the next ruler of Gadzoinkia. The losing heirs will be eaten at the coronation feast (yum!).

Slots: Fri 8AM (Table 31), Sun 12PM (Table 31)

\*\*\*\*\*

### **Galactic Cards**

Presented by Diamond Design Studios

Type: Board/Card Game

A game where players compete for supremacy in a new galactic age. Each player's turn is made up of an action per ship in play. A player can: Discover and settle new planets, Explore exotic locations, Build and trade

across the stars, or Set out on a campaign of conquest. The game is played with a deck of cards that will be placed to grow the galaxy map or as resources on ships.

Slots: Thu 8PM (Table 32), Fri 8PM (Table 32), Sat 8PM (Table 32), Sun 8AM (Table 32)

\*\*\*\*\*

### **Get Gnomed!**

Presented by Gnomeski Games

Type: Board/Card Game

Command your army of garden gnomes to steal your opponents' favorite lawn ornaments in this whacky and whimsical board game! Play clothes cards to dress up your gnomes in silly and powerful outfits. Set your strategy into motion with action cards to outmaneuver your opponents. Befriend fierce and fluffy critters with nature cards to aid your gnomes. Will you be victorious, or will you get gnomed?

Slots: Thu 6PM (Table 15), Fri 12PM (Table 15), Sat 2PM (Table 15), Sat 4PM (Table 15)

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### **God's Demon**

Presented by Breault Games

Type: Board/Card Game

Each player takes on the role of a Demon Major leading a warring faction. Each begins with a Fortress and a small initial command. The end goal is to become the Warden of Hell. To achieve this, players conquer territories, expanding outward from their starting positions. Alliances may be formed, but in the seething cauldron of Hell, all such understandings are temporary.

Slots: Fri 12PM (Table 31), Sat 4PM (Table 31)

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### **Good Dog Sit**

Presented by Dumb Husky Games

Type: Board/Card Game

A 2-team party game where each team's Trainer tries to teach their dogs tricks to perform. But just like your dogs at home, you won't be able to understand your Trainer! Bark, fetch, and play dead to figure out the tricks in time, then show off at the dog show for treats. Don't forget what you've learned between rounds, because some tricks will be saved for the Big Show in a last chance round. The pack with the most treats wins!

Slots: Thu 6PM (Table 25), Fri 8PM (Table 26), Sat 6PM (Table 26), Sun 8AM (Table 26)

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### **Governance**

Presented by Games Over Coffee

Type: Board/Card Game

You're a newly elected official. Your party is looking to you to enact policy in support of their ideals. Are you secretly in support of those ideas, or opposed to them? How far can you drive those policies before the country ends in chaos? Bribes, political favors, lobbying offices and their workers are all at your disposal...as are the random acts of reality.

Slots: Fri 4PM (Table 33), Fri 6PM (Table 33), Sat 4PM (Table 33), Sat 6PM (Table 33)

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### **Grimdark West**

Presented by Dreamscape Gaming

Type: RPG/Story Game

A cooperative Wild West Gothic Horror RPG where players take on the role of Western-themed Archetypes to explore an alternate version of the Wild West inhabited by supernatural forces such as Zombies, Werewolves, and much more. Players manipulate a communal dice pool that feeds their abilities and the Game Masters. Muster up your posse and prove you have real grit. Be careful not to push your luck too far, or you may empower your foe. Grimdark West uses the Dreamscape RPG System by Dreamscape Gaming!

Slots: Thu 2PM (Table 32), Fri 10AM (Table 32), Sat 8AM (Table 32), Sat 10AM (Table 32)

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### **Hedra**

Presented by Hedra Games

Type: Board/Card Game

A sci-fi strategy game where players control interdimensional Hedra Overlords aiming to dominate the Large Hadron Collider, the world's largest particle accelerator. Players use triangles, squares, hexagons, octagons, dodecagons and icosagons to create tessellating patterns, engage in dice-based combat, and consume physicists to enhance their power. Each game is unique, offering different setups and strategies, ensuring high replayability. Earn victory points by completing patterns, winning dice battles, and fulfilling Overlord objectives. The game ends with a thrilling countdown, as players race to escape the collider's imminent destruction, making for an engaging and dynamic gameplay experience.

Slots: Fri 10AM (Table 28), Fri 2PM (Table 32), Sat 10AM (Table 34), Sat 2PM (Table 34)

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### **Heterodoxy**

Presented by Anthropos Games

Type: RPG/Story Game

Role play as witches with guardian daemons who travel together under the tutelage of a mysterious and morally suspect Heretic. Define the off-screen Heretic and the encroaching Empire they escaped from with role-and-write tables, and uncover their shared history during play. The game alternates between cozy hearth scenes where witches share quiet moments together and tactical battles with empire agents and monstrous chimeras.

Slots: Fri 2PM (Table 25), Fri 4PM (Table 25), Sat 12PM (Table 25), Sat 2PM (Table 25)

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### **Impossible Agents**

Presented by Party Tails

Type: Board/Card Game

Put together your team of agents to form the best set of actions that can be chained together to score the most points on your secret missions. Over 3 rounds, players will collect and manage their resources to gain mission cards featuring exotic locations and adventurous feats they'll try to accomplish. Players will score points on three separate scoring tracks based on how well they chain their mission cards together.

Slots: Sat 8AM (Table 22), Sat 4PM (Table 22), Sat 6PM (Table 22)

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### **Incursion Event**

Presented by Adventure Together Games

Type: Board/Card Game

Players are in control of the Knights Mechanica, gigantic armored mechs constructed as part of humanity's desperate defense against a demonic invasion. Inspired by games like "Into the Breach" and "Gloomhaven," "Incursion Event" is a cooperative tactical combat game that emphasizes movement effects and positioning rather than direct damage. Since each player will only take five turns during a mission, the tightly constrained scope of scenarios leaves little margin for error and ensures that a single session can be completed in under an hour.

Slots: Thu 2PM (Table 1), Thu 4PM (Table 1), Fri 2PM (Table 2), Fri 4PM (Table 2), Sat 2PM (Table 1), Sat 4PM (Table 1), Sun 10AM (Table 1), Sun 12PM (Table 1)

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### **Infinite Racing**

Presented by Game Essence

Type: Board/Card Game

Experience the thrill of racing re-imagined in a turn-based strategy card game where the first player over 100 points wins. In this game, you manage your speed by modifying your car and tweaking track conditions to gain an edge and outperform your rivals. Unlike racing board games in the past, you fully control your speed throughout the race rather than being stuck with a dice roll.

Slots: Thu 8AM (Table 21), Fri 8AM (Table 21), Fri 8PM (Table 21), Sat 8AM (Table 21)

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### **Influencer: The Board Game**

Presented by Good Lich Games

Type: Board/Card Game

A rules-light card & board game for 3-6 players with a focus on player interaction. Play as social media influencers, each attempting to post their way to the seat of ultimate Influence over the entire world. Each turn, players will play Posts to their Feeds on typical social media topics like Self Care, Beauty, and Indoctrination. They'll work alongside, but also against their fellow players as they each attempt to ride Trends, Reposts, and Sponsored Content to 1 Billion Followers and world domination.

Slots: Fri 6PM (Table 14), Sat 8PM (Table 14)

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### **Inkeeper: Expansion 1**

Presented by Diecaster Games

Type: Board/Card Game

A colorful, fast-paced, card-slinging, game of mercantile! Players will take on the role of Proprietors competing to earn customers in a busy fantasy setting! To be the best Proprietor you'll need to use business smarts, cunning, and treachery to stay one step ahead of the competition. Bid on assets, orchestrate treacherous plots, and renovate your inn to attract customers. Outwit the other Proprietors and stake your claim as the greatest Proprietor in Bittersburgh!

Slots: Thu 8AM (Table 14), Thu 10AM (Table 14), Fri 10AM (Table 17), Sat 4PM (Table 14)

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### **Legend of Myria**

Presented by Tanis Games

Type: Board/Card Game

Slain by Myria long ago, the Heart of Corruption has returned! You and three other heroes must embark on an epic quest to defeat it for good. Legend of Myria is a Cooperative Roguelike Tactical Deckbuilder. Fight enemies on a tactical battlefield, progress through a dangerous region while earning unique rewards, and gain awesome abilities from other heroes that change the way you approach each combat! Communication is key, without it you will surely fail. Stay flexible, follow in Myria's footsteps, and you might just save the world after all.

Slots: Thu 4PM (Table 22), Thu 6PM (Table 22), Fri 8AM (Table 15), Sat 8AM (Table 15)

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### **Lineage**

Presented by Guthmeister Games

Type: Board/Card Game

A strategic worker placement game where you bid for the actions you take. It immerses players into the story of multigenerational immigrant families exploring a new environment while wrapped in the setting of cute rabbits. Players compete to gain the most prestige points by acquiring skills and spending effort to take more advanced actions. Gameplay takes place over 3 generations with each generation having 3 seasons to place workers.

Slots: Thu 2PM (Table 20), Fri 6PM (Table 15), Sat 2PM (Table 2)

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### **List, Rank 'n Roll**

Presented by Palmer Games

Type: Board/Card Game

List the top 5 metals with the greatest conductivity...Now Rank the top 3 in order. "List, Rank 'n Roll" is a trivia game that challenges players to answer trivia questions across various categories, then rank their answers in order, based on the roll of the dice. This game blends knowledge, quick thinking, gut instinct, and a little bit of luck. The game is played over a series of 8 or 9 trivia questions.

Slots: Fri 2PM (Table 31), Fri 8PM (Table 31), Sat 12PM (Table 28), Sat 2PM (Table 28)

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### **Luminous Card Game**

Presented by Luminous Games

Type: Board/Card Game

A fast-paced cosmetic collectible card game focused on resource management and simplified game play. Play as one of two factions vying for control of the wild Continent: the bio-modding, relic obsessed Disciples or the forest-dwelling treefolk, the Kynda. Each faction features unique mechanics and robust combo opportunities, but be sure to plan ahead – your decisions on turn one can be the difference between winning and losing this new CCG from Luminous Game Studios.

Slots: Thu 12PM (Table 9), Thu 6PM (Table 9), Thu 8PM (Table 9), Fri 6PM (Table 9)

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### **Microcosm**

Presented by Microcosm Games

Type: Board/Card Game

You play unique microbe cards into different biomes and compete to complete biogeochemical cycles (cycling chemicals between living and nonliving components in the environment). This is a semi-cooperative educational/resource conversion game based on environmental microbiology.

Slots: Thu 8PM (Table 18), Fri 8PM (Table 18), Sat 8PM (Table 19), Sun 8AM (Table 21)

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### **Mixology**

Presented by Hounded Games

Type: Board/Card Game

In this puzzly card game, you are a bartender in the city's hottest speakeasy, competing with your fellow bartenders to serve your guests their ideal beverages. Rearrange the bar's liquor cabinet to line up the ingredients you need to create classic and contemporary cocktails using real recipes. Score style points for making fancy drinks and earn tips for keeping your regulars satisfied. And between games, use the deck of recipe cards to make over 100 real cocktails at home.

Slots: Fri 4PM (Table 23), Fri 6PM (Table 23), Sat 2PM (Table 23), Sat 8PM (Table 23)

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### **Mnemonic**

Presented by Blurred Vision Entertainment

Type: Board/Card Game

A party card game where you are given words on cards of varying levels of difficulty and you must come up with a funny or clever mnemonic for the word that makes sense. Example - GOAT = Greatest Of All Time. Players then vote on the best response and players collect their cards as points to win the game.

Slots: Thu 8AM (Table 32), Thu 10AM (Table 32), Fri 8AM (Table 26), Sat 8AM (Table 26)

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### **Monsters Masters & Mobsters: The Card Game**

Presented by Monsters Masters & Mobsters LLC

Type: Board/Card Game

The monster-battling card game is growing up. Train and power up your monsters. Bring in Masters and Bystanders to help guide your team to victory. But watch out for Mobsters who can wreck your plans!

Slots: Fri 8AM (Table 19), Sat 8AM (Table 19), Sat 6PM (Table 9), Sun 8AM (Table 19)

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### Myriad Myths

Presented by Pet Slime Studios

Type: Board/Card Game

A tactical trading card game where creatures enter the battlefield to fight off each other to gain victory against your opponent. Starting in the barracks, place your creatures where you need to defend, attack openings, and fill the board to gain the advantage in the tug of war with your opponent. Which faction would you choose; the heroic humans, the flying harpies, the mystical elves, the courageous centaurs, or any of the other myriad of species that fill this world?

Slots: Thu 6PM (Table 12), Thu 8PM (Table 12), Fri 6PM (Table 12), Fri 8PM (Table 12)

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### Neoimperialism

Presented by Sheetz Gaming Cooperative

Type: Board/Card Game

Five of the (arguably) most influential political entities from modern-day Earth vie for supremacy. Each player controls a major power (MP) as they strive to boost their World Citizenship, Power, Prestige, and Domestic Satisfaction achievement scores while spreading their influence as widely as possible across the globe through diplomacy, protection, and, as a last resort, invasion. MPs will make and break deals with other MPs, make spending decisions that impact their achievement scores, and drive up their production as each seeks to optimize their individual victory algorithm without triggering a nuclear catastrophe.

Slots: Thu 8AM (Table 15), Fri 8AM (Table 1), Sat 8AM (Table 1), Sun 8AM (Table 4)

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### NOVA: Race from the Sun

Presented by First In Heart LLC

Type: Board/Card Game

Centuries into the future, scientists experimenting with fusion technology have triggered the Sun to go Super Nova! To escape the deadly expanding corona, players must manage their crew, mine resources, and research sufficient technology to traverse local space to escape into the greater Milky Way Galaxy. The winner is the Captain escaping with the largest crew!

Slots: Thu 2PM (Table 14), Thu 4PM (Table 14), Fri 10AM (Table 14), Fri 12PM (Table 14), Fri 2PM (Table 14), Sat 10AM (Table 14), Sat 12PM (Table 14), Sat 2PM (Table 14)

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### Once Upon a Galaxy

Presented by Million Dollar Games

Type: Board/Card Game

A card battler where you assemble a team of storybook characters to fight against mythical creatures and legendary villains across space! It's easy to learn and play, but also deep with strategy like your favorite digital card games. Galaxy is the future of digital card games.

Slots: Thu 10AM (Table 7), Thu 12PM (Table 7), Thu 2PM (Table 7), Fri 10AM (Table 7), Fri 12PM (Table 7), Fri 2PM (Table 7), Sat 12PM (Table 7), Sat 2PM (Table 7)

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### Order Up!

Presented by Nitroglycerin Games

Type: Board/Card Game

As a restaurateur, compete to hire/train chefs, buy ingredients and appliances, and attract customers, then open the doors to said customers and ensure you feed them all.

Slots: Thu 6PM (Table 31), Thu 8PM (Table 31), Sun 8AM (Table 30), Sun 10AM (Table 30)

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### Out to Get You

Presented by Underdragon Games

Type: Board/Card Game

Choose a villain at random, perhaps you are a vampire, a dragon, or "the blob". Play cards to enact your evil plan: you may need to extract hope, vitality, or sanity. Strategize to foil your opponents, and keep on eye on their objectives. Compete against other Villains to subdue the target according to your design before he escapes! Reveal your villain, claim your power, and fulfill your destiny!

Slots: Thu 8AM (Table 29), Thu 6PM (Table 29), Fri 8AM (Table 29), Fri 6PM (Table 29), Sat 8AM (Table 29), Sat 6PM (Table 29), Sun 8AM (Table 29), Sun 10AM (Table 29)

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### Parks & Potions

Presented by Moon Saga Workshop

Type: Board/Card Game

Players step into the boots of Park Rangers, whose expertise in botanical alchemy transforms the wilderness into a sanctuary for healing. With the roll of the dice, players gather extracts from the park's flora, concocting potent potions to treat the ailments of animals from different biomes. Successfully healing animals and performing experiments earns points, directly reflecting your role in maintaining the park's well-being. Aim for animals in similar habitats to unlock bonus points, reflecting the depth of your commitment to conservation. The player with the most points at the end of the game is crowned as the guardian of nature!

Slots: Fri 12PM (Table 3), Fri 4PM (Table 10), Sat 2PM (Table 8), Sat 4PM (Table 8)

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### Parry

Presented by Giant Leap Games

Type: Board/Card Game

A fast-paced card game where players anticipate their opponent's movements to gain the upper hand in battle. Your best weapon in this simulated sword fight is how well you know the mind of your opponent.

Slots: Thu 8PM (Table 17), Fri 8PM (Table 17), Sat 8PM (Table 18), Sun 8AM (Table 17)

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### Pax Ad Astra

Presented by Pax Ad Astra

Type: Board/Card Game

Simply take turns answering prompts in this quick-start storytelling card game. Together, build a sci fi conflict and the interconnected crew of your starship. Then, narrate their story on a mission of intrigue by playing

chosen cards. Leading questions and optional suggestions help you surprise each other and yourself with satisfying twists and reveals, even if you are new to improv or roleplaying. Flexible tone, suiting a range from gritty space noir to swashbuckling adventure to satire.

Slots: Thu 12PM (Table 2), Thu 4PM (Table 2), Sat 12PM (Table 3), Sun 12PM (Table 2)

\*\*\*\*\*

### Pizza Roles

Presented by Pet Roc Games

Type: Board/Card Game

The 10-minute hidden roles game where your role is what you want on your pizza but are too timid to say. Play "VS" or Cooperative modes!

Slots: Thu 6PM (Table 7), Thu 8PM (Table 7), Sat 8AM (Table 8), Sun 8AM (Table 11)

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### Planet Jumper

Presented by AB Games

Type: Board/Card Game

Use your Rocket Puffer and blow your ships to different planets, moons, and space stations. Go on missions and pick up gems and astronauts and deliver them to their destinations. Draw event cards such as "Race to Earth", "Flick a Shooting Star", and drop space junk on opponents ships. Hit the Space Monster with your ship to keep it away from earth!! Earn points by completing missions, winning events, and saving the earth from the monster.

Slots: Thu 8AM (Table 4), Thu 2PM (Table 4), Sat 8AM (Table 7), Sat 4PM (Table 7)

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### Poe and the Muses

Presented by Cascadian Creations, LLC

Type: Board/Card Game

Inspired by the macabre works of Edgar Allan Poe; this is a captivating, card driven, engine building board game. Each card features original artwork based on Poe's enduring poems and short stories. There is blood, guts, gambling, and opportunities for revenge in this game of strategy and wits. Become one of Poe's Muses and may the most inspired win.

Slots: Thu 8AM (Table 27), Thu 10AM (Table 27), Fri 12PM (Table 27), Fri 2PM (Table 27), Sat 8AM (Table 27), Sat 10AM (Table 27), Sat 4PM (Table 27), Sun 10AM (Table 27)

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### Polar Prix: The Race With No Brakes

Presented by Giant Food Games

Type: Board/Card Game

Push your luck and pick up speed in this frosty hand-builder for 2-6 penguins. Slide down the icy slopes and build the track as you go with unique hex tiles. Craft the perfect hand to slip ahead of your waddle, but watch out for sharp turns or you'll be off the ice and into the water! Will you be the first to the fishing hole?

Slots: Thu 12PM (Table 29), Fri 12PM (Table 28), Sat 12PM (Table 27), Sat 2PM (Table 27)

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**POLITICO: THE MASQUERADE**  
Presented by Glasgow Gamesmith

Type: Board/Card Game

Play a power broker with skills in marketing, networking, and dirty tricks hired by newbie politicians to build their reputations and careers. Spend your influence to play cards from your hand to maneuver you clients ahead of other candidates on the game board, and score points by advancing your clients to higher offices.

Slots: Thu 8AM (Table 33), Thu 10AM (Table 33), Thu 2PM (Table 33), Thu 4PM (Table 33)

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**Popnado**  
Presented by BOUJEEAS GAMES

Type: Board/Card Game

A frantic family-friendly party game where you have 90 seconds to make sets and runs using a rainbow of popcorn cards. The hook – you must pop a toy popper and return it to the board before you can take a card from any deck.

Slots: Thu 2PM (Table 15), Thu 4PM (Table 15), Sun 8AM (Table 14), Sun 10AM (Table 14)

\*\*\*\*\*

**Premonition**  
Presented by Mike and Daws

Type: Board/Card Game

You and your friends find yourselves transported and trapped on an island. The only way off is by climbing the mountain and claiming its prize...but each prize only transports one person home. Oh, and you three aren't the only ones trying to leave. There may not be enough for everyone.

Slots: Thu 12PM (Table 25), Fri 4PM (Table 27), Fri 6PM (Table 27), Sat 2PM (Table 32)

\*\*\*\*\*

**Primrose**  
Presented by Danger Kit Games

Type: Board/Card Game

A quick cooperative game for 1-4 players . As psychedelic heroes, you will guide Primrose on her quest to reassemble the universe. Play cards around a circular board. Combine colors to move the Sun and Moon tokens along their paths. Each chapter determines which celestial symbols you must discover to win. Help Primrose find balance by matching the right symbols before the deck runs out. Future chapters introduce challenges and alter the physical components. What begins as a standard card game evolves into an unpredictable adventure!

Slots: Fri 8AM (Table 33), Fri 10AM (Table 33), Fri 12PM (Table 33), Fri 2PM (Table 33)

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**Proto**  
Presented by Serpenthelm Studios

Type: RPG/Story Game

Gather your crystals and allies as you travel the planes of Proto. Fantasy and Sci-Fi blend in a universe where anything could happen.

Slots: Thu 2PM (Table 31), Fri 6PM (Table 31), Sat 4PM (Table 25), Sat 6PM (Table 25)

\*\*\*\*\*

**Radium 66: Vegas**  
Presented by Radium66

Type: Board/Card Game

Aliens are plotting to unleash terror in 1950s Las Vegas where every improbable conspiracy is true. Work cooperatively to figure out what the aliens are up to, build a robot to stop whatever it is and then battle to the death! Worker placement mixed with deduction and casino mechanics. Earn money to build your robot and fight one of five monsters pro-wrestling style! No holds barred!

Slots: Thu 12PM (Table 20), Fri 8AM (Table 8), Fri 6PM (Table 21), Sat 8AM (Table 12)

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**Ready Aim Rocket**  
Presented by Subtle Monsters

Type: Board/Card Game

A fun, lightweight strategy game where you collect sets of cards to build your rocket, then launch them in an attempt to locate your hidden opponents before knocking them out with a volley of rockets tuned for max damage. Assemble your rockets from 3 components. The set you build determines the amount of damage done and the area covered. Find your opponents before they find you then choose to strike now or hold off in hopes of building a better rocket.

Slots: Thu 10AM (Table 12), Fri 6PM (Table 20), Sat 6PM (Table 19), Sun 10AM (Table 19)

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**REBORNE: Arcane Dominion TCG**  
Presented by LoftBoys Games

Type: Board/Card Game

This brand new collectible card game combines the excitement of base-breaking mechanics with modern resource management, and a completely unique D&D-style dice-rolling combat system. In this 2 player game, choose from the 4 playstyles to dominate your opponent at the domains in play and fight your way to victory!

Slots: Thu 6PM (Table 3), Fri 6PM (Table 4), Sat 6PM (Table 4), Sun 12PM (Table 3)

\*\*\*\*\*

**Red Tides: A Tale of New Caribbea**  
Presented by Tortugas Games

Type: Board/Card Game

World of Warcraft's Boss Battles + Mega Man's Power Up Progression + Sid Meiers' Pirates. Build your ship up from a leaky dinghy, to a floating palace of destruction! Gather crew and cannons, roll gobs of dice, and take back New Caribbea! Choose from 4 Legendary Pirate Houses, and build your ship up through 3 tiers of progression! Take on cunning Merchants and Brutal Captains on your path to power, plunder, and pirate supremacy! Partner up and make the blood you've spilled count in the final confrontation.

Slots: Thu 4PM (Table 11), Fri 10AM (Table 11), Fri 2PM (Table 11), Fri 6PM (Table 11), Sat 10AM (Table 11), Sat 2PM (Table 11), Sat 6PM (Table 11), Sun 10AM (Table 11)

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**Rising**  
Presented by 9 Kingdoms

Type: Board/Card Game

With the storm raging, and the waters rising, it's time to bug out. Buckled up and resolved, you're battling the storm when the signal comes through. That building. The tall one. You convince the pilot to set down on the roof and you head inside to save as many people as possible. Rising is a cooperative game where 4 heroes share the responsibilities of saving themselves and others from myriad disasters. The game begins at an easy pace, but as disasters mount up and supporting characters enter the game, your resources are spread thinner even as the danger becomes greater.

Slots: Thu 8AM (Table 1), Thu 6PM (Table 1), Thu 8PM (Table 1), Fri 2PM (Table 1), Fri 4PM (Table 1), Sat 6PM (Table 1), Sat 8PM (Table 1), Sun 8AM (Table 1)

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**Rogues of the Realms**  
Presented by GTBOMB Studios

Type: Board/Card Game

A battle arena game where each player commands a squad of characters to engage in combat! Move your characters around the battlefield, collect treasure and magic, use special abilities, and battle opponents to gain victory points and win! Each character has their own special ability which can impact the battle in various ways. Selecting the right combination of characters is key to victory. Will you hunker down with durable defense, distract your enemies with magical mischief, or rush the battlefield with high-flying offense? Forge your victory in Rogues of the Realms!

Slots: Thu 10AM (Table 4), Thu 12PM (Table 4), Thu 4PM (Table 4), Thu 6PM (Table 4), Sat 10AM (Table 8), Sat 12PM (Table 8), Sat 4PM (Table 18), Sat 6PM (Table 18)

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**Sacadia's Art of War**  
Presented by Tales of Sacadia

Type: RPG/Story Game

A crunchy, combat-focused tabletop roleplaying game set in the mythical iron age setting of Tales of Sacadia. A rules-heavy combat-focused TTRPG, Sacadia's Art of War is designed to be modular and replayable, allowing players to pull these more involved combat rules into the setting of Sacadia whenever they'd like. The combat rules of Sacadia have been designed with replayability and customizability in mind, and players of this combat-focused TTRPG can use it to further flesh out their cultures within the world of Sacadia.

Slots: Thu 10AM (Table 23), Thu 6PM (Table 23), Fri 8AM (Table 23), Fri 12PM (Table 23), Sat 10AM (Table 23), Sat 4PM (Table 23)

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### Sailing

Presented by Mariah Schab

Type: Board/Card Game

A quick strategy dice game that takes you from "The Cabin" to "The Deck" on "The Sea". The dice could have you commanded by pirates, gathering your fleet, or blown forward on the board by the wind. The coin can either send you backward from a storm, or from a wave of seasickness! A typhoon could stop you from winning, and other players might even sink your ship! Decide if the next roll is worth it! Skip it? Or is a jibe in order? Just like sailing, the reward is worth all the risk!

Slots: Thu 12PM (Table 24), Fri 6PM (Table 25), Sat 8AM (Table 25), Sun 10AM (Table 24)

\*\*\*\*\*

### SAURUS: The Forsaken Isle

Presented by Envision Games

Type: Board/Card Game

Command your own prehistoric species and forge your legacy in the annals of history! Expand your territory, grow your population, and overcome rivals with superior evolutionary traits! Fulfill your "Instincts" by completing your species objective as well as objectives on the board, but watch out for other species as they try to do the same! Earn the title of Apex by defeating the island's non-player Apex Species. Then, defend your Apex status and reap the benefits or be the one to steal the title from another player by defeating them in epic dinosaur battles!

Slots: Thu 4PM (Table 27), Thu 6PM (Table 27), Sat 6PM (Table 27), Sat 8PM (Table 27)

\*\*\*\*\*

### SCRAPPERS

Presented by Crash Test Games

Type: Board/Card Game

Play as Junkyard Scrapper Bots in a dystopian future. Scramble to build paths to dynamically change worker placement spots to gather resources and gain bonuses. Out scrap your opponents to win!

Slots: Sat 10AM (Table 17), Sat 12PM (Table 17), Sat 2PM (Table 17), Sat 4PM (Table 17), Sat 6PM (Table 17), Sat 8PM (Table 17), Sun 10AM (Table 17), Sun 12PM (Table 17)

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### SEA BEASTS

Presented by Littlest Lantern

Type: Board/Card Game

A co-op board game for 1-2 players, where you sail as Viking warriors, braving treacherous seas and battling monstrous beasts to save your starving tribes! As you slay the beasts, draw their blood to build momentum with your blood rage, and unlock runes to access even more rage! Are you ready to conquer the deep and prove your legacy?

Slots: Thu 8AM (Table 8), Fri 2PM (Table 8), Fri 4PM (Table 8), Fri 6PM (Table 8), Fri 8PM (Table 8), Sat 8PM (Table 8), Sun 8AM (Table 8), Sun 10AM (Table 8)

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### Seance Party

Presented by Studio Los Angeles

Type: Board/Card Game

To win, get rid of your opponent's spirit energy. Summon a vessel to channel your power and match colors to increase your strength. Stop your opponent's by reading their minds or memorizing their cards while trying to keep your hand a secret!

Slots: Thu 12PM (Table 18), Thu 4PM (Table 18), Sun 8AM (Table 18), Sun 10AM (Table 18)

\*\*\*\*\*

### Sentients: the RPG of Artificial Consciousness

Presented by Limina.Studio Games

Type: RPG/Story Game

A rules-medium tabletop RPG of liberation, underground resistance, newfound emotion, and what it means to be something other than human.

Slots: Thu 2PM (Table 34), Fri 2PM (Table 34), Sat 2PM (Table 33), Sat 8PM (Table 33)

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### Sharewood

Presented by Wonderbow Games

Type: Board/Card Game

In the heart of the forest, the animals have built a charming new city and are eager to form a city council and choose their very first mayor. They need friendly delegates to help manage the different departments and are busy gathering votes for their favorite candidates. You will run campaigns in various neighborhoods to recruit delegates. The game elegantly combines worker placement and a shared engine-building mechanism.

Slots: Fri 12PM (Table 4), Sat 12PM (Table 33), Sun 10AM (Table 4), Sun 12PM (Table 4)

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### Shattered GemsTCG

Presented by Shattered GemsTCG

Type: Board/Card Game

The kingdom of Kagrath needs champions to defeat the mad king. Find your power with the gemstones and become the champion that Kagrath needs. Shattered Gems, a single, cooperative, or battle for up to 6 players! Explore the story behind the champions fighting for power. With over 250 cards, equip your champion with armor and spells to take down all who oppose you! Each game sees the players build a deck, selecting their champion and a mix of spells, items, armor and more. Use strategy and gear to defeat any opponent.

Slots: Thu 12PM (Table 10), Thu 2PM (Table 10), Fri 4PM (Table 9), Sat 8PM (Table 11)

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### Shiver

Presented by Artisan Games

Type: Board/Card Game

Did you know that a group of sharks is called a Shiver? Shiver is a Deckbuilding game designed thematically around sharks. You will Entice sharks to join your Shiver, mak-

ing a larger Deck, which will help Entice or Scavenge larger sharks throughout the game. Collect the most shark teeth to win the game.

Slots: Thu 8AM (Table 11), Thu 12PM (Table 11), Fri 12PM (Table 2), Fri 6PM (Table 2)

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### Source: Tabletop Card Game

Presented by Adventure Together Games

Type: RPG/Story Game

Experience the Source Universe in this thrilling 1-6 Player TTRPG. Players can enter the Source Universe in a cooperative tabletop Role-Playing-Game as well as battle against friends utilizing custom-built Ki Card Decks in strategic PVP Arenas. Discover the Source Characters and utilize their special abilities to defeat enemies, gain experience & embed Ki Coins to evolve their abilities beyond limits. Embark on quests in order to discover powerful items as well as fight & defeat mighty bosses to gather powerful runes that will aid in you in this epic adventure.

Slots: Thu 2PM (Table 1), Thu 4PM (Table 1), Fri 2PM (Table 2), Fri 4PM (Table 2), Sat 2PM (Table 1), Sat 4PM (Table 1), Sun 10AM (Table 1), Sun 12PM (Table 1)

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### Space-Off

Presented by Rule 1 Games LLC

Type: Board/Card Game

Face off against a rival team of stranded astronauts in the Celestial Tournament! This absurd gladiator match is scored like a tug-of-war; minigames will have you solving puzzles, twisting into pretzels, fooling opponents, and squaring off head-to-head, all while following goofy restrictions.

Slots: Fri 10AM (Table 31), Fri 4PM (Table 31), Sat 10AM (Table 31), Sat 6PM (Table 31)

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### Spree

Presented by Trey 'n Pals

Type: Board/Card Game

A casually competitive game that pits players against each other to steal as much loot as possible. Draft criminals with varying stats and abilities, gather powerful items to give them the edge, then secretly send them to different locations and compete for the cash!

Slots: Fri 6PM (Table 10), Fri 8PM (Table 10), Sat 6PM (Table 10), Sat 8PM (Table 10)

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### Starfarer

Presented by AUTOMA GARDEN

Type: Board/Card Game

An easy-to-learn abstract strategy game for 2 players. You and your opponent will take turns spotting your stars in the night sky, represented as a hexagonal grid, to form constellations! Claiming a constellation earns points, but leaves behind neutral stars that can be swept up by your opponent (or by you, if you plan ahead). Starfarer has been compared to games like Othello and Go.

Slots: Fri 8AM (Table 9), Fri 10AM (Table 9), Sat 12PM (Table 9), Sat 2PM (Table 9)

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### **Steel Echoes**

Presented by Steel Echoes

Type: RPG/Story Game

The year is 2427. Earth has long since become desolate, and humanity has flung itself to the far reaches of the Milky Way galaxy in search of new homes. Three Megacorporations rule the inhabited parts of the galaxy, fighting proxy wars through hired mercenaries and corporate espionage. You play as an Operator, pilot of a giant war machine called a Frame, alongside your Echo, an AI doppelganger co-pilot. An equal emphasis is placed on the person inside the machine, and their time outside of it, navigating the world. The game focuses on tactical combat, meaningful roleplay, and a tight ruleset.

Slots: Thu 8PM (Table 34), Fri 8PM (Table 34), Sat 6PM (Table 34), Sat 8PM (Table 34)

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### **Stoikea**

Presented by Guthmeister Games

Type: Board/Card Game

Players take turns moving their Water, Earth, Fire, and Air pieces on a hexagonal board as they compete to capture their opponent's Aether piece, all while protecting their own Aether. They may transform one of their elemental pieces into a different elemental type after they have made a move, resulting in great depth of strategy and an ever-changing board state.

Slots: Thu 2PM (Table 20), Thu 6PM (Table 18), Sat 2PM (Table 2)

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### **Sugarworks**

Presented by Through the Ash

Type: Board/Card Game

The conveyors are out of control and there is candy all over the place in this hectic candy factory. Quickly adapt by adjusting conveyors on a shared board to guide candy into holiday crates. This will score points according to order cards in your hand. Candy will often collide using a set of programmed collision movement rules that can be difficult to predict. Movement is not random, but it is difficult to control.

Slots: Thu 4PM (Table 10), Thu 6PM (Table 10), Thu 8PM (Table 10), Fri 8AM (Table 10), Fri 10AM (Table 10), Fri 12PM (Table 10), Sat 8AM (Table 10), Sat 10AM (Table 10)

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### **TactHex**

Presented by Adventure Together Games

Type: Board/Card Game

A small skirmish game built on Source terrain that incorporates a dynamic priority system and destructible environments to keep players on their feet. Careful action sequencing will help your team come out on top.

Slots: Thu 2PM (Table 1), Thu 4PM (Table 1), Fri 2PM (Table 2), Fri 4PM (Table 2), Sat 2PM (Table 1), Sat 4PM (Table 1), Sun 10AM (Table 1), Sun 12PM (Table 1)

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### **Tales of Sacadia**

Presented by Tales of Sacadia

Type: RPG/Story Game

A legacy tabletop roleplaying game about the rise and fall of ancient civilizations. Over the course of a series of narratively focused TTRPG campaigns, players create an ancient civilization, bring that culture into glory, then aid its passage into the tides of history. Along the way, players take on the role of citizens and heroes of their civilization through moments of crisis, war, exploration, and trade. Sacadia leverages legacy play mechanics across multiple campaigns, and players weave a tapestry together to define their empire's unique culture - which in turn determines the plot of each campaign.

Slots: Thu 8AM (Table 23), Thu 4PM (Table 23), Fri 10AM (Table 23), Fri 2PM (Table 23), Sat 8AM (Table 23), Sat 6PM (Table 23)

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### **Territory, Tribes at War**

Presented by Territory Card Game LLC

Type: Board/Card Game

A dark and mysterious card game set on Karresh, a colossal space giant drifting through the galaxy. As players, you lead tribes battling for dominance over Karresh's vast and enigmatic landscapes. Card placement, movement and combat are integral to this game. Unveil ancient secrets, forge alliances, and engage in strategic warfare to control the scattered settlements. Every decision shapes the fate of your tribe. Will you conquer the dark expanse or be swallowed by its mysteries?

Slots: Thu 2PM (Table 2), Thu 6PM (Table 2), Fri 6PM (Table 1), Sun 10AM (Table 7)

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### **The Blog Master: Exploring Europe**

Presented by The Riverside Realm

Type: Board/Card Game

Grow your "Travel Blog" while Exploring Europe! The Blog Master is a game about not only becoming a blogging superstar but learning about (and sharing) the world around you... During your journey, you will post about some of the greatest landmarks Europe has to offer while building your fledgling site into one of the most popular travel blog destinations on the web. The goal of the game is simple: gain likes, post articles, and collect affiliate revenue to grow your blog.

Slots: Thu 12PM (Table 14), Thu 6PM (Table 14), Thu 8PM (Table 14), Fri 8AM (Table 14)

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### **The Cube Game**

Presented by Unfamous Games

Type: Board/Card Game

An easy to learn, but difficult to master, three-dimensional abstract strategy game for 2 players. Opponents maneuver their pieces around the Cube to score points. Arrange 4 pieces in a row on a single Cube face, score a point. Score 2 points, win the game.

Slots: Thu 8AM (Table 12), Thu 4PM (Table 12), Fri 8AM (Table 12), Fri 2PM (Table 12), Sat 2PM (Table 12), Sat 4PM (Table 12), Sun 8AM (Table 12), Sun 10AM (Table 12)

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### **The Damascus Road**

Presented by 4StoryGames

Type: RPG/Story Game

During a time of Roman occupation, Judea is a small, if not troublesome, corner of the Roman empire. This dismissal of local issues leads to ungraded trade roads ripe for exploit and danger. Travel north from Capernaum to Hazor with only the supplies you bring with you and the hope that it will be enough. A module for Vessel: The Adventure Game

Slots: Thu 2PM (Table 24), Fri 8AM (Table 24), Fri 4PM (Table 24), Sat 10AM (Table 30)

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### **The Department of Interstellar Gathering**

Presented by Good Lich Games

Type: Board/Card Game

A frantic medium-complexity resource gathering game for 2-5 players. Each player takes on the role of a corporation who have been contracted to fly ships through a temporary wormhole over Earth and gather resources from a planet on the other side. Players will disrupt, scramble, and crash each other's ships in an attempt to bring the most resources back to Earth before the unstable wormhole collapses. Each player also gets to select a corporation, each with unique powers and strong one-time abilities to help them come out on top.

Slots: Fri 4PM (Table 14), Sat 6PM (Table 14)

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### **The Game of Switchboard**

Presented by Andalusia Games

Type: Board/Card Game

A compelling mix of Chaos, Strategy, and Convenient Alliances. The shape of the board changes with the number of players (any number between 2-8). Action Cards allow players to switch and move every part of the board. Convenient Alliances are formed to advance pawns and attack common enemies.

Slots: Thu 8AM (Table 5), Thu 2PM (Table 5), Thu 6PM (Table 5), Fri 10AM (Table 5), Fri 2PM (Table 5), Fri 6PM (Table 5), Sat 8AM (Table 5), Sat 12PM (Table 5)

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### **The Great Filters**

Presented by The Great Filters

Type: Board/Card Game

An interactive engine-building game where players evolve a unique animal species. Collect Traits & Species cards to construct your evolutionary tree. Fill a unique niche in various Ecosystems, and expand your population to gain a foothold. And, above all, survive the catastrophic Great Filters - the crucibles of life that define the course of evolution.

Slots: Thu 8PM (Table 16), Fri 8PM (Table 7), Sat 6PM (Table 7), Sat 8PM (Table 7)

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### **The Kingdom**

Presented by Kings Never Die Games

Type: Board/Card Game

Welcome to the Kingdom, a metropolis that could go by any name where you will put your skill and ferocity against others to find out more information about the Kingsman Bloodline that has started to disrupt the different factions cold war that has lasted since the Great Sundering. In this ECG you will become one of the characters of the kingdom and battle a member of one of the factions that vie for power in the city. Vampires, werewolves, the court of the Undead, and Humans are all vying for power against the ancient bloodline of The Kingsmen.

Slots: Thu 2PM (Table 12), Thu 8PM (Table 19), Fri 12PM (Table 19), Sat 12PM (Table 19)

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### **The Known Sky**

Presented by BosTopCo-Op

Type: RPG/Story Game

The Known Sky is a world above the clouds, filled with giant trees and rock pillars that stretch miles into the sky. You must explore this vertical world, unlock the mysteries of the world below the clouds and tame the uncharted sky. Powered by the Year Zero Engine, this TTRPG will immerse you in a world unlike anything else. Explore the Known Sky, expand your understanding, climb to the highest pillars, explore the great thicket, and unlock the power of artifice!

Slots: Thu 2PM (Table 27), Fri 12PM (Table 30), Fri 4PM (Table 30), Sat 4PM (Table 29)

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### **The MCDM RPG**

Presented by MCDM Productions

Type: RPG/Story Game

Whether you're a group of local heroes sent to investigate mysterious goings-on in the nearby haunted wood, or famous mercenaries plotting and scheming in the big city, the MCDM RPG makes building adventures and fighting monsters

Slots: Thu 10AM (Table 25), Fri 10AM (Table 25), Sat 10AM (Table 25)

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### **The Queen's Vintage**

Presented by Quill Gaming

Type: Board/Card Game

When the aristocracy of Bayonette found a cache of wine hidden in a cellar, they discovered half of it was amazing, and half... was terribly spoiled. Rather than throw away that cadaverous cabernet, they decided to see who could tell vintage from venom. It could have been great fun, if the Queen hadn't surprised them all.

Slots: Thu 12PM (Table 19), Fri 8AM (Table 18), Sat 10AM (Table 12), Sun 10AM (Table 22)

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### **The Scribes Guild**

Presented by OCTOFire Studios

Type: Board/Card Game

Compete with other scribes in a multi-faceted game of adaptation and strategy to build words and complete commissions. Go three-dimensional by placing your word over the top of words already on the board. Compete to create the most words of different lengths. Win Guild rewards for accomplishing specific goals. Earn bonus points for playing longer words. Collect and use special powers to alter the flow of the game and increase your odds. Can you be the Word Master?

Slots: Thu 12PM (Table 3), Thu 6PM (Table 8), Fri 12PM (Table 1), Sat 10AM (Table 1)

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### **The Search for the Source of the Nile**

Presented by Advertent Development

Type: Board/Card Game

It's 1780 and the interior of the map of Africa is the largest unknown area on the world's maps. Amazing legends and mysteries await; despite searches dating back to Roman times no European has ever seen the legendary city of Timbuktu, the fabled Mountains of the Moon, or the mysterious source of the river Nile. Are you willing to brave the dangers of the jungle and become a famous and wealthy explorer? Or will you, like many before you, succumb to disease or injury, disappear, and be forgotten?

Slots: Thu 8AM (Table 7), Thu 4PM (Table 7), Fri 10AM (Table 12), Sat 10AM (Table 7)

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### **The Shackleton Series**

Presented by Escape Mail

Type: Board/Card Game

A 6-episode puzzle game that blends escape rooms and board games with historical fiction. The storyline follows the true account of how 28 men got trapped in Antarctica...for 2 years. This voyage is often described as one of the greatest survival stories of all time. Will you survive the harsh landscape of Antarctica as you find clues, solve puzzles and unravel the mysteries of this crew's survival?

Slots: Thu 8AM (Table 34), Thu 10AM (Table 34), Fri 8AM (Table 34), Fri 10AM (Table 34)

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### **The World Down Under**

Presented by All-Nighter Games

Type: Board/Card Game

Discover the miniature world under your feet as you lead your ant colony to a better tomorrow. Reveal the map, build anthills, upgrade your nest, spawn new ants, and battle the forces of nature as you compete to become the dominant colony in a 10 X 10 grid.

Slots: Thu 6PM (Table 26), Sat 12PM (Table 26), Sat 2PM (Table 26)

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### **The Worst Years of Our Lives**

Presented by Hwy 6 Bros LLP

Type: Board/Card Game

A competitive card game that gives 3-4 players an opportunity to achieve high school glory as they compete over the course of four years of ill-advised choices and random events that will shape them for the rest of their fictional lives. Make friends, join teams, dodge bullies, and become legends. The player with the most legendary career at the end of the game has "won" high school (and probably peaked here - so don't feel too bad if you lose). Don't worry - you can always shuffle up and take another go at high school.

Slots: Fri 4PM (Table 17), Fri 6PM (Table 17), Sat 4PM (Table 16), Sat 6PM (Table 16)

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### **Thrown: The Game**

Presented by 10:01 Games

Type: Board/Card Game

A dexterity party card game all about throwing objects at targets. Each round players will choose from one of a couple of objects in their hand and proceed to throw it at the target. Maybe you're throwing a crumpled up piece of paper in a trash bin, dirty laundry into a washing machine, or a pogo stick at your little brother.

Slots: Thu 10AM (Table 29), Fri 10AM (Table 29), Sat 10AM (Table 26), Sat 4PM (Table 26)

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### **Too Many Chefs**

Presented by Art of Play

Type: Board/Card Game

A competitive cooking board game where the chef with the most points wins! Earn points by throwing ingredients into a shared pot in order to match the orientation of ingredients on your recipe card. Don't forget to stir the pot by rotating the board! Any time the ingredients match up, shout "Order up!" instantly to gain points. The actions you take per turn are limited to how many cooks you have. And be on the lookout for meals that will appeal to the two critics dining at the restaurant for bonuses. May the best chef win!

Slots: Sat 6PM (Table 12), Sat 8PM (Table 12)

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### **Transecopia**

Presented by John G Hansen Creations

Type: Board/Card Game

A hidden dice placement game, where players contend for resources without knowing the full extent of each other's intent. It takes calculated risk and a modicum of psychology to assess who and what you are willing to face at each zone, and with what level of commitment. Choose a character, collect resources, and access the reality-defying elements birthed by the spacetime rift to upgrade your submarine. Who will win the honor of being first into the Transecopia?

Slots: Thu 10AM (Table 28), Thu 4PM (Table 28), Fri 8AM (Table 28), Fri 2PM (Table 28), Sat 8AM (Table 28), Sat 10AM (Table 28), Sat 4PM (Table 28), Sun 10AM (Table 28)

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### **True Command**

Presented by Old Dreamer Press

Type: Board/Card Game

Take command of your tanks, scouts, and ground units to effectively command them in the late stages of WW2. Two players will draw orders and turn orders and then assign them to their units.

Slots: Thu 10AM (Table 10), Sat 12PM (Table 11)

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### **Trust Me Not**

Presented by Alsubhi

Type: Board/Card Game

Players bid blindly on a card, hoping for Jade gems worth victory points, they can skip bidding and use shovel tokens to draw from a bag of gems, shovels, coins and COPS. If the cop catches a player he loses his chance to get anything this round.

Slots: Thu 6PM (Table 24), Fri 6PM (Table 24), Sat 6PM (Table 24), Sun 12PM (Table 24)

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### **Tub Wars**

Presented by Breault Games

Type: Board/Card Game

When humans aren't looking, bathtubs become battlegrounds. You are a rubber duckie Captain sailing your bubble ship across the treacherous Tub waters. Collect soap bubbles to strengthen your vessel while keeping an eye out for rival duckies. Up to six players battle in the Tub, working to enhance the powers of their vessels and attack other players. May the best duckie win!

Slots: Thu 4PM (Table 31), Sat 12PM (Table 31)

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### **TWIRL**

Presented by Warehouse 93

Type: Board/Card Game

Whomp, gay! It's happened again: You've lost your friends at TWIRL, your favorite disco-forward circuit party. Score some Fun in this midweight Euro as you Flirt and Dance your way around Warehouse 93 and try to make it out in one piece before the lights come on at 4. Mechanics include: Tactical Movement, Hand Management, Time Management. [WARNING: Adult content. A fantasy game for most.]

Slots: Fri 2PM (Table 22), Fri 4PM (Table 22), Sat 2PM (Table 21), Sat 4PM (Table 21)

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### **Unclaimed Valley**

Presented by Barbershop Games

Type: Board/Card Game

Build your wild animal tableau and race opponents to rule the UNCLAIMED VALLEY. Collect resources to recruit new animals to your pack, or add companions to enhance your abilities. Battle opponents for territories, and build nests/dens to secure them. Be the first to lay all your claim tokens on The Valley to win!

Slots: Thu 8AM (Table 22), Thu 10AM (Table 22), Thu 12PM (Table 22), Thu 2PM (Table 22), Thu 8PM (Table 22), Fri 8AM (Table 22), Fri 10AM (Table 22), Sat 10AM (Table 21)

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### **Usurpers**

Presented by Old Dreamer Press

Type: Board/Card Game

A worker placement game where each of your workers has a type and a level. Many of the worker spaces care about one, the other, or both of those attributes. Blocking is a big dynamic in worker placement games, and in this one, you are allowed to use a space as long as your worker is at least tied for the highest level there when you place it. This means there's not as much blocking at the beginning of the game, but as players level their workers up, blocking (and therefore placement tension) becomes more and more of a thing.

Slots: Sat 10AM (Table 29)

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### **Varsity**

Presented by Minty Beans Game Labs

Type: Board/Card Game

Lead your high school to success on and off the field! Enroll unique students, hire your favorite teachers and coaches, and get ready for Friday Night as 3-6 players meet in one-on-one sports matchups with rival schools! Who will be State Champ? Get in Loser, we're going to play Varsity!

Slots: Thu 6PM (Table 11), Sat 6PM (Table 20)

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### **Victory Garden**

Presented by Tunnel Monster Collective

Type: Board/Card Game

Each player owns a homestead in the rural United States during 1942. By rolling dice, you will choose an area of your homestead for you and your neighbor to work in. Each round has two phases. In the work phase, you will roll dice to select areas of your homestead in which to build features that improve your ability to grow vegetables and grain, collect water and fertilizer, and raise livestock. In the market phase, you will use your resources to earn prestige points, contributing to community events or by making delicious recipes. If either of these doesn't appeal, you can collect free goods from the community market to aid you in later rounds. The player with the most prestige points wins!

Slots: Thu 8AM (Table 31), Thu 10AM (Table 31), Fri 8AM (Table 27), Fri 10AM (Table 27)

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### **Vigilant Lioness**

Presented by Matthew Huntley Studios, LLC

Type: Board/Card Game

Each player controls a size changing woman trying to take down monsters threatening a coastal city. This cooperative boss battling game is hex based, multi-scenario, and uses a simultaneous action system! Perfect for players who like working together or those that love Power Rangers, Ultraman or other mech anime!

Slots: Thu 10AM (Table 17), Fri 12PM (Table 17), Sat 8AM (Table 16), Sat 8PM (Table 15)

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### **Wild Magic West**

Presented by Sparrow Trail Studios

Type: Board/Card Game

A spell-slinging, cattle-wrangling, gadget-building, card-management board game that's all about clever control over an ever-changing board. See if you have what it takes to brave the frontier and become the greatest rancher in the Wild Magic West!

Slots: Fri 8PM (Table 22), Sat 8PM (Table 22), Sun 8AM (Table 22), Sun 12PM (Table 22)

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### **Win or Die**

Presented by Whales Entertainment

Type: Board/Card Game

Players engage in battles without prior knowledge of their opponent's forces, launching attacks or using skills to unveil their deployment and lay them to ruin. All units have different attributes and most of them have special abilities, you can customize them in standard games, or you can use a pre-build line up in this demo. The goal of this game is to eliminate valuable units from your opponent to reduce their morale, and once their morale drops to or below their fatigue, they will lose the game. Fatigue will increase each turn, and it becomes easier to finish off your opponent.

Slots: Thu 2PM (Table 13), Thu 4PM (Table 13), Fri 8AM (Table 13), Fri 10AM (Table 13), Fri 12PM (Table 13), Sat 8AM (Table 13), Sat 10AM (Table 13), Sat 12PM (Table 13)

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**World of Anastroc Trading Card Game**

Presented by King Steven's Games LLC

Type: Board/Card Game

Introducing World of Anastroc: A captivating fantasy realm whose story is told through an innovative trading card game. Embark on a thrilling journey as you collect cards, select leaders, and craft your deck from a diverse array of nationalities. Victory hinges on mastering the art of balancing gold and star cards, strategically deploying attacks, and outmaneuvering foes to claim their territories. With the fate of your people hanging in the balance, seize all 7 territory cards from your adversaries to reignite hope and usher in an era of peace across the enchanting world of Anastroc!

Slots: Thu 8AM (Table 17), Thu 12PM (Table 17), Fri 8AM (Table 20), Fri 12PM (Table 20)

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**Wormhole**

Presented by Origami Whale Games

Type: Board/Card Game

Embark as a dimensional explorer on a dangerous mission to collect gems of great power. Tactically place tiles to expand your territory to collect gems and increase efficiency by sending explorers through wormholes. These wormholes can be dangerous though! It appears that more than just you and your rivals are exploring these vast tunnels! Giant worms destroy everything in their path as they make use of these new dimensional holes you've opened. Maintain efficiency to collect the most gems and knowledge of their great power!

Slots: Sat 8PM (Table 16), Sun 8AM (Table 16), Sun 10AM (Table 16), Sun 12PM (Table 16)

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**Writer's Room**

Presented by Back in Holland Games

Type: Board/Card Game

Work together with your friends to create the next great narrative! Using classic trope cards as your starting point play them in an open spot on the board. Once all the spots are filled take turns flipping them over and verbally adding your creative brilliance to the story. After the story is complete give it a title and you're done. The next great narrative has been told! Time to send it off to your editor.

Slots: Thu 4PM (Table 24), Fri 8AM (Table 7), Sat 8AM (Table 24), Sun 8AM (Table 7)

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