

**DOUBLE  
EXPOSURE** Inc.



# 2025

## Playtest Listing

### Abduction Deduction

Presented by Nab City Games

Type: Board/Card Game

A dice strategy game where players play as farmers at night trying to get their cows into their barns to save them from a spaceship abducting cows. Farmers can score additional points for getting close to the spaceship, but don't get too close for the spaceship can also abduct farmers too. The spaceship can also be controlled by any player on their turn and control opponents' farmers and cows. Players are rewarded by burning cows and abducting cows by gaining additional barns to place and gaining power ups to make the spaceship more powerful.

Slots: Fri 8PM (Table 18), Sat 12PM (Table 18), Sat 4PM (Table 18), Sat 8PM (Table 18)

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### Apis Mellifera: the Bee Game

Presented by Apis Gaming

Type: Board/Card Game

You play as a beehive. Your goal is to become the strongest hive and survive the year. To do so, you will face numerous challenges, including pests, animal attacks, harsh weather conditions, and other hives vying for your resources. You have six rounds to grow your hive, gather nectar and pollen, make honey, and fend off the threats to become the strongest hive at the end of the year. The hive with the most victory points wins. This bee-themed worker placement introduces actual bee facts and science into its gameplay.

Slots: Fri 10AM (Table 7), Fri 4PM (Table 7), Sat 10AM (Table 5), Sat 4PM (Table 5)

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### Archon

Presented by Tome & Blade

Type: Board/Card Game

In this interstellar political management video game, rise as humanity's next leader. Conquer alien worlds or engage in diplomacy, resolve threats of anarchy through force or legislation, and rebuild a broken empire in a war-torn galaxy. Every choice has a consequence. What will you choose, Your Eminence?

Slots: Thu 8AM (Table 34), Thu 10AM (Table 34), Thu 12PM (Table 34), Thu 2PM (Table 34), Thu 4PM (Table 34), Thu 6PM (Table 34), Thu 8PM (Table 34), Fri 8AM (Table 34), Fri 10AM (Table 34), Fri 12PM (Table 34), Fri 2PM (Table 34), Fri 4PM (Table 34), Fri 6PM (Table 34), Fri 8PM (Table 34)

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### Archons MMOTTE

Presented by Puppypcat Productions

Type: RPG/Story Game

In this fantasy tabletop RPG, you are playing as a hero with supernatural powers at your disposal. To keep the adventure short, we're using pregens and dropping you straight into the action. You'll need a cellphone or other device with internet access to test the digital tools.

Slots: Thu 4PM (Table 28), Fri 12PM (Table 23), Fri 6PM (Table 33), Sat 12PM (Table 33)

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### Artemis Rift

Presented by Rockport Games

Type: Board/Card Game

In the aftermath of catastrophe and galactic upheaval, four factions vie for dominance across a fractured galaxy. Build your faction's fleet, deploy cunning allies, and secure strategic locations. Every card serves multiple strategic purposes as you balance resource collection, tactical combat, and political maneuvering. With distinct faction abilities and multiple paths to victory, no two games unfold the same way. Will you restore order through military might, economic dominance, scientific advancement, or exploration? The fate of civilization rests in your hands.

Slots: Thu 10AM (Table 24), Fri 2PM (Table 26), Sat 10AM (Table 28), Sat 2PM (Table 27)

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### Avarice

Presented by Brickly Games

Type: Board/Card Game

A lightning-fast 4X strategy board game you can learn in under ten minutes and conquer in under forty-five. Ambition is your greatest weapon - and your deadliest curse. Expand across vivid hexagonal landscapes, build shrines atop sacred sites to fuel your rise, and clash with rivals in a unique combat system to forge your empire. In Avarice, every decision is a temptation. Every triumph feeds the hunger. Will you ascend to eternal glory? Or will your greed devour you from within?

Slots: Fri 4PM (Table 21), Fri 6PM (Table 21), Sat 2PM (Table 21), Sat 4PM (Table 21)

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### Band Wagon

Presented by Specular Board Games

Type: Board/Card Game

A dual layer pick-up & deliver, deck building game. It takes you on a whimsical journey across the London country-side during the Renaissance Era as a traveling troupe building instruments to put on the best performance at London's 3 week music festival. Are you the bard to beat?

Slots: Fri 8AM (Table 9), Fri 10AM (Table 9), Fri 8PM (Table 9), Sat 2PM (Table 18)

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### BANK ROLL

Presented by COTG

Type: Board/Card Game

A no-risk, all-reward dice and chip placement game where players must roll dice to rescue their fortunes from a locked bank vault, and then blow it all on outrageous luxury in a shameless race to outdo one another! Unlocking the vault is no small task; it takes nerve, sharp instincts, and a whole lot of luck. But don't worry - in BANK ROLL, there's always another chance! And no matter who you are, living in Lucksury is never more than a couple of dice rolls away!

Slots: Thu 2PM (Table 23), Thu 4PM (Table 23), Fri 12PM (Table 25), Fri 4PM (Table 26)

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### Bardaga Ice and Sea

Presented by Cogitando Games

Type: Board/Card Game

2 Sorcerers battle upon the cold waters of the North. Each Sorcerer controls the movements of Creatures of the north: Monster Crabs, Ice Dragons and Demon Polar Bears. Each Creature can move in the sea and on Ice. Creatures can also move Icebergs changing the battle area they compete on. In addition, each Sorcerer and creature have special powers. The Monster Crab can stack and unstack Icebergs. The Ice Dragon is a powerful swimmer that can melt an Iceberg. The Demon Polar Bear can run across the Icebergs even if they are stacked.

Slots: Fri 6PM (Table 8), Sat 8AM (Table 20), Sat 4PM (Table 17), Sat 8PM (Table 17)

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### Bibliotheca

Presented by Ziegler House

Type: Board/Card Game

Players visit literary sites in a utopian village to collect, share and "read" books, building personal libraries filled with various genres. Knowledge points are earned through strategic actions with the ultimate goal to be the Master Book Curator.

Slots: Fri 12PM (Table 17), Fri 2PM (Table 17), Sat 2PM (Table 6), Sat 4PM (Table 6)

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### Big Battle Beat Down

Presented by Square Fire Gaming

Type: Board/Card Game

An over the top Arena Shooter. Set in the future, BBBB is the #1 show on TV. Mega Corporations send their Fighters into trap filled Arenas to battle it out for glory! You'll select one of these corporations and control their 3 Fighters. Equip your Fighters with weapons and gear then send them into today's arena - Hazmat Stadium! Be warned, the hosts Chuck and Lester will be triggering arena traps keeping things interesting. Each Fighter has unique abilities in this wild futuristic world based off the movie Idiocracy and shows like Battle Bots & WWE.

Slots: Fri 2PM (Table 21), Sat 4PM (Table 15), Sat 6PM (Table 15), Sat 8PM (Table 15)

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### Big Day!

Presented by Dream Bridge Games

Type: Board/Card Game

When hurricanes strike the Gulf Coast, millions of migrating birds shelter on the nearest land. Birdwatchers from all over the world flock to wildlife sanctuaries to witness these spectacular gatherings. Eagle-eyed birders race to tick off the most species. Diligently track down tips on new birds and tick them off your list to earn points. But nabbing one extra bird can be the difference that puts you ahead. Stay the course and collect your ticks...or chase the crowd of twitchers for that extra edge. Choose carefully - spot the most birds and become champion of a legendary BIG DAY!

Slots: Thu 12PM (Table 23), Fri 10AM (Table 33), Sat 10AM (Table 34), Sat 4PM (Table 34)

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### **Bilge Rats**

Presented by Eleventy Gentlemen

Type: Board/Card Game

Each player has their own personal agenda to accomplish while the crew debates whether or not to mutiny against their captain. Some players need the captain to be spared in order to win the game, while others are not so merciful, others still may be fine either way as long as they accomplish some other objective, and still others may want one thing at first before swapping allegiances if the game takes too long. Each turn, a player influences a crew member to do something, but the 10 crew members can only take two unique actions each, so the game in its entirety will last about 20 turns at most. This fast-paced lightning quick and chaotic social deduction game rewards those who can pick up on cues and cleverly mislead others, betray your agenda at your own risk, because someone else may make you walk the plank!

Slots: Fri 10AM (Table 31), Sat 12PM (Table 30)

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### **Boarding Party**

Presented by Beadle & Grimm's

Type: Board/Card Game

Raid. Plunder. Betray. Boarding Party is a tactical and occasionally cooperative combat board game where your band of pirates board and loot derelict space ships swarming with mutants, robots, cosmic monsters, genetically altered super-bunnies, or worse.

Slots: Thu 10AM (Table 23), Thu 4PM (Table 26), Fri 8AM (Table 23), Fri 2PM (Table 23), Sat 8AM (Table 23), Sat 12PM (Table 23), Sat 2PM (Table 23), Sun 8AM (Table 23)

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### **Bog Hollow Brigade**

Presented by CrossCut Games, Inc

Type: Board/Card Game

A whimsical, push-your-luck deck-building game set in the tangled woods of 1920s England. Players take on the roles of imaginative kids playing traps, tricky terrain, and the curious Bogborn. Each turn is a gamble—press forward for greater rewards or retreat to regroup. Build your deck, time your tools, and earn glory through bold adventures and clever decisions. A new game by the designer of Transmissions, Kodachi, Ninjato, Deadline, and the upcoming Sudds & Malone.

Slots: Thu 8AM (Table 20), Thu 10AM (Table 20), Fri 10AM (Table 20), Fri 4PM (Table 16)

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### **Boiling Point!**

Presented by Anoba Studios

Type: Board/Card Game

The tables have turned when a group of crustaceans at the mercy of some dastardly chefs gained the power of a vengeful spirit. Now they're fired-up to exact revenge against the chefs and claw their way out through anything – or anyone – before reaching the Boiling Point! In Boiling Point take control of crabs, lobsters, and shrimps to help them escape a big chef pot. Players take turns moving their crustaceans up in the pot, and

fighting the chefs. Collect the tears of your chef enemies to gain special boosts. Gain the most vengeance points by defeating chefs and escaping to win!

Slots: Fri 8PM (Table 15), Sat 8AM (Table 15), Sat 10AM (Table 15), Sat 8PM (Table 19)

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### **Brandish**

Presented by Gamesville Workshop

Type: Board/Card Game

A card game of fast paced, personal scale, fantasy combat. Each player brings two decks to the bout that represent the weapons, shields, magic, and other armaments that they wield. The objective is to use the actions, strikes, and defenses made possible by your armaments to outmaneuver your foe and land the winning blow. Brandish is designed to minimize the slower set-up phase present in many card games and jump straight into the action.

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

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### **CastleTime**

Presented by Glassbrain Games

Type: Board/Card Game

Rebuild your ancestral castle before winter's end in this cooperative strategy adventure. Face relentless threats - undead, plague, assassins, and worse - while balancing combat, gathering, and precious time. Customize your character each game with unique skills, talents, and gear. Randomized events ensure no two sessions are the same. Will perfect weather or a merchant's arrival turn the tide? Or will giants, bandits, and dragons crush your hopes? Victory requires teamwork and smart planning. Focus too much on fighting, and your castle crumbles. Gather too long, and you'll be unready when a dragon attacks. Survive together - or watch everything fall to ruin.

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

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### **Castlore**

Presented by Winged Sandals Games

Type: Board/Card Game

If you've played Hearts, Spades, or Ombre, you already know the basics. Players follow suit and win tricks to capture crystals. But in Castlore, you're not just playing cards - you're casting spells. Each Castlore card represents both a traditional playing piece and a magical component. Combine cards strategically to cast spells that can change the course of play, protect your position, or disrupt opponents' plans. Success in Castlore isn't just about winning tricks. Will you go for glory and claim the title of lead mage? Will you set your brew to poison your opponents? Or will you let hotter heads battle it out while you quietly amass your wealth of crystals - to capture the win?

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

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### **Cats in the Corner**

Presented by Bicycle Games

Type: Board/Card Game

A feline twist on solitaire for 2-4 players. Race to get rid of your cards by building descending (13-1) alternating-color piles around the Cats in the Corner! The first player to get rid of all their cards is crowned the winner! A perfect choice for family game night, blending simple strategy with lighthearted fun.

Slots: Fri 4PM (Table 29)

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### **Cazadores**

Presented by Luft Games

Type: Board/Card Game

A highly competitive game about fighting monsters and getting rich... Mostly the getting rich part. Focused around a first-in-last-out turn order, jockey for position to get materials and collect gear to take on creatures out of Iberian mythology. Whoever gets the most treasure by the end, wins - no matter what it took to get there!

Slots: Thu 12PM (Table 2), Fri 8AM (Table 3), Sat 8AM (Table 3)

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### **Chess Nuts**

Presented by Enginuity Games

Type: Board/Card Game

Real chess, except when it's not. Make a legal move or play a super-power card to make a "special" move or block an opponent's move. This is a MUCH lighter game than variants like Steve Jackson's Nightmare Chess. Developed with an author and chess teacher, so the super-powers fit in well with chess and the card artwork is humorous. If you like chess variants, you'll love this. Please note that you need to be solid on chess rules, but don't need to be a good or even average player.

Slots: Sun 8AM (Table 17)

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### **Chronofiends!! - The Cooperative Time Looping Adventure**

Presented by Spacemole Games

Type: Board/Card Game

A cooperative, time-looping sci-fi board game. A space station has been shattered by reckless time travel experiments, releasing temporal paradoxes, rioting alien hordes - and the terrifying Chronofiends. Players take on the role of time-touched aliens, each with unique abilities, racing against a collapsing timeline to fix the anomaly and escape. Every move costs time, and when the loop resets, you lose everything you earned...but you keep what you've learned. Can you outwit time itself?

Slots: Fri 6PM (Table 19), Fri 8PM (Table 19), Sat 8AM (Table 9), Sat 10AM (Table 9)

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## City Of Devils: The Case Of Missing Mr. Moss

Presented by Patrick Liddell

Type: Board/Card Game

Nick Moss is the only human detective in LA... and he's gone missing! It's your team's job to find him by piecing together the clues and locations you find while pounding the streets and talking to witnesses. But watch out... because at night, the vampires, mummies, robots, and ghosts all take to their favorite hangouts and the streets get a lot rougher! A medium-light cooperative detective game that does not require deductive reasoning.

Slots: Sun 8AM (Table 22)

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## Clandestine: Promenade

Presented by Brookspun Games

Type: Board/Card Game

Don the mantle of the leader of one of five unique secret societies from the fantastic Art Nouveau world of Clandestine. Groups of Pawns rotate around the city, providing resources and effects to the players they visit. Infiltrate these groups with your own Pawns to mold them to your personal strategy, but beware: You're not the only one changing the city, so be ready to take advantage of your opponents' Pawns as well!

Slots: Thu 12PM (Table 1), Fri 2PM (Table 19), Fri 4PM (Table 19), Sat 10AM (Table 19)

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## Cola Wars

Presented by One More Turn Games

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 10AM (Table 5), Thu 12PM (Table 5), Sun 10AM (Table 5), Sun 12PM (Table 5)

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## COMIC-AL: The Trading Card Game

Presented by Andre Chapoy

Type: Board/Card Game

A fast paced, competitive trading card game that parodies American superhero comics, movies, and games. Players battle head to head using a mix of Heroes, Villains, Anti-heroes, and Citizens to protect their own Location while trying to destroy their opponent's. Featuring deep deck-building, tactical positioning, evolving transformations, and escalating credit-based combat, COMIC-AL blends humor with high level strategy. Build your bank, affect public morale, and unleash outrageous powers in this one of a kind TCG that rewards smart plays, bold combos, and comic-book chaos. Perfect for fans of card games, superheroes, and satire. Get ready to step into the absurd world of COMIC-AL.

Slots: Thu 10AM (Table 22), Sun 12PM (Table 22)

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## Commonality

Presented by Central Michigan University Press

Type: Board/Card Game

Players create Avatars, an amalgamation of defining identity traits, career, savings, income, and education, living together in a micro-society. As in every society, certain identifying characteristics are prized over others, resulting in uneven privilege, but also, like in every society, there is a complex web of privilege where someone may hold both the most and least privileged status in different identity traits. In Commonality, the players' Avatars must navigate these waters of uneven and unasked for privilege, weather the shifting events, and determine what their Avatar's life and micro-society will look like in the end.

Slots: Thu 8AM (Table 18), Thu 10AM (Table 18), Fri 2PM (Table 18), Sat 10AM (Table 18)

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## CORPORATION

Presented by Hyperbaric Studios

Type: Board/Card Game

Bid to acquire resources, earn payroll and avoid corporate crises as you climb the Corporate ladder in a coup to overthrow your evil CEO. Will you and your co-workers have enough power to be able to unseat them? Will you have enough remaining resources to make the final play and take the CEO's seat as your own?

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

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## Cosmic Crowns

Presented by Sumain Games

Type: Board/Card Game

Four clans: Dog, Raptor, Eagle, and Frog. Fiercely compete to rule the universe. Easy to learn and fast to play, each match lasts about 30 minutes. Use powerful cards to outsmart rivals, deploy deadly assassins or characters, steal crowns by thief and survive wild twists that can change the game in an instant. Every round brings new surprises and bold moves as clans fight for the cosmic crown. Ready for unpredictable, thrilling battles? Sign up to claim your place among the stars!

Slots: Thu 10AM (Table 32), Thu 12PM (Table 32), Thu 2PM (Table 32), Fri 4PM (Table 32)

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## Cosmonak

Presented by Tim O'Brien

Type: Board/Card Game

A fast-paced sci-fi card game where unlikely heroes clash in cosmic conflict to stop the end of the universe. Command an away team of weird and wonderful fighters -like asteroid miners, space cultists, or goblin raiders with unique powers and personalities. You'll move across a tactical grid and encounter dynamic scenarios that change based on the planet they take place on. Cosmonak is easy

to learn, quick to play, and packed with bold moments. The universe is ending so we might as well go out with a bang.

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

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## Cresearchers

Presented by Trey's Game Dev

Type: Board/Card Game

You are a trailblazer tasked with discovering new lands full of strange and wonderful wildlife! Recruit your newfound monster pals to assist you as you gather resources and explore in this adorable tile and worker placement game!

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

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## Crittergy

Presented by Offal Games

Type: Board/Card Game

A game of zoo keepers battling for the one and only open position at the zoo. It uses custom dice with removable faces. This allows the potential zoo keeps to slot in the best animal companions they can acquire to show they are the only ONE left, eh em...I mean fit for the job!

Slots: Thu 4PM (Table 6), Fri 2PM (Table 7), Sat 10AM (Table 8), Sat 4PM (Table 20)

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## Cubyria - Architects of a Lost City

Presented by Cubyria Games

Type: Board/Card Game

A truly original 3D tile-laying game – imagine the mental challenge of Tetris combined with the tactile pleasure of Lego. Players draw cards to connect building components to a complex and ever-growing 3-dimensional palace structure. It's beautiful, challenging, and easy to learn. Take up the mantle of the Mad Vizier's architect – please the Vizier and you could be showered in gold. Displease him, and you'll be lucky to leave his palace alive!

Slots: Thu 4PM (Table 14), Thu 6PM (Table 14), Fri 4PM (Table 14), Fri 6PM (Table 14), Fri 8PM (Table 14), Sat 4PM (Table 14), Sat 6PM (Table 14), Sat 8PM (Table 14), Sun 8AM (Table 14)

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## Currents

Presented by The Misplay

Type: Board/Card Game

A tense abstract strategy game for two players where every tile placement shifts the board's balance. Use three colors of tiles to push, remove, or swap pieces as you race to complete your secret pattern on a shared grid.

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

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**Dames of Asstoria: Cult of the Patriarch**  
Presented by DeadTree Studios

Type: RPG/Story Game

The Patriarch, a demi-fauna claiming to have broken the curse placed upon all monster people, is rising to power. Using his charisma, and zealotus following he aims to bring freedom to all demi-fauna no matter the cost. It is your job as adventurers to investigate and figure out, is he the hero he extols himself as, or simply a terrorist looking to oppress those he deems worthy? Grasp your freedom with your own two paws in this expansive adventure path for the Dames of Asstoria Monster Girl!TTPRG!

Slots:Thu 8PM (Table 31), Fri 8PM (Table 31), Sat 8AM (Table 30), Sun 8AM (Table 30)

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**Darkleaf Gambit**  
Presented by OnlyThen Studios

Type: Board/Card Game

A 2-player, asymmetric game of risk and cunning, played on a common chessboard. No chess knowledge required! Each of the six clans possesses a unique set of abilities, strengths, and weaknesses. And each path to victory is different. Turns begin with a roll of the die, which powers and limits available actions, and end with slotting that die to unlock clan skills. Unlike in chess, novices and masters can play together. It's easy to learn, while still offering complexity and opportunities for advanced strategy.

Slots:Thu 8AM (Table 11),Thu 10AM (Table 11), Sat 12PM (Table 17), Sat 2PM (Table 17)

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**Daytona 270**  
Presented by Tectonic Tactics

Type: Board/Card Game

Play as a liberal, a conservative, a cop, or a priest. They're all crooked, self-righteous villains. Quick-to-teach tile-shifting maze race. Competitive, thematic cardplay. 2 Game modes: Normal mode & Thinky card-combo mode. Physically place walls on top of shifting tiles. Physically place arrow tokens on top of shifting tiles to build conveyor belts. Throw you and your enemies onto the conveyor belts!

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

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**Death by Letters**  
Presented by Ryan Simpkins

Type: Board/Card Game

Outsmart your friends by tricking them into spelling real words...or bluff your way to victory with fake ones. But beware: one wrong letter, and you'll become a ghost! Death by Letters is a fast-paced word and bluffing card game where players take turns adding letters to a word fragment, trying not to complete a real word. That's right! Spelling is deadly. Trap your opponents in impossible letter combos,

challenge their bluffs, and use PlotTwist cards to flip the game in your favor. Anything goes in the fight to stay alive. Spell smart...or get ghosted.

Slots:Thu 6PM (Table 22), Fri 8PM (Table 22)

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**Demon Summoner**  
Presented by Candlecraft Games

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:Thu 12PM (Table 24),Thu 2PM (Table 24),Thu 6PM (Table 24),Thu 8PM (Table 24), Fri 12PM (Table 24), Fri 2PM (Table 24), Fri 6PM (Table 24), Sat 12PM (Table 24), Sat 2PM (Table 24)

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**Demonbound: Forsaken Arcana**  
Presented by Darkcage Studio

Type: Board/Card Game

Get ready to Duel with other Demonbound! Demonbounds, you are wielding forbidden powers granted through pacts with demons. Your class is defined by a Major Arcana of the Tarot and helps you harness the demon power, each offering distinct playstyles and deadly combos. But beware: the more you rely on demon power, the closer you drift toward corruption. Will you master the darkness and win the battle - or be consumed by it?

Slots:Thu 2PM (Table 20),Thu 4PM (Table 20), Thu 6PM (Table 20), Fri 8PM (Table 20), Sat 10AM (Table 20), Sat 2PM (Table 20), Sat 6PM (Table 20), Sat 8PM (Table 20)

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**Detention**  
Presented by Iceblink Games

Type: Board/Card Game

A cooperative card-based dungeon crawler inspired by 80's/90's teen horror movies. Two players take on the role of students trying to make their way through a series of monster infested school rooms. The dungeon consists of five cards that represent rooms. Each turn, a monster card is placed on a room card. Players place items together to defeat the monster and move to the next room. The game is won by clearing all the rooms of monsters, but lost if you run out of item cards before all the rooms have been cleared.

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

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**Devoted**  
Presented by Alpha Play Studio

Type: Board/Card Game

Each player controls an army of Scions, and the game proceeds in the structure of an auto-battler, alternating between "market" phases and battles. During "market phases" players spend Favor to gain Gods' blessings - the exact God abilities which are in play vary every game. These blessings grant bonuses and special abilities to Scions during battle. During battle phases, players attempt to control the Crown, and the winner gets first pick during the next market phase. Whoever wins the final battle wins!

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

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**Dice Heroes**  
Presented by Ordinary Or Beyond

Type: Board/Card Game

Play as heroes fighting monsters in this dice placement and set collection game. Heroes compete to land the last hit on monsters and defeat the boss, all the while searching for loot or going into town. Players spend dice to attack monsters. Every hero has a unique ability to help score the final attack on monsters and defeat the boss. Alternatively, players may spend dice on searching for loot or traveling into town to purchase additional dice and buying or selling items with useful effects. All the while trying to collect victory points.

Slots:Thu 8AM (Table 15),Thu 8PM (Table 15), Fri 2PM (Table 13), Sun 12PM (Table 15)

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**Disco Inferno**  
Presented by Beagle & Bard

Type: Board/Card Game

BOOGIE ON DOWN...TO HELL! You have entered Devil's Fortune, Hell's hottest new club! They've got refreshing drinks, fire tracks from DJ Lucifer, and an out-of-control dance floor. Your team has one goal: dance-battle the Seven Deadly Dancers of Devil's Fortune to show the club that DISCO NEVER DIES! Disco Inferno is a cooperative deck building game. Out-perform the Seven Deadly Dancers of Devil's Fortune by gaining Appeal before you get booed off the dance floor!

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

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**Dive In**  
Presented by Winsmith Games

Type: Board/Card Game

In this tense two-player game, one controls a deep-sea Diver navigating dark waters, while the other, a Technician, relays sonar data from the ship. Faulty equipment scrambles messages, oxygen runs low, and something lurks in the depths - slowly hunting. The Diver must complete the mission before time, or terror, runs out.

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

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**Drashar: Steel and Spells**  
Presented by Point 1 Games, LLC

Type: RPG/Story Game

A gray fantasy role playing game of hard choices, divine oppression, and dangerous magic. Built on the 2dX Engine, players roll two dice - Destiny and Doom - representing conflicting forces that shape every action. Tactical combat, a wound-based health system, and a corruption mechanic rooted in moral compromise set Drashar apart from traditional fantasy RPGs. Action Points drive tactical decision-making, while spellcasting balances power against risk. Designed for players who want murky worlds, high stakes, and no easy answers, Drashar delivers a story-driven experience where the line between hero and villain is not always clear.

Slots: Thu 8AM (Table 29), Thu 10AM (Table 29), Thu 12PM (Table 29), Thu 2PM (Table 29), Fri 8AM (Table 29), Fri 10AM (Table 29), Fri 12PM (Table 29), Fri 2PM (Table 29)

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**Dreyfall**  
Presented by Bickham Games

Type: Board/Card Game

A 2-player strategy game featuring armies of woodland creatures fighting to raid the opponent's home tree to restore peace to the forest. Armies include thieves, guards, riders, mages, and archers with a cyclical attack mechanic. This mechanic gives each unit strengths and vulnerabilities. Mastering the mechanic is the key to victory and restoring peace to the Dreyfall forest.

Slots: Fri 4PM (Table 15), Fri 6PM (Table 15), Sat 8AM (Table 24), Sat 12PM (Table 14)

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**Dueling Cupids**  
Presented by Gray Wolf Games

Type: Board/Card Game

Rival Cupids compete to create new love connections for classic Shakespearean characters. You don't need to know the plays to enjoy the game, but you might learn something along the way! Earn hearts for making matches, score points for collecting couples, and gain bonuses for hitting your Cupid's ideal targets. Courage draws the bow...love guides the arrow!

Slots: Thu 4PM (Table 27), Thu 8PM (Table 27), Fri 12PM (Table 27), Sat 4PM (Table 26), Sat 8PM (Table 26)

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**Dungeon Hunting Grounds**  
Presented by TCG Store

Type: Board/Card Game

Deck-building roguelike video game. Garry the Bard tells the story of two adventurers fighting their way through 22 unique monsters to face the dreaded dragon, Epic Flame. Choose from eight playable characters and start hunting with a friend in two-player co-op. Draft decks from over 100+ cards, use items to turn the tides of battle and each character's unique Invoke to better your odds

of survival. Work closely with your friend to set up devastating attacks. You'll have to work together if you want to survive.

Slots: Thu 4PM (Table 1), Fri 4PM (Table 1)

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**Dungeon League**  
Presented by Joseph Widgeon

Type: Board/Card Game

Players take on the role of legendary heroes battling across a dynamic dungeon battlefield filled with different terrain, traps, and autonomous enemy units. Each player equips spells and items, then navigates randomized enemy actions and shifting objectives in a tactical race to control the Mana Stone - a powerful artifact guarded by elite NPCs. Dungeon League blends player-vs-player combat with cooperative tactical movement, using dynamic NPC order cards and multiple play modes to deliver a tight, fast-paced dungeon strategy experience in both head-to-head and team formats.

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

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**Dungeons of Gul-Drun**  
Presented by Red Tail Games

Type: Board/Card Game

You are part of an adventurer team, delving into the famed Dungeons of Gul-Drun. Your actions each turn are represented by cards you play from your hand. Use your cards to defeat monsters! Then Level up and choose a Stat to get a Micro-pack, adding new powerful cards to your deck. Try to make your way through the whole Dungeon and defeat the Dungeon Boss!

Slots: Thu 12PM (Table 33), Thu 6PM (Table 33), Fri 4PM (Table 33)

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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 solo or cooperative adventure campaign set in a small Appalachian town as the world faces a cataclysm brought on by the birth of a new deity. Dungeon-crawling scenarios alternate with a base-building stage at the survivors' refuge on a local farm. Develop new 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 12PM (Table 30), Thu 2PM (Table 30), Thu 4PM (Table 30), Thu 6PM (Table 30), Fri 8AM (Table 30), Fri 10AM (Table 30), Fri 12PM (Table 30), Sat 10AM (Table 30)

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**ENIGMA**  
Presented by Ligne Claire Publishing

Type: RPG/Story Game

A fast-paced tabletop RPG of daring explorers, secret societies, and ancient mysteries. Set against a backdrop of lost cities, shadowy cabals, and scientific wonders gone wrong, players step into the boots of adventurers racing to foil dastardly plots. The system emphasizes quick decisions, cinematic action, and creative problem-solving, capturing the spirit of pulp fiction without getting bogged down in complex rules. Leveraging a d6 dice pool with an emphasis on improvisation, Enigma invites players to dive headfirst into thrilling, globe-trotting escapades where fortune favors the bold and the good guys always win.

Slots: Thu 8AM (Table 25), Fri 8AM (Table 28), Sat 8AM (Table 25), Sun 8AM (Table 25)

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**Epic Mythic Mayhem**  
Presented by Drunken Gnome Games

Type: Board/Card Game

A semi family friendly card game for 2-6 players. Players attack each other with various weapons until only one person is left standing. But beware. Fate is tricky. People can react quickly and change the tide of battle in the blink of an eye.

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

\*\*\*\*\*

**Eureka Science Academy**  
Presented by The Philosopher's Stone

Type: Board/Card Game

In this competitive card game of scientific discovery, players are gathering history's greatest thinkers to form rival science academies. Earn Eureka Points through developing scientific hypotheses, testing them, or creating inventions. As you develop more science, you unlock more possible actions for yourself and other players. Thwart your opponents by refuting their theories, or strengthen your own by supporting them. May the best science win!

Slots: Thu 2PM (Table 26), Sun 12PM (Table 28)

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### **Fading Realms**

Presented by Puff Duck Games, LLC

Type: Board/Card Game

A captivating cooperative board game set in a world where disbelief endangers mythical 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. Ideal for game nights, "Fading Realms" blends deep strategy with enchanting adventures, inviting players to immerse themselves in a realm of cooperative challenges and magical intrigue.

Slots: Thu 8AM (Table 30), Fri 12PM (Table 31), Sat 8AM (Table 29), Sun 8AM (Table 31)

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### **Fairy Throne**

Presented by Littlest Lantern

Type: Board/Card Game

The coziest war game where players grow fungal factions, build mushroom kingdoms, and battle to seat your Royal Fairy on the throne first! Each day in the Shire, players draw adorable spores to gather resources, take actions, and summon fairies through magical fairy rings. Expand your kingdom, deploy your Fungus Mech, and outwit rivals to fulfill your Royal Fairy's secret goals and claim the throne!

Slots: Fri 12PM (Table 9), Fri 2PM (Table 9), Fri 4PM (Table 9), Fri 6PM (Table 9), Sat 2PM (Table 9), Sat 4PM (Table 9), Sat 6PM (Table 9), Sat 8PM (Table 9)

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### **Fallen Angels**

Presented by Vitruvian Games

Type: Board/Card Game

The Planetary Authority has issued a new bounty and it's time to beat your competition to the punch! In the Fallen Angels: the Competitive Card Game, join a space opera of planetary empires and singular bounty hunters, where your swashbuckling and bravado is more important than your oxygen tank. Each game, one to five players will go head to head using calculated tactics and risky maneuvers to complete a contract ahead of their competition and reap the reward.

Slots: Thu 12PM (Table 3), Fri 2PM (Table 3), Fri 4PM (Table 3), Sun 8AM (Table 3)

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### **Fantasy Fantasy Football**

Presented by FF Games LLC

Type: Board/Card Game

Fireballs frying superheroes, ninjas slashing zombies, and the best athletes in the world fighting to win while you sit back watching their stats tick up? With Fantasy Fantasy Football, you get all that and more! You pick your lineup of real football players and also incredible abilities with one of our awesome Power Decks! Drop Bombs and Dig tunnels with Goblins! Robots win with machine preci-

sion! But don't forget, the powers you choose this week won't be available next week! Real pro athletes and Power Cards forged together by you to become the league champion in... Fantasy Fantasy Football!

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

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### **Feasts And Oblations**

Presented by Eleventy Gentlemen

Type: Board/Card Game

At the beginning of this social deduction game, one player is chosen as the deity, and the other players are all members of a cult devoted to this deity that provide offerings on a regular basis. At the beginning of the game, the deity is given a random card that specifies what amounts of which ingredients are required from the offerings to win the game. The players must work together to figure out which ingredients the deity wants, but the deity cannot talk, communicate, or interact in any way with the players except by accepting/rejecting offerings or obliterating a player for making an unacceptable offering. However, not all of the players are devoted followers, some are members of a rival cult who have infiltrated the ranks of this fraternity and try to lead the others astray.

Slots: Thu 10AM (Table 31), Fri 2PM (Table 31)

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### **Feudalism**

Presented by Leaf & Talus games

Type: Board/Card Game

What if there were a game with a betrayal mechanic where the traitor CHOSE to be the traitor? Choose your land holdings as a member of the nobility in a feudal court. Take in income in gold and crops and use them to hire troops to protect your land and threaten your rivals. Will you support your king or queen or will you attempt to take the throne yourself? Will you strike hard and fast or bide your time and wait for an opportunity? Scheme and Rule!

Slots: Fri 8AM (Table 32), Fri 10AM (Table 32), Fri 12PM (Table 32), Fri 2PM (Table 32), Sat 8AM (Table 32), Sat 10AM (Table 32), Sat 12PM (Table 32), Sat 2PM (Table 32)

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### **Fleet Op**

Presented by Hex Star 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 played by 2-4 players battling over control of various star systems on the gameboard. Each player commands an armada of ships to mobilize, attack, and defend; increasing their population to become the new ruling Empire. When a player meets the population threshold (11-13 Population points) at the start of their turn, they seize control of the Constellation and win the game.

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

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### **Forever Soup**

Presented by Nonstick Studios LLC

Type: Board/Card Game

A quick to play, legacy, co-op game about maintaining perpetual stew. Players will pick up where the last game left off, adding ingredients to a pot of soup and feeding weary travelers in a medieval inn. Together they'll make a soup that can be maintained forever.

Slots: Fri 8AM (Table 21), Fri 10AM (Table 21), Sat 8AM (Table 21), Sat 10AM (Table 21)

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### **Fourth and Lost**

Presented by GG Studio

Type: Board/Card Game

The Magelord tried his best to eradicate all knowledge of the ancient warlocks, but their memory persists... A simple wagering game filled with bluffs and risks, Fourth and Lost ensures that the warlock's stories live on in taverns and gambler's halls. Decide your strategy - rush to the wagering phase to catch opponents off guard? Slowly stack your hand, hoping that key numbers or suits aren't already taken? Or risk it all, and try to collect all ones? Carefully calculate your hand's worth, and use the Master cards to surprise your enemies...just hope that Fate is not against you.

Slots: Thu 10AM (Table 15), Thu 6PM (Table 15), Fri 12PM (Table 10), Sat 12PM (Table 5)

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### **FRANCHISE**

Presented by Lurks Lessons

Type: Board/Card Game

It's the beginning of a brand-new season in a cutthroat sporting league. You've been hired as the General Manager (GM) to a Franchise with the promise of winning a championship to their respective diehard fanbase. You must Draft the right Players and manage your finances strategically to be successful, all the while making sure you defeat your Rival for continued bragging rights. Trash talk is encouraged. Make bold decisions, as there's always another GM eager to claim the coveted Championship Banners - putting your job and future on the line.

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

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## Gadgets

Presented by Elixir Games

Type: Board/Card Game

A worker placement, engine-building game highlighted with narrative choice. Set in a steampunk fantasy world, you and your team of Artificers help fortify the land against the inevitable dragon attacks. Score the most victory points to become the ultimate victor! Gadgets is played over three rounds and each round is played on a different map. You may find yourself on a remote island, on an airship high in the skies, or in mysterious tunnels hidden in the earth. Gameplay is simple and the strategy is engaging, making Gadgets a great medium-weight game.

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

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## Galactic Frontiers

Presented by Diamond Design Studios

Type: Board/Card Game

Take command of a civilization entering the Galactic age and discover what the new Frontier has to offer. Build ships to gain actions and choose a path to victory. Will it be exploration, expansion, trade, conquest, or some mix of them all? Scan the galaxy to build the map. Move amongst the stars and collect resources to use for upgrading ships, building settlements, and trading. Explore points of interest. And engage in combat to protect or conquer. The Civilization with the most victory points at game end wins!

Slots: Thu 8AM (Table 24), Fri 8AM (Table 24), Sat 8AM (Table 28), Sun 8AM (Table 28)

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## GET GNOMED!: GET OFF MY LAWN! Expansion

Presented by Gnomeski Games

Type: Board/Card Game

Be the first player to steal your opponents' lawn ornaments and claim victory in this wacky and whimsical board game. Mix strategy, stealth, and high fashion as you command your gnome army to become the backyard champs! Move your gnomes around the yard board to loot opponents' mushroom houses. Engage enemy gnomes in nail-biting, dice rolling combat. Befriend adorable critters and dress your army up in all-new clothes cards in this expansion to GET GNOMED! Will you claim victory? Or will you GET GNOMED!?

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

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## Get Greedy

Presented by Pointy Bits

Type: Board/Card Game

Roll, roll again, and risk rolling the dice once more to build the best challenge combo you can! This deceptively simple game will have you weighting probabilities and praying for luck as you try to maximize your score. Just don't get too greedy! On your turn, you'll roll the dice up to 3 times, trying to match the patterns on the challenge cards before your

opponents can take them. Will your choices bring glorious victory or crushing defeat?

Slots: Thu 10AM (Table 9), Fri 2PM (Table 20), Sat 12PM (Table 21), Sun 12PM (Table 10)

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## Gibbon Take

Presented by Simeous Business

Type: Board/Card Game

The zoo animals have escaped and are throwing a dance party! Play sets of Primates in front of you to build up your Dance Floor. Roll the Dance Die and score Fruit Tokens as your Primates boogie! A simple flow of Draw, Play, Roll. Everyone can score out of turn, keeping players engaged at all times. Snatching mechanics allow you to take fruit tokens, cards, and dancers from others.

Slots: Sat 12PM (Table 1), Sat 2PM (Table 1), Sat 4PM (Table 1), Sat 6PM (Table 1)

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## Goblins in the Bazaar

Presented by 9 Kingdoms

Type: Board/Card Game

The Great Bazaar convenes but once a decade. With your team of goblins, you'll pilfer as many precious gems as you can, selling them to buyers for gold. In order to pilfer gems, you'll need to play matching cards, but be careful. Different gems have different powers that are triggered when you pilfer them. Oh, and watch out for the Troll Guards.

Slots: Thu 8AM (Table 1), Thu 6PM (Table 1), Thu 8PM (Table 1), Fri 10AM (Table 1), Fri 8PM (Table 1), Sat 2PM (Table 7), Sat 8PM (Table 1), Sun 10AM (Table 1)

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## Gods of Weather

Presented by Enginuity Games

Type: Board/Card Game

You are a Weather God. Unfortunately, so is everyone else at the table, and further, you have exactly the same powers. You'll throw Rain, Snow (including Snowballs!), Hail, Fog, Thunder, Lightning, Wind, Clouds, and even Sunshine and Rainbow (hey, it's not ALL bad weather!) to outwit and outplay your opponents. Wind blow Clouds blocks Sunshine melts Snow. Lightning beats everything, but somehow Sunshine steals its Thunder. Don't worry, the cards make it easy to play, and the artwork is truly unique. Worst. Weather. Wins.

Slots: Thu 10AM (Table 17), Fri 10AM (Table 17), Sat 10AM (Table 17), Sun 10AM (Table 17), Sun 12PM (Table 17)

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## Great Grandma's Dead!

Presented by Devil May Care Games

Type: Board/Card Game

Great grandma Scarlett has passed, and now your treacherous relatives are horning in on her immense fortune. Clearly, it is you who is most deserving of her precious heirlooms. Bid, Barter, and finagle the most precious heirlooms into your possession. But how valuable are they really?

Slots: Thu 8AM (Table 7), Thu 4PM (Table 13), Fri 8AM (Table 16), Sun 8AM (Table 10)

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## Grimdark West

Presented by Dreamscape Gaming

Type: RPG/Story Game

Wild West Themed Horror RPG where players pull dice from a communal pool to use abilities and then pass spent dice to the GM, who then spends them to use their abilities and passes them back to a communal pool for players to pull from. Set in an alternate late 1890, America is recovering from a three-year war against supernatural forces. Saddle up and get a taste of what lurks in the dark with a sample of the First module, 'A Little Town Called Brea'!

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

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## Guardians of the Gut

Presented by Fero Games

Type: Board/Card Game

The gut is a battlefield - and it needs a hero. In Guardians of the Gut, players dive into a fast-paced microbial war where overuse of antibiotics and poor gut care have triggered the rise of Germ Zombies. Build your microbiome with good bacteria and healthy food, trade smart, sabotage opponents, and fortify your organs with powerful cards before infections strike. Play action-packed turns, deploy doctors and patients, and race to outlast - or out-fortify - the competition. Perfect for families, classrooms, and game nights, this educational card game blends strategy and science in one unforgettable battle for survival. Will your gut be the last one standing?

Slots: Thu 12PM (Table 26), Thu 6PM (Table 26), Sat 10AM (Table 23), Sun 10AM (Table 27)

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## Haggle

Presented by Grimmyth

Type: Board/Card Game

A fast-paced, auction-based card game set in the story-rich Greythm Market District. In this competitive game for 4 players, each merchant races to fulfill customer demands using items won through high-stakes auctions. Each round, a player may introduce a ship loaded with valuable goods and unpredictable events that can shift the entire market. Players bid on these ships, gathering the items they need to complete customer demands. With quick turns, evolving strategies, and simple rules, Haggle delivers deep replayability in a compact package. Every auction is a gamble - and an opportunity. Who will reign the market?

Slots: Fri 8AM (Table 11), Fri 10AM (Table 11), Sat 8AM (Table 1), Sat 10AM (Table 1)

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### **Hail, Satan!**

Presented by Gravitic Games

Type: Board/Card Game

In this mid-to-light card game, Satanic Meteorologists vie to control the weather in order to inflict the greatest amount of misery. Do this by playing cards in a trick-taking adjacent style; each successful card will influence the weather. Whoever successfully causes the most misery through inaccurate weather predictions wins the game!

Slots: Thu 10AM (Table 3), Sun 10AM (Table 6)

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### **Helm's Slain**

Presented by Box of Dice Games

Type: Board/Card Game

A cooperative dungeon crawl that blends the depth of classic RPGs with the speed of modern board games. Whether you're a longtime DnD fan looking for a quicker fix or just gathering friends for a night of dice-slinging chaos, Helm's Slain delivers fast-paced combat, easy-to-learn rules, and real tactical thrills.

Slots: Fri 6PM (Table 23), Fri 8PM (Table 23), Sat 12PM (Table 27), Sat 4PM (Table 23), Sun 10AM (Table 22)

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### **Hex Factor**

Presented by Roxbury Games

Type: Board/Card Game

There is no turn order. All players work at the same time. All players turn their 10 colorful wooden Hex-Tiles face-up to start the game. You will arrange your wooden Hex-Tiles into formations, so that the center-symbols (Star, Hexagon and Circle) match the arrangement of symbols of one of the black-and-white clusters on the Game-Boards (you choose any cluster you think you can make). Your Tiles can only be placed alongside each other WITH LIKE-COLORSTOUCHING (blue against blue, etc). If you succeed in using your Hex-Tiles to simulate a cluster on one of the Mini-Game-Boards, you then place one of your 5, personally-colored Marker-Cubes onto that cluster on the Game-Board and say, "pass the bag!" No one can solve it again. You take new tiles from the bag to replace the ones you just used, and put the ones you just used back into the bag.

Slots: Thu 6PM (Table 27), Thu 8PM (Table 22), Fri 8AM (Table 22), Fri 4PM (Table 30), Fri 6PM (Table 30), Fri 8PM (Table 30)

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### **Hogwash**

Presented by Bicycle Games

Type: Board/Card Game

Take turns playing your cards down in order (1-13), and be ready to bluff if you have to! Players bluff their way through a race to discard their cards. But beware the HOGWASH call if you get caught - you'll have to take the entire pile! Full of playful mischief, it's perfect for family fun.

Slots: Thu 12PM (Table 31), Fri 6PM (Table 29)

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### **Holiday Hills & Jingle Bell Roll**

Presented by Chris Porter

Type: Board/Card Game

Players race to decorate Christmas trees in Jingle Bell Square! As part of the Twinkle Taskforce, push your sleigh around town to collect dice presents and add festive decorations, earning Cheer Points for completed patterns and objectives. In Jingle Bell Roll, roll your 7 Christmas dice to score festive combos to spread the most cheer before Christmas morning.

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

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### **Hover**

Presented by Victor Shiu

Type: Board/Card Game

Despite their cute demeanor, hummingbirds are brutal cutthroats IRL. In this game, you play as hummingbirds thirsty for nectar... and a mate. The first bird to build a nest and perform a successful courting call wins the game. Each species has different abilities that can alter your strategy: Will you bully your way to the top? Bluff your way ahead? Or get clever and sneak in a victory? But watch out! The chatter, competition, and annoying displays from other hummingbirds can easily distract your potential mate from paying attention as you expend precious energy to win their 1,260 bpm heart.

Slots: Thu 12PM (Table 22)

\*\*\*\*\*

### **Hunt for Black December**

Presented by The Philosopher's Stone

Type: Board/Card Game

It's a race against time to save the world in Hunt for Black December! Players are submarines cooperatively searching for the missing Black December before it can launch a nuclear strike. Use programmed movement to move, search, launch torpedoes, and deploy decoys, flipping tiles as you explore to find the elusive threat. You can play it safe with slow and steady searches, or push your luck with more aggressive action choices. Once you discover the Black December, can you destroy it with your torpedoes before it can evade you or get into position for a nuclear attack?!

Slots: Thu 8AM (Table 26), Thu 10AM (Table 26)

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### **Icy Dice**

Presented by Enginuity Games

Type: Board/Card Game

This is a set of 7 simple mini-games that use ordinary sets of 7 D&D dice and NOTHING else. And YES, this is part of a product we are developing. We'll test a few of them on each session. All of these games combine luck and strategy. You'll have a real opportunity to suggest improvements and you'll take home a gift of our in-production dice game.

Slots: Thu 6PM (Table 17), Thu 8PM (Table 17), Sat 2PM (Table 16)

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### **Impresario**

Presented by Nicholas Johnson

Type: Board/Card Game

Using historical musicians and events from the world of classical music, players take on the role of an Impresario for their faction to win the most prestige in this cut-throat game of bluffing and concerts. No knowledge of music is needed!

Slots: Thu 4PM (Table 22), Fri 12PM (Table 22)

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### **Innkeeper Expansion - Magic and Myths**

Presented by Diecaster Games

Type: Board/Card Game

This expansion expands the original 2-4 player game to a 2-6 player game that introduces new Innkeepers such as a trio of witches, a centaur, a mimic and more! Innkeeper is played over 4 rounds and the Innkeeper that has accumulated the most money and no debt will win the game. But watch out! The other innkeepers will do whatever it takes to come out on top and steal your customers.

Slots: Thu 10AM (Table 19), Thu 12PM (Table 19), Fri 10AM (Table 19), Fri 12PM (Table 19)

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### **Interns of Dr. Moreau**

Presented by Golden Ticket Games

Type: Board/Card Game

The Dr. Moreau Institute is a prestigious research organization in the cutting edge field of genetic modification. You are trying to get a coveted internship, and as is now standard practice, these are awarded through a trial by combat. Players simultaneously attack and defend against each other to see who can be the last one standing, or the first to gain sufficient experience, proving their worth.

Slots: Thu 2PM (Table 7), Thu 4PM (Table 7), Fri 12PM (Table 7), Sat 4PM (Table 7)

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### **Journey to Skyhaven**

Presented by First Fish Games

Type: Board/Card Game

Journey to Skyhaven leads each player across the land to reach Skyhaven while tending to their herd. Players will play Trail Cards into their Journey. Each Trail Card will cost a certain amount of stamina but also let you travel a certain distance towards Skyhaven. There are many different terrain types, card abilities and weather events that may affect your Journey and your Herd. Can you escort your herd safely across the vast landscapes, tending to their plumpness, grooming and health?

Slots: Fri 6PM (Table 17), Fri 8PM (Table 17), Sat 2PM (Table 31), Sat 6PM (Table 17)

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**Kacchatta! Card Fight**  
Presented by Tortugas Games

Type: Board/Card Game

Two players choose fighters and face off in a best-of-three battle. Activate body zones and spend energy to move, attack, block, or unleash special moves and combos. Equip items and tactics to gain an edge. As the fight escalates, you'll either pile on relentless pressure or stay just out of reach, waiting for the perfect moment to land your ultimate.

Slots: Fri 10AM (Table 22)

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**Kickabout / Hard Drive**  
Presented by Galen's Games

Type: Board/Card Game

Kickabout: A quick, light, and fun game of 5 on 5 soccer. Each turn, both players play a single card from their hands. If the numbers match, the ball has been intercepted and possession changes. Otherwise, the pass was complete, and the attacker gets to play again. Hard Drive: Jump into a digital racing world with Hard Drive! Roll dice and then use them to find your path through the evolving race track. Use terrain features, power-ups, and special powers to pull off clever movements and outpace your rival. First to cross the finish line wins!

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

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**Kids Menu**  
Presented by Happy and Nutty

Type: Board/Card Game

Start with an empty PLACEMAT, select a MAIN COURSE (hot dog, pizza, etc.) – then choose and place high-scoring FOOD tiles on your PLATE to build your best meal: SIDE (Potato, Vegetable, Topping) SALAD (Greens, Dressing, Bread), DESSERT (Treat, Topping, Add-ons) and DRINK (Drink, Cup, Straw). ADD UTENSILS, CONDIMENTS and a PUZZLE to fill out your plate — and earn BONUSES by connecting each food selection with multi-colored dots! Best meal wins!

Slots: Thu 8PM (Table 16), Fri 2PM (Table 16), Sat 10AM (Table 16), Sat 4PM (Table 16), Sun 12PM (Table 16)

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**Landbreaker**  
Presented by Luft Games

Type: Board/Card Game

Icebreakers forge paths through the most hostile, uninhabitable conditions on our planet - now take off to other planets to crew the Landbreakers - giant walking machines, braving environments never before seen. Work together to keep each other safe and the Landbreaker moving... And maybe - just maybe - set aside a little time aside to complete objectives for that shiny "employee of the month" placard!

Slots: Thu 2PM (Table 2)

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**Last Night at the Lucky Lad Casino**  
Presented by Rough Draft Games

Type: Board/Card Game

A fast-paced party game, where you'll need to outwit and gamble your way to victory against other players on only the fairest of slot machines! Players compete to be the last person standing at various slot machines that are put up for retirement by the casino. If a player is ever the only one at a slot machine, they get a free pull! Gameplay revolves around a player's decision to remain at their current machine or to go to the newest machine revealed that turn. This decision is simultaneously revealed by all players at the table!

Slots: Thu 6PM (Table 23)

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**Legend of Myria**  
Presented by Myriad Games

Type: Board/Card Game

An ancient evil has reawoken and the world needs four heroes to defeat it. Legend of Myria is a fully cooperative board game focused on combat that takes place on a tactical one dimensional battlefield. Each hero will get stronger between combats by adding cards to their ability deck, including cards that belong to other heroes! You'll also find powerful relics and encounter lore-based events throughout the adventure. Communication is key, setting up combos between heroes and covering each other's backs. Will you follow in Myria's footsteps?

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

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**Letter Debtor**  
Presented by Rough Draft Games

Type: Board/Card Game

Push yourself to the brink of bankruptcy in a high-stakes game of spelling and debt! Players compete to win tricks against one another, which adds letters to your spelling tableau. The more letters you win, the more words that you can spell, but be careful, as all unused letters put you further and further in debt at the end of each round.

Slots: Sat 10AM (Table 11)

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**Limelight**  
Presented by Fleming & Hound Games Inc.

Type: Board/Card Game

The show must go on in Limelight, a lively game of theatrical blunders. In this game, every show has a unique set of requirements for a perfect performance. Through simple card drafting, you'll cast your show with an eclectic mix of talent and crew, each with their own strengths and weaknesses. Hone their performances through rehearsal, then cross your fingers - too many blunders on Opening Night, and it could be curtains for your Boardway dreams. Laugh, cry, and break a leg (maybe literally) in this uproarious game that's perfect for theatre lovers.

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

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**LOOM**  
Presented by Chris Eastridge

Type: Board/Card Game

Players take turns weaving vibrant threads into a growing fiber mosaic. By aligning and connecting different color swatches, players form patterns of Loops, Weaves, and Chains. The more intricate the pattern, the more points it earns. Points are scored as patterns are completed, and the player with the highest score after all swatches have been placed is declared the Master Weaver.

Slots: Sat 8PM (Table 22)

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**Many Mini Mummies**  
Presented by Gravitic Games

Type: Board/Card Game

In this card game, players compete to place mini mummies in crypts in order to defend them from invaders. Each player wants to hold as many mini mummies back as they can in order to secure treasure (that's your stuff!), but if not enough players commit to defending a crypt, whoever put in the least will get their stuff stolen.

Slots: Thu 8AM (Table 3), Sun 8AM (Table 6)

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**Masters of the Multiverse**  
Presented by 4th Pillar Games

Type: RPG/Story Game

A kitchen-sink fantasy RPG which embraces three pillars of play - combat, crafting, & alliances. Explore a rich world of NPCs and antagonists which presents plenty of bad guys to fight, but also problems that can't be solved through violence. Players are encouraged to use the game's crafting system to build items and structures over time. Their characters can also call upon allies and create new ones, asking them for favors and secrets. Using these mechanics, you can pursue creative solutions to problems like pushy goblin salesmen, fighting pit hooligans, gossipy shopkeepers, and more.

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

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**Mercenary HX**  
Presented by Adventure Together

Type: Board/Card Game

A retro-inspired strategy RPG turned wargame. Hire named mercenaries, equip them with supplies and rune magic, and deploy them across modular hex terrain using the SOURCE system. Complete unique mission types like escort, ambush, or theft while leveling your team from novice to elite. Each mercenary has custom skills and costs gold to keep fighting—strategy and resource management are key. With dice-driven combat and mission variety, Mercenary HX blends RPG progression with tabletop tactics for fast, cinematic skirmishes.

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

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### Microcosm

Presented by Microcosm Games

Type: Board/Card Game

Play unique microbe cards to symbiotically recycle chemicals (biogeochemical cycling) in different biomes. Mutate your microbes to expand its niche. Time your microbes' replication to double your chemical resources. Microcosm is a competitive cooperative educational resource conversion game.

Slots: Fri 12PM (Table 18), Fri 4PM (Table 18), Sat 8AM (Table 17), Sun 8AM (Table 16)

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### Mint Mechs /That's an Order

Presented by Galen's Games

Type: Board/Card Game

Mint Mechs: In the distant future, the last remaining colony of humans have miniaturized themselves in order to survive in a biodome. Every year, each faction sends their mech champion to fight for leadership. That's an Order: Create a map and then go to war against your rival in this programming game that combines strategy and tactics. Each turn, players will program their 3 actions for the round and take turns activating them to deploy, move, or attack.

Slots: Thu 2PM (Table 8), Fri 2PM (Table 8)

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### Mokeye M'Bembe

Presented by Trollbridge Games

Type: Board/Card Game

In this social deduction tile laying game, players will attempt to find an elusive creature still surviving in the African Congo. Players will draw tiles and search for discoveries, but to gain fame, may stretch the truth on what they've found.

Slots: Fri 8AM (Table 1), Sat 2PM (Table 29), Sat 4PM (Table 29), Sun 8AM (Table 29)

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### Monster League Draft

Presented by Blue Sky Games Co.

Type: Board/Card Game

A light-medium weight tableau building card game set in a dystopian future where confrontations are no longer settled by war, but by brutal & heinous games of Football! Choose to represent a team of Aliens, CybOrcs, Demons, Mutants, and Undead, as a franchise Team Manager. You will draft cards, manipulate dice, and slot Monsters into your tableau based on each of their unique set of restrictions through a clever "Rostering" mechanism. Utilize your Monsters special abilities and Synergy bonuses between each other to gain the upper hand in the draft. No actual football knowledge required!

Slots: Fri 4PM (Table 13), Fri 6PM (Table 13), Sat 4PM (Table 2), Sun 10AM (Table 2)

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### Monster Trick

Presented by Luis Francisco

Type: Board/Card Game

Players take on the role of dungeon lords who summon monsters to win up to four tricks at once. On your turn, play one card to start or join any active trick. The highest card in a suit wins the trick and lets you reveal a Victory Point card. Order your three VP cards before each round to predict your performance, because every trick you win flips up a VP card and flips down the previous one. After three rounds, the highest total VP wins.

Slots: Fri 6PM (Table 22)

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### Moonshine

Presented by Goldman Games

Type: RPG/Story Game

Step into the Roaring Twenties with Moonshine, a thrilling TTRPG that combines the glamour and grit of 1920s America with a touch of the supernatural. In this world of speakeasies, jazz, and bootleggers, a select few possess extraordinary psychic abilities, making them both powerful and vulnerable in a society that is quick to dismiss or exploit the unexplainable. Experience the 1920s like never before, with accurate historical details woven into a world of glamour and danger... Plus a little psychic flair. Delve into a city filled with corruption, intrigue, and mystery, where your choices and abilities will shape your destiny.

Slots: Fri 10AM (Table 23), Fri 4PM (Table 23), Sat 10AM (Table 24), Sat 4PM (Table 24)

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### Movie Mogul: Cast & Crew

Presented by Think Adventure Games

Type: Board/Card Game

Set collecting meets negotiation: Players bid and negotiate to assemble the cast & crew for a couple blockbusters or several small indie movies set to release over a year. Bonuses are earned by releasing a genre film in its popular season. Budgets may break and your negotiations may go up in smoke, but the movies must go on!

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

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### Murder on the Rocks

Presented by Jill Belli

Type: Board/Card Game

A one-of-a-kind social deduction game where the drinks aren't just for show—they're part of the murder. One player is secretly the killer, selecting victims by slipping a chosen cocktail ingredient—the "murder weapon"—into their glass. The dead can only communicate through cryptic images the killer left behind, trying to help the living identify the culprit. But beware: the killer is still among you, casting suspicion and leading discussions astray. Over four rounds, votes accumulate and accusations mount—until the final glass is raised. Will justice be served, or will envy claim the innocent?

Slots: Sat 2PM (Table 22)

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### Narvix (Onward Adventure)

Presented by Narvix Incorporated

Type: RPG/Story Game

The first TRUE open-world tabletop game—built to play like an MMORPG. Think Skyrim meets World of Warcraft, but on your table. Create your character, enter the world, and travel anywhere from the start...if you dare. Explore dungeons, loot treasure, take quests, and break into homes or shops after hours. Build bonds with NPCs to uncover secrets - or betray them. Duel or kill other players to rise above. Own houses, purchase mounts for faster travel, and compete for power, wealth, and status. Form alliances - or burn them. This isn't a scripted campaign or "move-as-a-unit" game. No rails. No GM.

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

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### Neon Nexus

Presented by RedTail Games

Type: Board/Card Game

You are a city planner in a far away future... Draft dice and place their colors in your city to fulfill your citizens' wants and needs, represented by scoring cards. Drafted color pairs must be placed next to each other AND at least one must be placed adjacent to a like color. Rack up the highest score by the end of 12 rounds to win!

Slots: Sat 10AM (Table 33)

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### Northgard: The Roleplaying Game

Presented by Open Sesame Games, LLC

Type: RPG/Story Game

Welcome to Northgard - a land of mystery, danger, and untold riches, now brought to life in an original fantasy Viking adventure inspired by the celebrated video game, using D&D 5e! In this tabletop roleplaying game, you and your group will manage a Viking settlement. You'll face brutal winters, strange creatures, and powerful factions as you fight to survive. Exploration lies at the heart of your journey, with brand-new rules for uncovering the secrets of this uncharted continent and building your settlement into a thriving village. Face the very forces of Ragnarok itself in your struggle to survive, explore, and thrive!

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

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### **Notebook Nations**

Presented by Nic James Games

Type: Board/Card Game

You will explore the map to collect encounters, expand your nation via build actions, exploit the map's resources, and work to exterminate other players - or avoid extermination yourself! 4X games can be somewhat intimidating to pick up. Truly, they are big games that seek to satisfy even the most ravenous players. Notebook Nations is a game for those of us who want to have that special 4X experience over lunch, and those of us who seek a gateway that can guide us from being a 4X newbie to a 4X fan.

Slots: Thu 2PM (Table 1), Fri 2PM (Table 6), Sat 12PM (Table 19), Sat 2PM (Table 19)

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### **Panjandrums**

Presented by Brava Games

Type: Board/Card Game

The King has died! A variety of squabbling factions now scramble to fill the power vacuum. Panjandrums is an easy to pick up war game for 4 players. Each player has a unique deck of cards they use to perform various military actions, they can spend their turns upgrading their cards or furthering their board presence. Just don't get too tunnel-visioned lest you let one of your opponents run away with the keys to the kingdom.

Slots: Thu 4PM (Table 17), Fri 12PM (Table 20), Sat 6PM (Table 16), Sun 8AM (Table 18)

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### **Paradise Cocktail Lounge**

Presented by Hounded Games

Type: Board/Card Game

In this quick, puzzly recipe fulfillment game, you compete with your fellow bartenders over a shared pool of ingredients, combining them into cocktails using hundreds of real classic and contemporary recipes. Rearrange the liquor cabinet to line up the bottles you need (and keep them out of the reach of others). But don't forget to take time out for prep work - some drinks require fresh-squeezed juices and fancy syrups. Score big points by preparing fancier drinks, and serve as many drinks as you can before closing time.

Slots: Thu 8PM (Table 5), Fri 10AM (Table 27), Sat 12PM (Table 10), Sat 4PM (Table 10)

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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 attacks 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 6PM (Table 2), Fri 6PM (Table 2), Sat 8PM (Table 8), Sun 10AM (Table 4)

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### **Pirates of the Maelstrom**

Presented by Damhawk Matrix

Type: Board/Card Game

A fast-paced Naval Skirmish Miniature game of moderate to high complexity. In this alternate 1600, portals to a mysterious sea open around the globe, making myths real, and world powers descend to explore their mysteries and exploit their power. Navigating this magical sea is difficult and requires prior planning and spatial reasoning. Rather than focusing solely on combat, this game revolves around solving evolving story-driven scenarios. Great for players who enjoy Tabletop Wargames such as Armada, X-wing or Guild Ball.

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

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### **Premonition**

Presented by Mike and Daws

Type: Board/Card Game

You and two of your friends have awoken on a strange island. A booming voice gives you the rundown: you're tonight's entertainment. You don't feel particularly entertained. The only way off this rock is using the portals (how original), but they need a key to function, which are at the top of the mountain. 1 key gets 1 person home. Hike the mountain, grab a key, find a portal, and send someone home. Once a group is home, the rest are stuck. Speaking of groups, there's 4 other groups trying to do the same thing. You feel tired already.

Slots: Thu 8AM (Table 28), Thu 10AM (Table 28), Thu 12PM (Table 28), Thu 8PM (Table 28), Fri 10AM (Table 28), Fri 12PM (Table 28), Fri 4PM (Table 28), Sat 2PM (Table 28), Sat 4PM (Table 28)

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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 4PM (Table 29), Thu 6PM (Table 29), Fri 2PM (Table 30), Sat 4PM (Table 33)

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### **Quest for the Innkeeper's Chest**

Presented by Dar & Tiara Games

Type: Board/Card Game

A dungeons and dragons themed battle royale board game using 6 sided dice. Choose between a Barbarian, Knight, Rogue, Sorceress, Bard or Cleric with each adventurer having unique abilities on their action dice. Different areas in the campaign (game board) provide strategic advantages, wandering creature encounters (which always drop gold coins or magic) or possible recoup time if you are constantly being attacked. But don't fret because you can always take a short break

from the adventure and enjoy an ale at the Inn just don't forget to ask the Innkeeper to take a peek inside his chest...

Slots: Thu 10AM (Table 25), Thu 12PM (Table 25), Fri 2PM (Table 25), Fri 4PM (Table 25), Fri 6PM (Table 25), Sat 2PM (Table 25), Sat 4PM (Table 25), Sat 6PM (Table 25)

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### **Race to Kepler**

Presented by Conduit Games Company

Type: Board/Card Game

A whimsical sci-fi euro-deckbuilder that builds upon the proven deckbuilding formula while introducing meaningful innovations that address many of the common genre limitations. In Race to Kepler, you play as one of 20 flying metropolises racing to be the first to reach the nearest habitable planet: Kepler 425b. To do this, you will need to recruit elite crew members, bid for powerful Titans, and generate the energy needed to power your ship. Each city has a different set of active and passive abilities, making every game unique!

Slots: Fri 4PM (Table 17), Sat 12PM (Table 20), Sat 4PM (Table 19), Sat 6PM (Table 19)

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### **Ready, Aim, Fire!**

Presented by Rough Draft Games

Type: Board/Card Game

Nothing cures your cowboy boredom faster than a good ol' game of Texas Roulette! Players will take turns privately loading, unloading, and aiming a gun that's been placed in the middle of a table. When you're confident that the person next to you didn't just slide a blank in the chamber AND the gun happens to be aiming at a person you don't like, it's time to FIRE! Good luck! You'll need it!

Slots: Thu 8PM (Table 23)

\*\*\*\*\*

### **REFINED**

Presented by Picker Production (Double P)

Type: Board/Card Game

A medium-to-heavy weight worker placement with unique mechanics, economic engine building, die drafting/manipulation and contract fulfillment board game. Game is a crude simulation of the complex process of refining crude oil into various household and consumer goods. If you love dice rolling and building your own economic empire, you will enjoy.

Slots: Thu 4PM (Table 9), Fri 12PM (Table 21), Sat 8AM (Table 16), Sun 8AM (Table 11)

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### Rifts of Arcanum

Presented by Tiny Whaling Cats

Type: RPG/Story Game

Once upon a time, some nerd decided that fantasy warriors wield hammers the size of a car and brains the size of a peanut; characters can't defend themselves if it's not their turn; and magic is shot out of dusty scrolls and jazz hands. We did something different. Welcome to Rifts of Arcanum, a tactical TTRPG set in an original fantasy universe! The focal point is a 100% modular character creation system that untangles physical characteristics, combat skills, and equipment, freeing players from traditional fantasy archetypes. Simple rules facilitate complex mechanics, accommodating beginners and veterans without slowing down play.

Slots: Thu 2PM (Table 28), Thu 6PM (Table 28), Fri 2PM (Table 27), Fri 4PM (Table 27)

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### Robot Boxing League

Presented by Adventure Together

Type: Board/Card Game

A brutal, high-tech combat arena where players pit customized robots against each other in tactical brawls. Use Power Cards to attack, block, move, and repair while managing energy and executing ultimate abilities. Every bot has unique strengths, from agile Monks to tanky Turtles, and the arena's deadly R.O.P.E.S. punish poor positioning. Play across multiple modes and upgrade between rounds. Victory demands both brains and brawn - do you have what it takes to become the RBL Champion?

Slots: Thu 2PM (Table 15), Fri 12PM (Table 15), Sat 12PM (Table 15), Sun 8AM (Table 15)

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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 16), Thu 12PM (Table 16), Thu 4PM (Table 16), Thu 6PM (Table 16)

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### Sammies!

Presented by Rough Draft Games

Type: Board/Card Game

A game where sandwich shop owners compete to make the biggest and most coveted sandwiches at their local food court! Each player has a limited amount of "counter space" where they'll be preparing 5 and only

5 sandwiches... So, it'll be up to you to stack them high with as many matching ingredients as you can, all while getting rid of the ingredients you don't need! You'll need to be shrewd judge of character, however, as sometimes players will be forced to complete trades with ingredient cards that are face down and hidden from view!

Slots: Sat 8AM (Table 11)

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### Sandbox

Presented by Antidote Games

Type: Board/Card Game

A fast-paced dark sci-fi skirmish miniatures game set in a post-human world where digital constructs battle for memories.

Slots: Thu 8PM (Table 30), Fri 8PM (Table 30), Sat 6PM (Table 30), Sat 8PM (Table 30)

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### SAURUS: Isle of Evolution

Presented by ENVISION GAMES

Type: Board/Card Game

Lead your own dinosaur species! Expand your territory, adapt new traits, grow your population, fulfill your instincts and overcome your rivals! Explore the lands and overcome the island's native species as you expand your territory, but watch out for other player's as they do the same. Earn your title as the "Apex" by defeating your rivals in battle and reap the rewards. Can you create the ultimate dinosaur species?

Slots: Thu 4PM (Table 31), Thu 6PM (Table 31), Fri 4PM (Table 31), Fri 6PM (Table 31), Sat 10AM (Table 31), Sat 12PM (Table 31), Sat 4PM (Table 31), Sat 6PM (Table 31)

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### SCRAPPERS

Presented by Crash Test Games LLC

Type: Board/Card Game

In a future where humans fear you, earn their love! Deploy your Scrappers; build vital routes for food and water, ensuring humanity's survival. For every successful delivery, collect precious nuts and bolts - the currency for repairing priceless human treasures. Master the art of the perfect route, mend their past, and secure your place as the most beloved Scrapper!

Slots: Fri 4PM (Table 10), Sat 12PM (Table 8), Sat 2PM (Table 8), Sat 6PM (Table 10)

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### Shaman Wars

Presented by Vesuvius Media

Type: Board/Card Game

A competitive board game of strategy, cards, and creature control. Each player takes on the role of a powerful Shaman from one of the mystical worlds, battling to eliminate rivals and claim ultimate victory. Players summon creatures, cast spells, set traps, and brew powerful concoctions in their cauldrons. Resource management and timing are key, as players race to summon the legendary Titan - a force capable of securing triumph. With rich

lore, tactical depth, and fast-paced duels, Shaman Wars offers a dynamic clash of magic, monsters, and wits.

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

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### Shattered Gems TCG

Presented by Nv3 Studio

Type: Board/Card Game

The kingdom of Kagrath needs champions to defeat the king. Find your power with the gemstones and become the champion that Kagrath needs. Shattered Gems is a multi-player card game that can be played competitively or casually. In each game, players select their hero deck, which includes a champion and mix between cards such as directs, minions, towers and more.

Slots: Thu 8AM (Table 14), Fri 8AM (Table 14), Sat 8AM (Table 14), Sun 8AM (Table 13)

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### Shiver of Sharks

Presented by Artisan Games

Type: Board/Card Game

Did you know that a group of sharks is called a Shiver? Shiver of Sharks is a DeckBuilding game designed thematically around sharks. You will entice sharks to join your Shiver, building a larger deck as you play, which will help entice or scavenge larger sharks as the game progresses.

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

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### Shots at Sundown

Presented by Jill Belli

Type: Board/Card Game

A western-themed party card game where your drink is your weapon. Strategically use your cards to duel, ambush, and outwit rival gangs - but when your shot glass is full, it's time to take aim...and a real shot. Fast-paced and full of surprises, this game blends tactical combat with cocktail chaos. Whether you're the last gunslinger standing or go down in a blaze of whiskey-fueled glory, every round is a rootin'-tootin' good time.

Slots: Thu 2PM (Table 22)

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### Silencio

Presented by Central Michigan University Press

Type: Board/Card Game

Players represent a group of Buscadoras, activists who search for missing people in regions of Mexico targeted by the cartels. These communities often live in isolated towns or cities which hold strategic economic value. Cartels work to control the regions so they can profit from them, creating zones of terror, where people are often killed or disappeared. Silencio is a small window into the story of those who choose to stay behind, hoping to find out what happened to a loved one, not willing to accept the silence imposed by those in power.

Slots: Thu 2PM (Table 18), Fri 8AM (Table 18), Fri 10AM (Table 18), Sat 8AM (Table 18)

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### Silver Wing Rivals

Presented by Ivy League Ent.

Type: Board/Card Game

A collectible card game that takes characters from the Silver Wing Legacy book series and pits them against each other in an epic clash. In it, you take on the role of a Main Character, and with the aid of your Allies and Supports, battle it out against an opposing player. It boasts an intuitive color-based combat system, interactive gameplay, and a refreshing comic book aesthetic. The goal of the game is to deplete your Rival's stamina before they deplete yours. Choose your path, and defeat your Rivals!

Slots: Thu 8AM (Table 17), Thu 12PM (Table 17), Sat 8AM (Table 13), Sat 12PM (Table 13)

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### Single Die System

Presented by 3Houndgames

Type: RPG/Story Game

Try the Single D20 System - a streamlined fantasy RPG that uses just one die for all rolls. Easy to learn but packed with tactical choices, it features a unique momentum system that keeps everyone engaged in combat and encourages teamwork at the table. This playtest focuses on new classes, creatures, and flexible abilities for heroic fantasy adventures. Perfect for classic RPG fans who want simplicity without losing strategic depth. Join us and help shape a system designed for quick action, shared strategy, and satisfying results.

Slots: Thu 8PM (Table 26), Fri 8PM (Table 26), Sat 2PM (Table 26), Sat 6PM (Table 26)

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### Slaughter Night

Presented by Resurrectionist Games

Type: Board/Card Game

Pick up your blade, select your prey and stalk into the campgrounds: Tonight is a dark night - Tonight is a Slaughter Night! A game where you take on the role of a Slasher of 1980s cinema and compete to leave no survivors. Make your way through your own movie, hunting down both your Prey and other Killers, going about your bloody work with a variety of Weapons, special Killer Cards and

more. Just remember, you're not the hero of this movie; and the Final Girl is waiting for you.

Slots: Thu 4PM (Table 8), Fri 4PM (Table 8), Sat 6PM (Table 8), Sun 10AM (Table 7)

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### Sock Exchange

Presented by Happy and Nutty

Type: Board/Card Game

An interactive matching, buying, collecting card game, turning SOCKS into SHOES into HATS, in 4 rounds, 75 minutes. GAME PLAY: First, in the SOCK MARKET, SOCKS are drafted and matched (Size, Pattern, Trim) to earn SOCK COINS. Second, in the SHOE STORE, SOCK COINS are used to buy SHOES (Design, Color). Third, in the HAT SHOP, SHOES are traded to collect HATS for victory points and bonuses! SCORING: 1) effectively spend SOCK COINS, 2) earn bonus points by SHOE color, 3) total the highest HAT Victory Points and Bonuses. Highest Total Score Wins!

Slots: Fri 10AM (Table 16), Fri 6PM (Table 16), Sat 8PM (Table 16), Sun 10AM (Table 16)

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### Space-Off: The Milky Way's Most Ridiculous Party Game

Presented by Adrian Adamiec

Type: Board/Card Game

Fight for your lives against a rival crew of stranded astronauts! Space-Off is an absurd, alien gladiator match that's scored like a tug-of-war. Parts from your broken landers (your ticket home) are up for grabs. How do you win? Have any 3 of the 5 Lander Parts in your team's Control Zone at the same time! The main way to Tug a Lander Part towards you is by succeeding in one of the 125+ unique Trials (mini-games). The 5 Trial categories will test your strength, sneakiness, willpower, wit, and competitive spirit!

Slots: Sat 10AM (Table 22)

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### SpellCaster the RPG

Presented by Gaming Honors

Type: RPG/Story Game

SpellCaster the RPG combines the challenge of word games with the creativity and collaborative storytelling of role playing. Player characters cast spells and take heroic actions based on words they create with random letters drawn during play. Different character classes can spell different kinds of words, play wild tiles, or work together with other players, combining their letters to make longer, more complex words with more powerful effects. Such efforts take time, however, and can leave them vulnerable to counterspells! In a world where language truly is power, only the strongest and swiftest SpellCasters survive!

Slots: Fri 8AM (Table 33), Fri 12PM (Table 33), Sat 10AM (Table 25), Sat 12PM (Table 25)

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### Spooky Hoopys

Presented by TCG Store

Type: Board/Card Game

Vampires. Werewolves. Basketball. Let's go. Spooky Hoopys is a lightning-fast basketball card game where creatures of the night face off on the court! Players take turns drawing from a shared deck, playing moves, blocks, and trick shots to outscore their opponents in thrilling 5-10 minute matches. Quick to learn and endlessly replayable, Spooky Hoopys is perfect for any setting - whether you're at home, on the go, or in the middle of a spooky forest. No complex setup. No downtime. Just grab the deck and start playing. Love basketball? Love monsters? You're in. Just love fast, fun, competitive games? Even better. At its core, Spooky Hoopys is about quick decisions, clever plays, and outwitting your opponent before the buzzer sounds. So sink your teeth - or claws - into the most intense pickup game you've ever played.

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

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### Stellar: A Thousand Stars Like Jewels

Presented by AbTact

Type: RPG/Story Game

A space opera role playing game with an original, cinematic tactical combat system that emphasizes teamwork in constantly changing battlefield conditions, backed with robust downtime and noncombat options. Many skills that might otherwise be relegated to noncombat have significant combat uses, and the system is surprisingly simple and quick to pick up. There are nearly a dozen playable species and cultures, as well as rules for starship combat, social networking, unearthing alien artifacts, psionic powers, cybernetics, and so much more!

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

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### Stoikéa

Presented by Guthmeister Games

Type: Board/Card Game

An elemental themed, abstract strategy game of out-maneuvering your opponent that is easy to learn but challenging to master. After players have made a move, they may transform one of their elemental pieces into a different elemental type, which leads to an evolving board state that demands strategic foresight to emerge victorious! To win, be the first player to reach the center of the board with their Aether piece or be the last player with their Aether still standing.

Slots: Thu 8AM (Table 10), Thu 12PM (Table 10), Fri 8AM (Table 17), Fri 6PM (Table 18)

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**SUNRIZE : MECHANITE**  
Presented by BADFRIEND Games

Type: Board/Card Game

Assemble and Customize your squad of RIZ-ERs to battle over resources in a far-flung, hyper-capitalist future. SUNRIZE : MECHANITE delivers fast paced, action-packed games in as little as 45 minutes with easy to learn rules, taking even the most casual players only 15 minutes to learn. With dual-sided cards, dynamic game states, and modular game pieces and objectives, SUNRIZE prioritizes balancing evolving player strategies against rapidly changing board states. Players must build and modify their RIZERS to take full advantage of their strengths, while identifying and exploiting enemy weaknesses to Win!

Slots: Thu 2PM (Table 14), Fri 12PM (Table 14), Sat 4PM (Table 11), Sun 12PM (Table 11)

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**Sylvan Tactics**  
Presented by Random Seed Games

Type: Board/Card Game

Sylvan Tactics blends the tactical depth of chess with the dynamic interactions of a card battler. Players command armies of woodland creatures, moving chess pieces according to traditional rules while using cards to unleash special abilities, summon new units, and reshape the battlefield. With a shared deck, a streamlined resource system, and intuitive mechanics, Sylvan Tactics is easy to learn but rewards deep strategic thinking. Every match offers meaningful choices, exciting combos, and tense tactical battles. If you enjoy games like Chess, Magic: The Gathering, or Root, come test your tactical mind in this fast-paced, endlessly replayable system!

Slots: Thu 10AM (Table 14), Thu 8PM (Table 14), Fri 10AM (Table 15), Fri 8PM (Table 16)

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**Synaptic Symphony**  
Presented by The Resilient Brain Co.

Type: Board/Card Game

Ready to Level Up Your Mind? Tired of boring mental health talk? Synaptic Symphony isn't just a game; it's your brain's new favorite workout! We've fused cutting-edge neuroscience with positive psychology to create an experience that's genuinely fun and deeply insightful. Become a Cerebral Conductor and guide a struggling brain to triumph over 12 intense rounds. Every month throws a new curveball, demanding teamwork and razor-sharp strategy. Transform obstacles into wins, forge strong neural connections, and watch that brain evolve into a confident, resilient sage. This isn't just a game night; it's a mind-bending adventure that will equip you with essential emotional skills, almost without you realizing it. Want to playtest something revolutionary? Get ready to harmonize your mind and have a blast doing it!

Slots: Thu 12PM (Table 11), Thu 6PM (Table 11), Fri 4PM (Table 22), Sat 12PM (Table 12), Sat 6PM (Table 22), Sun 10AM (Table 11)

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**Tales of Poe**  
Presented by Cascadian Creations

Type: Board/Card Game

Step back in time to the 1800's. Edgar Allan Poe's stories and poems are extremely popular. They are sold in magazines and newspapers. You own a publishing house and want to release the first collection of Poe's literary works. Race against opponents to create the best collection of Poe's stories and poems. Inspire new literary works while achieving bonuses. Strengthen your Library, card by card, making it easier to Publish more Folios. Do you have what it takes to fire up this literary genius to write more timeless masterpieces?

Slots: Fri 8AM (Table 25), Fri 10AM (Table 25), Sat 10AM (Table 29), Sat 12PM (Table 29)

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**Tavern of Thieves**  
Presented by Hear Me Out Games

Type: Board/Card Game

A competitive take-that, dice and cards game where players become cunning thieves in a bustling tavern, each striving to steal the most loot from unsuspecting patrons. You'll need to carefully plan your moves, choose actions that can either help you or hinder opponents, and navigate the rising suspicions within the tavern. Outplay your rivals and become the ultimate thief in this thrilling game of strategic conflict and cunning maneuvers!

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

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**TerraForge**  
Presented by Adventure Together

Type: Board/Card Game

A head-to-head card battler where players build the battlefield as they play, fusing spatial tactics with classic card game mechanics. Choose from powerful cosmic factions, summon units, and corrupt enemy lands by replacing them with void-scarred tiles. Victory comes from total land control—not just combat. The Source System enables dynamic, tile-based maps and rich battlefield strategy. Every game is a unique clash of evolving terrain, power combos, and card synergy. Forge land. Break worlds. Transcend reality.

Slots: Thu 2PM (Table 15), Thu 4PM (Table 15), Fri 12PM (Table 15), Fri 2PM (Table 15), Sat 12PM (Table 15), Sat 2PM (Table 15), Sun 8AM (Table 15), Sun 10AM (Table 15)

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**The Crimson Hunt**  
Presented by BGC Games

Type: Board/Card Game

A major crime lord's influence is spreading all over the globe. A group of individuals have decided to take matters into their own hands and hunt down the crime lord. They must stay under the radar of law enforcement while using any intel and resources that they can gather to shut down the crime lord's operations. They will accumulate items, weapons, and abilities while investigating cities and

interrogating criminals. Only time will tell if they can overcome violence and corruption to rid the world of the crime lord's operations.

Slots: Fri 12PM (Table 1), Fri 6PM (Table 1), Sat 2PM (Table 4), Sat 4PM (Table 4)

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**The Fated Lands**  
Presented by Four Wing Press

Type: RPG/Story Game

The Threads of Fate are Tangled. Accursed undead walk the Earth. The Fated Lands is a Dark Fantasy Tabletop Roleplaying Game inspired by works such as: Dark Souls, Berserk, and Vermis. Players explore a dying world, survive harsh conditions, and crawl through perilous dungeons in an attempt to fulfill their character's aspiration. This dark, unforgiving world has corrupted you, twisted you into something vile. And yet there is hope. You still have your humanity...for now.

Slots: Sat 8AM (Table 33), Sat 2PM (Table 33), Sat 6PM (Table 33), Sun 10AM (Table 32)

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**TOKYO S.O.S. KAIJU ATTACK!**  
Presented by Wyrd Weaver Games

Type: Board/Card Game

a fast-paced cooperative game where Japan's survival hangs by a thread. Humanity's reckless abuse of the environment has awakened a colossal KAIJU from the depths of the Pacific. Now rampaging across Japan, the creature leaves a trail of destruction, radiation, and despair in its wake - and only you can stop it. Take on unique roles like Reporter, Engineer, Geneticist, Chemist, JSDF Officer, Bureaucrat, Pilot, Psychic, Idol, or Fisherman to battle the beast, protect cities, and contain radiation before the UN takes drastic action. Inspired by the high-stakes drama of classic kaiju films and the bold style of 80s anime, players must work together, strike hard, and push the monster back into the sea... before it's too late.

Slots: Thu 2PM (Table 11), Thu 4PM (Table 11), Thu 8PM (Table 11), Fri 12PM (Table 11), Fri 2PM (Table 11), Fri 6PM (Table 11), Sat 12PM (Table 11), Sat 2PM (Table 11), Sat 6PM (Table 11)

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**Top Flight: Paper Airplane Racing**  
Presented by Foldable Flight

Type: Board/Card Game

Players are invited into an imaginary world in which paper airplanes are high-performance machines capable of racing around the globe. Be warned! Air-to-air combat is not only allowed, but encouraged. And, as you push your plane to its limits, it may catch fire! Will you attain victory before your plane is incinerated, or will you go down in flames? Top Flight features one hundred real paper airplanes, represented by cards. Each card also features a QR code that users can scan to watch a folding tutorial for the plane depicted on that card.

Slots: Thu 10AM (Table 30), Thu 2PM (Table 25), Thu 4PM (Table 25), Thu 6PM (Table 25)

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## Toryn

Presented by Berengar Games

Type: Board/Card Game

A 2-player, competitive, customizable card game set in a sci-fi universe a millenium into the future. What makes Toryn different from other games in the genre? Each player has just 50 cards (40-card draw deck, 7-card location deck, and 3 ship cards) and nothing else required (no tokens, chits, board, figures, etc.). Players battle in a best-of-five round format and cycle through their decks quickly. The game has 4 unique civilizations, and while customizable, is not another money-grabbing collectible game. On launch, the core set and all expansions will provide access to all cards for all players.

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

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## Train Tricks

Presented by Think Adventure Games

Type: Board/Card Game

This trick-taker begins with 1880's train "suits": Passenger, Dining, Postage, & Coal and for trump suits adds Bandits and Deputies. Then this train starts chugging along with dynamic bidding, variable rules (variable set up) and an "Engine" that runs on the Coal...or it will stop suddenly!

Slots: Fri 12PM (Table 5), Sat 8PM (Table 5)

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## Trash

Presented by Bicycle Games

Type: Board/Card Game

Race to line up your cards in order from 1 to 10. Flip, swap, and tidy up your trash before everyone else! This fun twist includes Trash Can Cards which are Wild and Raccoon Cards, which end your turn. Easy to learn sequencing fun for the whole family.

Slots: Thu 2PM (Table 31)

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## Tribal Dynasty

Presented by Nomadik Games

Type: Board/Card Game

An asymmetric strategy game where players control one of four African tribes—Zulu, Maasai, Bushmen, or Yoruba. Each tribe possesses unique abilities tied to their culture and history. Players expand territory, gather resources, invoke Orishas, and engage in spiritual and physical conflict to gain renown and become the dominant tribe. Designed to blend competitive tactics with cultural storytelling, the game aims to educate while it entertains. Expect area control, resource management, and asymmetric powers that create a fresh experience every session.

Slots: Thu 2PM (Table 12), Thu 4PM (Table 12), Fri 10AM (Table 13), Sat 12PM (Table 9)

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## Tyrant

Presented by Trey's Game Dev

Type: Board/Card Game

\*YOU\* are the villain. Raid villages, slay

pesky heroes, and gather your minions in this dice-placement and tableau building board game.

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

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## Underground Empires

Presented by Winsmith Games

Type: Board/Card Game

Players command powerful subterranean factions, each with unique abilities that shape their rise to dominance. They must Excavate hidden riches, Construct strategic structures that unlock vital advantages, and Run their production engines to amass wealth and power. The depths hold untold potential - but only the most cunning will thrive below the surface.

Slots: Thu 4PM (Table 10), Thu 6PM (Table 10)

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## Wildhavens

Presented by Huitzi Games

Type: Board/Card Game

Players control the evolution of a fantastical imaginary animal species throughout multiple eras of time. The game is played on one of many Havens, each with its own setting, adaptation possibilities, and challenging scenarios to overcome. Players will play as one of dozens of unique species with their own unique traits and playstyles - so whether they survive off the land as an herbivore or eat their competition as a carnivore, every experience with the game will be a new and exciting!

Slots: Thu 2PM (Table 5), Fri 2PM (Table 5), Fri 4PM (Table 5), Sat 2PM (Table 5)

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## Wonder Why Role-Playing Game

Presented by Liontoad Games

Type: RPG/Story Game

A mid-fantasy roleplaying game with tactical combat that emphasizes player agency and teamwork. It offers easy to learn, defined, consistent and actionable rules without sacrificing depth. The game's design achieves this by building complexity from the interaction of multiple actions or the variety of how individual actions may be used. Wonder Why features 30 distinct classes, 13 robust Ancestries, 20+ Backgrounds and a number of other character customization aspects to explore, providing players the agency to forge their character's path.

Slots: Thu 8AM (Table 27), Thu 12PM (Table 27), Fri 8AM (Table 27), Fri 12PM (Table 27), Sat 10AM (Table 27), Sat 4PM (Table 27), Sat 6PM (Table 27), Sun 8AM (Table 27), Sun 12PM (Table 27)

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## WONDER x WORLDS

Presented by WONDER x WORLDS

Type: RPG/Story Game

A tabletop role playing game engine designed to empower storytelling in any magical, supernatural, futuristic, or alternative reality you can imagine. It's rules-lite and narrative-heavy, with just enough crunch to make tactical combat exciting. Think Blades

in the Dark meets D&D—but adaptable to any world you dream up! Gameplay revolves around Quests, Missions, and Scenes, using six-sided dice pools to generate dynamic narrative outcomes. Play collaboratively with a Game Master or solo. This playtest features Wonderland City, a compelling mash-up of portal fantasy, urban fantasy, noir, and cyberpunk, showcasing the system's flexibility across genres and settings.

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

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## Wu Wei: Journey of the Changing Path (2nd Ed.)

Presented by Gray Wolf Games

Type: Board/Card Game

In this adventure strategy game, masters secretly train students to become martial arts lineage holders while an ambitious new emperor seeks to unify the land under one banner. Leap into the world of Wu Wei and sharpen your skills with evolving strategies and rapidly changing circumstances. Rooted in Taoist traditions, this updated edition offers a streamlined experience full of tension, balance, and transformation.

Slots: Thu 10AM (Table 27), Fri 6PM (Table 26), Sat 12PM (Table 16), Sun 12PM (Table 26)

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## Wyndborne

Presented by Vitruvian Games

Type: Board/Card Game

A competitive tableau-building card game where 2-8 players race to restore the four Elemental Temples before the end of the world - with the risk of one or more becoming a traitor! Core mechanics include Card drafting, Resource management, Trading, and engine building. Try Wyndborne if you like games such as Terraforming Mars, Sideral Confluence, Race for the Galaxy, or Moonrakers.

Slots: Thu 2PM (Table 27), Fri 6PM (Table 27), Fri 8PM (Table 27), Sun 10AM (Table 23), Sun 12PM (Table 23)

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## Youthful Altered Martial Critters

Presented by Helium Ballroom

Type: RPG/Story Game

Youthful Altered Martial Critters is built around the idea of collaboratively creating an episode of a cartoon show through role play and scene creation. Players and the director work together to create a scene, play a scene, and then create another scene. Scene writing is done either by offering answers in a brainstorming session, or using cards like in everyone's favorite party games, then voting. After creating the scenes, players work together to defeat the Villainous Plot of the Week. Using Saturday Morning Animation Action, they will save the day and learn important lessons along the way.

Slots: Thu 12PM (Table 9), Thu 6PM (Table 9), Fri 6PM (Table 3), Sat 4PM (Table 3)

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