

Reservation ID	Day	Start Time	End Time	Table	GM	# Players	Game Type	Game/Scenario Name	Scenario
F0113	Friday	1:00 PM	5:00 PM	1	Pathfinder Society	6	Role Playing Game	#7-04: The Ironbound Schism	A Pathfinder Society Scenario designed for levels 7–11. The cataclysmic Earthfall shattered the ancient Thassilonian civilization, and like its slumbering ruelords who fled the destruction, many ruins lie hidden. The Ironbound Archipelago was once part of Edasseri, kingdom of envy, and word has reached the Pathfinder Society that an ancient ruin has emerged on the Isle of Flintyreach. Can the PCs gain the local half-orcs' trust and brave the resident giants' wrath to secure this archaeological treasure?
F0118	Friday	6:00 PM	10:00 PM	1	Pathfinder Society	6	Role Playing Game	#8-20: Torrent's Last Will	A Pathfinder Society Scenario designed for levels 7-11. On the Plane of Water, familiar sights grow on impossible scales, from monumental swaths of kelp to utterly titanic sea creatures. The Society has traced a powerful relic to a tremendous shell adrift within a miles-wide swarm of giant jellyfish, and with the help of new allies, the PCs might recover it. They had best beware, though, for the Plane of Water is home to sahuagin and worse that are not eager to welcome intruders. Content in Torrent's Last Will also contributes directly to the ongoing storyline of the Dark Archive faction.
F0213	Friday	1:00 PM	5:00 PM	2	Pathfinder Society	6	Role Playing Game	#7: Our Lady of Silver	A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). You and your fellow Pathfinders are sent to Kather, the shining capital of Qadira, to witness the wedding of Pathfinder Faireven to the wealthy and beautiful Lady of Silver and bring back a trove of relics given to the Society as part of the wedding dowry. When the wedding is disrupted by unscrupulous thieves, you soon find yourself dodging double-crosses, accusations of grave robbery, and worse. You must find the relics soon, or risk facing the eternal exultation of the Society from the treasure-filled deserts of Qadira.
F0218	Friday	6:00 PM	10:00 PM	2	Pathfinder Society	6	Role Playing Game	#2-26: The Mantis's Prey	A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11). The Red Mantis have a contract to assassinate Grandmaster Torch, and the famed Absalom information broker calls in a favor from the Society to prevent his untimely demise. You must locate the Red Mantis assassins sent to kill him and eliminate the threat before they strike.
F0313	Friday	1:00 PM	5:00 PM	3	Pathfinder Society	6	Role Playing Game	#4-14: My Enemy's Enemy	A Pathfinder Society Scenario designed for levels 3–7. Someone in the city of Magnimar is committing crimes and leaving evidence implicating the Pathfinder Society. It falls to the Pathfinders to get to the bottom of it, and what they find may signal the resurgence of an enemy thought long defeated.
F0318	Friday	6:00 PM	10:00 PM	3	Pathfinder Society	6	Role Playing Game	#5-09: The Traitor's Lodge	A Pathfinder Society Scenario designed for levels 3–7. During the recent attack on Nerosyan, Pathfinders sought out a local venture-captain to aid in the city's defense. What they found instead suggested the leader had not only fled recently but had played a part in the demons' offensive. Venture-Captain Jorsal has determined that the safety and integrity of the Pathfinder Society requires that a team delve into the sealed basement beneath the abandoned lodge to determine what other plans his turngoat colleague may have set in motion. Content in "The Traitor's Lodge" also contributes to the ongoing storyline of the Grand Lodge faction.
F0413	Friday	1:00 PM	5:00 PM	4	Pathfinder Society	6	Role Playing Game	#8-16: House of Harmonious Wisdom	A series of five Quests designed for levels 1-5. Mighty Lung Wa once controlled much of Tian Xia, but the empire crumbled a century ago. Three Successor States have squabbled for dominance ever since, each insisting that it alone is the rightful inheritor of Lung Wa's glory. In the shadow of these mighty nations, the humble land of Shokuro has sought the means to discourage its neighbors' territorial ambitions and earn their respect. When a retired hero learns of a lost, legendary palace that might protect relics of the old empire, she calls on the Pathfinder Society for assistance finding the fabled site. The PCs must travel to each of the Successor States in search of clues to uncover the palace and the treasures within. House of Harmonious Wisdom includes five 1-hour adventures that take the PCs across central Tian Xia in search of imperial treasures and forgotten secrets. The series includes a beginning adventure and a finale, but players can experience the other parts in any order.
F0418	Friday	6:00 PM	10:00 PM	4	Pathfinder Society	6	Role Playing Game	#4-19: The Night March of Kalkamedes	A Pathfinder Society Scenario designed for levels 1–5. A veteran Pathfinder exploring the Fenwall Mountains of Varisia has begun sleepwalking, traveling through the dead of night in the same direction each time. The following mornings, however, he awakens injured and lost in the wilderness, never reaching the mysterious destination that drew him from his bed in the night. Something is calling Kalkamedes, something powerful, but unless he can make it safely to the source of his somnambulism, that power will remain a mystery. It falls to a team of Pathfinders to escort the sleepwalker to his destination and uncover the true nature of the strange phenomenon overtaking Kalkamedes's dreams.
F0513	Friday	1:00 PM	5:00 PM	5	Starfinder Society	6	Role Playing Game	#2: Temple of the Twelve	Welcome to the Jungle Now members of the Starfinder Society and piloting their very own ship, the heroes head to the planet Castrovel, home of some of the best universities in the Pact Worlds, to research the clues they found on the mysterious asteroid called the Drift Rock. On Castrovel, the adventurers' findings point them toward an ancient elven temple-city called the Temple of the Twelve, lost deep within Castrovel's teeming wilderness. But in addition to the dangerous flora and fauna of the jungle, the heroes must contend with two other factions—the exiled Corpe Fleet of Eox and the Cult of the Devourer—who are also interested in the asteroid's secrets and have their own plans for the ancient alien technology behind it, if they can find it first!
F0518	Friday	6:00 PM	10:00 PM	5	Starfinder Society	6	Role Playing Game	#7: The Reach of Empire	Guerrillas in the Mist Hired to transport supplies to a fog-shrouded world in the Vast, the heroes discover that a small military force from the Azlanti Star Empire has invaded and occupied the Pact Worlds colony there. The heroes must liberate the settlement from their merciless oppressors, but when they do, they learn that the Azlanti have taken both an experimental starship drive discovered on the planet and one of the colonists—an old friend of the heroes—back to the Star Empire!
F0612	Friday	12:00 PM	3:00 PM	6	Shaun Dusek	5	Role Playing Game	Kagegami High	"Kagegami High is a private girls-only school on a small island off the coast of Tokyo. It is a place for learning, menacing government agencies, strange religious practices from the dawn of Japanese history, and moral and physical development, all in a secluded location, free from wicked outside influences. It's supposed to be a very good, very elite school. You remember hearing that somewhere, though you're not sure where. You got in, though you're not sure when you applied, how you passed the entrance exam, how your family is paying for it, or how exactly you got here. There are a lot of things you're not sure about, but is that really so different from before? What you have before you is a comedic role-playing game where you take on the role of schoolgirls at a strange, surreal high school where every conspiracy, every urban legend, is true, though not necessarily in the way you'd expect. The simple rules and copious random tables bring Kagegami High and the island of Kageshima to life, letting you have countless strange, surreal, and hilarious adventures there."
F0617	Friday	5:00 PM	7:00 AM	6	Jeremiah Fred	6	Role Playing Game	Shadowrun	Enjoy learning or boring up on Shadowrun fifth edition. Play in a original run made by the host. Pre-generated characters are waiting for you. Be a rigger and make sure the engine is warm, a decker keeping the matrix clear, a spell slinger covering our astral butts or a street samurai ready to put some hurting on. Deception. Deduction. Destruction.
F0711	Friday	11:00 AM	12:30 PM	7	C. Truman Aitken	8	Board Game	Hail Hydra	In Hail Hydra, you and your friends team up as Marvel's S.H.I.E.L.D. heroes to save New York City! But wait — your fellow heroes may be villainous HYDRA operatives in your midst! Use social deduction to determine who is a secret HYDRA agent and who is truly loyal to S.H.I.E.L.D. If you succeed, you and your fellow S.H.I.E.L.D. heroes will retrieve the Cosmic Cube from the Red Skull and save the city! If the city is destroyed, HYDRA wins.
F0713	Friday	1:00 PM	4:00 PM	7	C. Truman Aitken	4	Board Game	Terraforming Mars	In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. This game will be played with the Venus Next expansion.

F0717	Friday	5:30 PM	6:45 PM	7	Daniel Hundycz	4	Board Game	Affliction: Salem 1692	Affliction: Salem 1692 has received fantastic National reviews - Play with the designer. A historically accurate highly strategic game. Players will represent a faction within the town or village of Salem, using influence to bring colonists to your circle. You may also use that influence to ask the Governor to protect individuals, for the Magistrate to arrest others, the Judge to help you to become more influential or Cotton Mather to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. https://dphgames.com/affliction
F0719	Friday	7:00 PM	8:30 PM	7	Daniel Hundycz	8	Board Game	The Gate of Rlyeh	The Gate of Rlyeh: a deduction game of cosmic horror. (1 hour) As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. You must be confident that you are combining the proper components, but be warned, delving into the occult is certain to affect you and your colleague's sanity. Cultists are sure to be aware of your plans by now and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. That is your mission ... at the Gate of Rlyeh. More Info at https://dphgames.com/rlyeh
F0721	Friday	9:00 PM	10:00 PM	7	Daniel Hundycz	5	Board Game	Usurp the King	The King may be in trouble. The court that surrounds him contains subjects who seek power. Each player represents a family that will vie for control over subjects and provide them with items to assist. Featuring seven victory conditions the path to victory may shift as you gain more information about each subject's motives and those of the other families. Your allegiances will twist and change based on your interests. The subjects are but pawns. The game is played over two phases: Intrigue and Rebellion. Your actions will determine if the King remains in power, the Usurper takes over, the Heir inherits the crown, the Illegitimate child takes the seat or if the end result is anarchy. This game has yet to be released.
F0810	Friday	10:00 AM	12:00 AM	8	Ron Rich	6	Board Game	New York Pizza Delivery	Become New York City's finest Pizzeria owner, by collecting ingredients and delivering pizzas to the inhabitants of Manhattan.
F0812	Friday	12:00 PM	2:00 PM	8	Ron Rich	6	Board Game	New York Pizza Delivery	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
F0814	Friday	2:00 PM	3:00 PM	8	Ron Rich	4	Board Game	To The Rescue - Puppies	Use your skills as a local kennel owner to rescue puppies from the city and take them to your kennel so that you can train them until you find them an appropriate family to adopt them.
F0815	Friday	3:00 PM	4:00 PM	8	Ron Rich	4	Card Game	To The Rescue	Come join in this light card game of Dog Rescue and Adoption. You will navigate though the neighborhood learning skills and rescuing dogs, once rescued the dogs will then need to be adopted to loving families. The first person to get three dogs adopted will end the game and the person with the highest point total will be the star kennel.
F0816	Friday	4:00 PM	6:00 PM	8	Ron Rich	6	Board Game	New York Pizza Delivery	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
F0819	Friday	7:00 PM	9:00 PM	8	Ron Rich	6	Board Game	New York Pizza Delivery	Become New York City's finest Pizzeria owner, by collecting ingredients and delivering pizzas to the inhabitants of Manhattan.
F0914	Friday	2:00 PM	6:00 PM	9	James I Pelton	6	Role Playing Game	All Flesh Must Be Eaten: Space 2099	Welcome to Moonbase Alpha! You play new recruits to the base. In the future, the moon is a stepping stone to Mars. Sooner or later everyone passes through Alpha, including zombies!??
F0919	Friday	7:00 PM	11:00 PM	9	James I Pelton	4	Board Game	Mountains of Madness	The classic Call of Cthulhu story turned into a board game. Play members of the expedition trying to survive in a frozen mountain setting. If you can investigate the mysterious city and get to the top of the mountain you win!
F1312	Friday	12:00 PM	1:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1313	Friday	1:00 PM	2:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1314	Friday	2:00 PM	3:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1315	Friday	3:00 PM	4:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1316	Friday	4:00 PM	5:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1317	Friday	5:00 PM	6:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1318	Friday	6:00 PM	7:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1319	Friday	7:00 PM	8:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1320	Friday	8:00 PM	9:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
F1321	Friday	9:00 PM	10:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
FRC14	Friday	2:00 PM	6:00 PM	RC	Rogue Cthulu: Bridgett Jefferies	8	Role Playing Game	Sorrow In Tsavo	Welcome to Africa (1898). The British are building a railway bridge over the river Tsavo to connect worlds. Unfortunately, a pair of lions known as "The Ghost" and "The Darkness," are stalking and brutally killing members of your crew. The leadership team must find a way to stop these man-eaters before the project is abandoned entirely.
FRC20	Friday	8:00 PM	12:00 AM	RC	Rogue Cthulu: Tyler Wingate	8	Role Playing Game	Lights Out	When what should have been a simple hike on the Appalachian trail goes awry and you must fight for your very survival! Did you remember to pack those needed supplies, or will you fall prey to forgetfulness or whatever it is that lurks in the forest? Modern Day Era
S0109	Saturday	9:30 AM	1:30 PM	1	Pathfinder Society	6	Role Playing Game	#35: Voice in the Void	A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst. When strange sounds echo from below and several of the curator's night watchmen go missing, he panics and begs the Society to investigate the mystery and save his museum from the darkness that infests it. Voice in the Void is a follow-up scenario to Pathfinder Society Scenario #5: Mists of Mwangi. When played together, the scenarios create a mini story arc in the famed Blackros Museum.
S0114	Saturday	2:00 PM	6:00 PM	1	Pathfinder Society	6	Role Playing Game	#3-21: The Temple of Empyrean Enlightenment	A Pathfinder Society Scenario designed for levels 1-5. In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Pathfinder Society to explore an abandoned assimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment.

S0119	Saturday	7:00 PM	11:00 PM	1	Pathfinder Society	6	Role Playing Game	#8-99: The Solstice Scar	A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5-6 and 8-9).
S0209	Saturday	9:30 AM	1:30 PM	2	Pathfinder Society	6	Role Playing Game	#2-03: The Rebel's Ransom	The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artifacts for the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it.
S0214	Saturday	2:00 PM	6:00 PM	2	Pathfinder Society	6	Role Playing Game	#3-02: Sewer Dragons of Absalom	A Pathfinder Society Scenario designed for Levels 3-7. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.
S0219	Saturday	7:00 PM	11:00 PM	2	Pathfinder Society	6	Role Playing Game	#8-99: The Solstice Scar	A Pathfinder Society Scenario designed for Levels 5-9.
S0309	Saturday	9:30 AM	1:30 PM	3	Pathfinder Society	6	Role Playing Game	#3-10: The Immortal Conundrum	When the Pathfinder Society receives an invitation to a dinner party at the Thuvian Embassy, hosted by the guardian of this year's six doses of the infamous sun orchid elixir, the Decemvirate sends a team of Pathfinders to represent them and uncover the nature of the event. Can the PCs navigate the complex social landscape of Absalom's elite and gain access to the mysterious vault known as the Conundrum, or will they face public ridicule or worse in the face of the steepest competition in the Inner Sea?
S0314	Saturday	2:00 PM	6:00 PM	3	Pathfinder Society	6	Role Playing Game	#2-25: You Only Die Twice	A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5-6 and 8-9). The Pathfinder Society sends you into the undead-ruled nation of Geb for an undercover mission, not disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?
S0319	Saturday	7:00 PM	11:00 PM	3	Pathfinder Society	6	Role Playing Game	#8-99: The Solstice Scar	A Pathfinder Society Scenario designed for levels 1-5.
S0409	Saturday	9:30 AM	1:30 PM	4	Pathfinder Society	6	Role Playing Game	#4-07: Severing Ties	The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team of agents to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar. After proving their value to the Aspis Consortium by carrying out a number of tasks throughout the City of Cyphers, the Pathfinders can learn the location of one of the consortium's local allies and ensure that the support the Aspis Consortium is counting on from their friends won't come.
S0414	Saturday	2:00 PM	6:00 PM	4	Pathfinder Society	6	Role Playing Game	#5-13: Weapon in the Rift	A Pathfinder Society Scenario designed for levels 5-9. Dire need begets great innovation, and Ghalcor, a cleric of Iomedae, created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. Unfortunately, the fiends overwhelmed Ghalcor and his assistants before they could arm and trigger the weapon, but complex fail-safes sealed off Ghalcor's tower and kept the device from falling into abyssal hands. As the Fifth Mendevian Crusade rages on, Ghalcor's secret weapon could be the factor that turns the tide, so the Pathfinder Society has agreed to find a way past the indiscriminate safeguards to secure the device for the crusaders—a task complicated by their pushing past enemy lines. Content in "Weapon in the Rift" also contributes directly to the ongoing storyline of the Silver Crusade faction.
S0419	Saturday	7:00 PM	11:00 PM	4	Pathfinder Society	6	Role Playing Game	#8-99: The Solstice Scar	It Takes One Spark
S0509	Saturday	9:30 AM	1:30 PM	5	Starfinder Society	6	Role Playing Game	#13: Fire Starters	A magical portal to the Plane of Fire disappears into the sun just after something exits it for the first time in recorded history. An overwhelming telepathic burst from within the star quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to a lushunta enclave called Asanaton, a bubble-city in the sun's atmosphere, to meet with another scientist who can help. Before that meeting can happen, however, the psychic disturbance leads radicals among the telepathically sensitive lushuntas to take matters into their own hands, closing Asanaton off from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape!
S0514	Saturday	2:00 PM	6:00 PM	5	Starfinder Society	6	Role Playing Game	#5: The Thirteenth Gate	A Place in the Suns The heroes journey deeper into the Vast to find the Gate of Twelve Suns, an alien megastructure consisting of a dozen stars arranged in a perfect circle. However, members of the Cult of the Devourer precede them, and the heroes must contend with the cultists for control of the alien technology found on the single planet orbiting each sun. Only by defeating these foul marauders can the heroes keep the superweapon hidden here out of the wrong hands—though the destructive zealots are far from the only threats found in the system.
S0519	Saturday	7:00 PM	11:00 PM	5	Starfinder Society	6	Role Playing Game	#8-99: The Solstice Scar	The Brothers and Sisters of Virtue have been silent for 40 years, their Holy Water Font has run dry, the stream runs foul, the woods are dark and rotting. What has become of the Virtuous Monks? Can your party discern their fate and make the well spring of life run pure once again?
S0610	Saturday	10:00 AM	4:00 PM	6	Kirk W Olsen	8	Role Playing Game	Tower of Virtue - Corruption	You have been summoned, literally, you are one of several Monster Summoning VII "monsters" to aid a lone wizard/thief in her quest to obtain the "Tome of Ultimate Evil". her plan was flawless so far... but something has gone horribly wrong... how will the "summoned" respond?
S0617	Saturday	5:00 PM	9:00 PM	6	Kirk W Olsen	8	Role Playing Game	Ready RPG ONE - Tome of Horros	Use your skills as a local kennel owner to rescue puppies from the city and take them to your kennel so that you can train them until you find them an appropriate family to adopt them.
S0708	Saturday	8:00 AM	9:00 AM	7	Ron Rich	4	Board Game	To The Rescue - Puppies	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
S0710	Saturday	10:00 AM	12:00 PM	7	Ron Rich	6	Board Game	New York Pizza Delivery	Come join in this light card game of Dog Rescue and Adoption. You will navigate through the neighborhood learning skills and rescuing dogs, once rescued the dogs will then need to be adopted to loving families. The first person to get three dogs adopted will end the game and the person with the highest point total will be the star kennel.
S0713	Saturday	1:00 PM	2:00 PM	7	Ron Rich	4	Card Game	To The Rescue	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
S0714	Saturday	2:00 PM	4:00 PM	7	Ron Rich	6	Board Game	New York Pizza Delivery	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
S0716	Saturday	4:00 PM	6:00 PM	7	Ron Rich	6	Board Game	New York Pizza Delivery	Come join in this light card game of Dog Rescue and Adoption. You will navigate through the neighborhood learning skills and rescuing dogs, once rescued the dogs will then need to be adopted to loving families. The first person to get three dogs adopted will end the game and the person with the highest point total will be the star kennel.
S0718	Saturday	6:00 PM	7:00 PM	7	Ron Rich	4	Card Game	To The Rescue	Become New York City's finest Pizzeria owner, by collecting ingredients and delivering pizzas to the inhabitants of Manhattan.
S0719	Saturday	7:00 PM	9:00 PM	7	Ron Rich	6	Board Game	New York Pizza Delivery	You're still playing bloodthirsty enemies of that despicable philanthropist Doctor J. Robert Lucky; but this time, you're trying to kill him on Isla Fortuna, his mysterious tropical island. Isla Fortuna is much more dangerous than Lucky Mansion, so you'll be dodging monsters and traps the whole time you're there.
S0810	Saturday	10:00 AM	12:00 PM	8	Daniel S Chenin	16	Board Game	The Island of Dr. Lucky	

S0813	Saturday	1:00 PM	5:00 PM	8	C. Truman Aitken	4*	Board Game	Terraforming Mars	"In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things. This game will be played with one of the three available boards (randomly determined before initial selections are revealed), Venus Next, Prelude, and The Colonies expansions. Corporate Era and Research drafting will be utilized. The World Government will not be employed. Four hours is allotted but the game may end earlier." *This session is for players who are already familiar with the rules.
S0909	Saturday	9:00 AM	12:00 PM	9	James I Pelton	3	Board Game	First Martians Adventures on the Red Planet	A co-operative game where you complete scientific missions on the red planet and survive. This is a crazy secret selection, simultaneous reveal programming game that plays in about 30 minutes. The closer you get to the end of the game, the more insane and paranoid you (and your cat) will get. You will laugh, plot and scratch your brain! Play as a cat against 3 to 5 other cats attempting to Catch, Steal and Eat birds in the backyard. All of you will have the same abilities at your disposal. Stalk the big birds before catching them. Play with the ones that you caught to increase their enjoyment value before eating them. http://dphgames.com/cats/
S0913	Saturday	1:00 PM	1:45 PM	9	Daniel Hundycz	5	Board Game	CATS a sad but necessary cycle of violent predatory behavior	
S0914	Saturday	2:00 PM	2:45 PM	9	Daniel Hundycz	4	Card Game	Psychological Warfare	A twisted humorous psychology themed 1/2 hour card game. Psychological Warfare employs a unique mechanic where your increasing emotional baggage begins to restrict your choices. At the same time you must balance your mental energy and play your cards wisely. Scoring is measured by how well you meet your 4 basic needs. To win, you need to be just a little bit better than everyone else. Defense Mechanisms, Phobias, Neurosis, Backhanded Compliments and a whole lot more. More information is available at http://dphgames.com/psychological
S0915	Saturday	3:00 PM	3:45 PM	9	Daniel Hundycz	4	Board Game	Yokai Hunters	Use the 5 foundation Chinese Elements (Wood, Water, Earth, Metal, & Fire) to capture Yokai. Players will take turns swapping tokens on a 5x5 grid in an attempt to match patterns on 3 available Yokai. Yokai captured by using their source element will be worth more points. Use the capture of a smaller Yokai to set up a more valuable one, but take care not assist your opponent in the process. After capturing a Yokai, a magical event will occur. Turning the game board, flipping tokens to reveal voids or wilds. This is a puzzle style game with a different twist.
S0916	Saturday	4:00 PM	5:00 PM	9	Daniel Hundycz	4	Board Game	Affliction: Salem 1692	Affliction: Salem 1692 has received fantastic National reviews - Play with the designer. A historically accurate highly strategic game. Players will represent a faction within the town or village of Salem, using influence to bring colonists into your circle. You may also use that influence to ask the Governor to protect individuals, for the Magistrate to arrest others, the Judge to help you to become more influential or Cotton Mather to spread suspicion. Affliction is a highly interactive worker placement game with an engine building and engine disruption mechanic. https://dphgames.com/affliction
S0917	Saturday	5:00 PM	7:00 PM	9	Emilia L Lombardi	5	Role Playing Game	Chill 3rd ed	An Earth research station on Europa has gone dark. You and your crew are sent to check it out. (Chill in space)
S0919	Saturday	7:00 PM	8:30 PM	9	Daniel Hundycz	8	Board Game	The Gate of R'tyeh	As specialists from the Department of Paranormal Investigations, you have been sent to perform incantations to create four sigils and reinforce the cosmic gate. You must be confident that you are combining the proper components, but be warned, delving into the occult is certain to affect you and your colleague's sanity. Cultists are sure to be aware of your plans by now and are secretly plotting to thwart them. The clock is ticking and time is running short. Stop the cultists - create the sigils - secure the gate - save humanity. That is your mission ... at the Gate of R'tyeh. More Info at https://dphgames.com/rtyeh
S0921	Saturday	9:00 PM	10:00 PM	9	Daniel Hundycz	5	Board Game	Usurp the King	The King may be in trouble. The court that surrounds him contains subjects who seek power. Each player represents a family that will vie for control over subjects and provide them with items to assist. Featuring seven victory conditions the path to victory may shift as you gain more information about each subject's motives and those of the other families. Your allegiances will twist and change based on your interests. The subjects are but pawns. The game is played over two phases: Intrigue and Rebellion. Your actions will determine if the King remains in power, the Usurper takes over, the Heir inherits the crown, the illegitimate child takes the seat or if the end result is anarchy. This game has yet to be released.
S1019	Saturday	7:00 PM	9:00 PM	10	Navaid Ahmed Syed	6	Card Game	Value Eaters: SUVs	An educational card game based on the concept that factual statistics listed on each card are used by players in attempts to outperform the other players in order to win the game. While providing hours of fun, playing the game simultaneously allows for learning of factual statistics. This game's theme is Sport Utility Vehicles sold in the U.S. between 2017 & 2018. So, if you're in the market for a new SUV, you may inadvertently come away from this game with the unexpected knowledge of exactly which SUV would be best for your next purchase!
S1218	Saturday	6:00 PM	10:00 PM	12	Shaun Dusek	5	Role Playing Game	Masks: A New Generation	Mask: A New Generation is a superhero game in which a team of young hero's fighting villains, Saving Lives and trying to figure out who they are. All against the backdrop of Halcyon City. Mask ses the Powered By The Apocalypse system for a cooperative storytelling game. New players welcome.
S1311	Saturday	11:00 AM	12:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1312	Saturday	12:00 PM	1:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1313	Saturday	1:00 PM	2:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1314	Saturday	2:00 PM	3:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1315	Saturday	3:00 PM	4:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1316	Saturday	4:00 PM	5:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1317	Saturday	5:00 PM	6:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1318	Saturday	6:00 PM	7:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1319	Saturday	7:00 PM	8:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1320	Saturday	8:00 PM	9:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
S1321	Saturday	9:00 PM	10:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!

SRC10	Saturday	10:00 AM	2:00 PM	RC	Rogue Cthulu: Byron Wingate	8	Role Playing Game	Per Tantum Invitatio	On a tiny island north of Sicily, called Basiluzzo, an exclusive auction is to have taken place. The greatest beast hunter in the empire is said to have captured a rare, quite unique animal. No one knows what it is, but many want to purchase it from him. Some want it for their private menageries, some to put on display in the area (both as part of a parade or to be put to death by beastari), and some others for reasons all their own (scholars, wizards, and alchemists). Many wealthy people sent emissaries, with huge coffers of treasure, but so far none have returned. The auction was supposed to have concluded five days ago, but no one has arrived home. A wealthy patrician, who sent an emissary, wished to know what is going on. He hires the investigators to travel to this island and report back to him what has happened to his emissary, his money, and possible the fate of the mysterious animal everyone was (possibly is) so interested in obtaining.
SRC17	Saturday	5:00 PM	9:00 PM	RC	Rogue Cthulu: Bridgett Jefferies	8	Role Playing Game	Flight 3009	Welcome aboard Mythos Flight 3-0-0-9, with non-stop service from Washington D.C. to Arkham, Massachusetts. Unbeknownst to you and your fellow passengers, there's something else aboard this flight... and it plans to take you to destinations unknown. This is a Cthulhu/Dread Mash Up. No character creation: Cthulhu 7th Edition pregens provided.
U0109	Sunday	9:30 AM	3:00 PM	1	Pathfinder Society	6	Role Playing Game	#10-09: The Rasping Rebirth	A Pathfinder Society Scenario designed for levels 12-15. Over a century ago, hordes from the Abyss tore through a weak point in the Material Plane and surged forth onto Golarion, creating a corrupted and blighted land that would come to be known as the Worldwound. Legions of crusaders fought against the demonic incursion, containing it behind a wall of holy artifacts. In Pathfinder Society Season 5: Year of the Demon, forces bolstered by Pathfinder agents pushed back a demonic siege and even reclaimed land that had long languished under demonic control. The heroes of the Wrath of the Righteous Adventure Path finished the job, sealing the Worldwound and slaying the demon lord responsible for its creation, Deskar. Yet the land where the rift to the Abyss once stood remains scarred and fragile, and on the Abyss itself, some artifacts and powers tied to Deskar remain unclaimed. One of the Pathfinder Society's most formidable enemies, the demon Koth'Vaul, is eager to seize upon these opportunities. Unless the PCs thwart him, Koth'Vaul's will become even more powerful than ever before, and wreak truly terrifying vengeance upon the Pathfinder Society.
U0209	Sunday	9:30 AM	3:00 PM	2	Pathfinder Society	6	Role Playing Game	#2-20: Wrath of the Accursed	A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11). When Pathfinders in and around the Osirian capital of Sothis don't respond to an emergency summons to the Sothis Lodge, you are sent to discover their whereabouts. What you discover are a series of horrific murders all tied to a long-forgotten curse from the Society's past.
U0309	Sunday	9:30 AM	3:00 PM	3	Pathfinder Society	6	Role Playing Game	#4-03: The Golemworks Incident	A Pathfinder Society Scenario designed for levels 5-9. When the Golemworks in Magnimar starts reporting some "problems" with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.
U0409	Sunday	9:30 AM	3:00 PM	4	Pathfinder Society	6	Role Playing Game	#4-09: The Blakros Matrimony	A Pathfinder Society Scenario designed for levels 3-7. The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?
U0509	Sunday	9:30 AM	3:00 PM	5	Starfinder Society	6	Role Playing Game	#1: The Incident at Absalom Station	A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever...
U0708	Sunday	8:00 AM	9:00 AM	7	Ron Rich	4	Board Game	To The Rescue - Puppies	Use your skills as a local kennel owner to rescue puppies from the city and take them to your kennel so that you can train them until you find them an appropriate family to adopt them.
U0709	Sunday	9:00 AM	11:00 AM	7	Ron Rich	6	Board Game	New York Pizza Delivery	So you want to build a pizzeria in New York City and then deliver pizzas to the residents. Well this is a game for you. Collect your ingredients, build and upgrade your pizzeria, and travel around Manhattan delivering. The person amassing the most money will be declared the winner.
U0711	Sunday	11:00 AM	12:00 PM	7	Ron Rich	4	Card Game	To The Rescue	Come join in this light card game of Dog Rescue and Adoption. You will navigate through the neighborhood learning skills and rescuing dogs, once rescued the dogs will then need to be adopted to loving families. The first person to get three dogs adopted will end the game and the person with the highest point total will be the star kennel.
U1311	Sunday	11:00 AM	12:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
U1312	Sunday	12:00 PM	1:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
U1313	Sunday	1:00 PM	2:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
U1314	Sunday	2:00 PM	3:00 PM	13	Eliot Aretskin-Hariton	4	Board Game	Obelisk - Tower Defense	A cooperative, tower defense, strategy game designed in Cleveland. As the Queen's Councilors, you were excited when she went on vacation and left you in charge. That excitement quickly changed to alarm as Stone Demons starting pouring out of a nearby portal. Capture them all before they escape!
URC10	Sunday	10:00 AM	2:00 PM	RC	Rogue Cthulu: Tom Arnott	8	Role Playing Game	Prey for Death	Childhood friends purchase a cabin in Fossil Ridge, Colorado at a bargain price to host their annual hunting retreat. Native wildlife is restless. What has the local fauna so agitated? Maybe it wasn't such a deal after all? These and many more questions answered in Prey for death.