

**DOUBLE
EXPOSURE** Inc.



First Exposure
Playtest Hall

2026

**Playtest
Listing**

4 Days Until the Show Dies

Presented by 4th Pillar Games

Type: RPG/Story Game

A necromancer businessman is trying to put on a music festival for a fantasy realm, but is running behind because his skeleton workers are terribly incompetent. Players have 4 days of in-game time to help get the grounds and the artists ready. But there's too much to do for only 4 people to complete. Skillfully employ your skills and favors from friends & family to throw the best festival. You might even make more friends who are willing to help along the way!

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

7d7 - 7 Games for 7 Dice

Presented by Enginuity

Type: Board/Card Game

The 7d7 project is creating 7 simple games that use just a set of 7 dice, all of which can be played by any number of players. These use polyhedrals in a very different way than you are used to. What the games have in common is that the rules are relatively simple, but the strategies are more involved than most "dice-only" games. These are NOT D&D or FSF-type games. It's "what would have been invented in the Yahtzee / Liar's Dice / Bunco / Farkel era if polyhedrals were around?"

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

Ante 45

Presented by Ante 45

Type: RPG/Story Game

A Tabletop RPG played with only a 52 deck of playing cards. Explore a Western-Fantasy Setting by playing Poker Hands and balancing resources. Fans of Dungeons and Dragon 5th edition or Trading Card strategy will enjoy this crafted game.

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

Are You Cooler Than Larry?

Presented by Strange Alice Entertainment

Type: Board/Card Game

It's not about who's cooler - it's about what you didn't know. Laugh, confess, and see friends (old and new) in a different light. An icebreaker with a twist, built around surprising questions that spark real stories and unexpected connections. Ideal for BFFs, couples, and newcomers alike. Best enjoyed late at night, in small groups, by people who love revealing conversations.

Slots: Thu 2PM (Table 33), Fri 6PM (Table 27), Sat 12PM (Table 28), Sun 8AM (Table 28)

Arena of Champions

Presented by Board James Designer

Type: Board/Card Game

Choose a team from 14 unique champions and battle head to head in this MOBA-inspired lane battler! Featuring snappy gameplay and interesting tactical decisions, players select their moves and then clash, slash, push, and level up as they work to destroy their opponent's base.

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

Arena of the Mad King

Presented by Squishy Cube Games

Type: Board/Card Game

The Mad King's witch has teleported you into his arena to battle each other for his amusement. In Arena of the Mad King you will take on the roll of a fantasy class type. You will play cards and use your classes unique abilities to battle each other to be the last man standing. Do you have the courage, the willpower, and the strategy to survive? Only time will tell!

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

Arkhora, Temple Above Time

Presented by Tactical Sloth Games

Type: RPG/Story Game

A utopia in the ruins, Arkhora remains standing after the natural end of time itself. Built with the best technology of thousands of civilizations, and a strong magical foundation, it holds steadfast against the corrosive influence of Time. But Time can't be subverted so easily, and everything dies eventually. Ragnarok Beings, forces of reality's pure potential energy, now seek to end Arkhora's existence once and for all by twisting the events of humanity's past. As an agent of Arkhora's Temple Above Time, it's your job to travel to the past with magic, technology, and mechs to stop them.

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

Arriving Yesterday

Presented by Dobey Games

Type: Board/Card Game

An economic deliver-and-pick-up game that gives players the chance to manipulate markets in ways that ripple down the timeline, move across branches of time to create satisfying combos, and see weird consequences of their time travel adventures. The player that bends time most efficiently to fulfill contracts and earn money will win the game!

Slots: Sat 10AM (Table 17)

Avarice

Presented by Brickly Games

Type: Board/Card Game

Choose an asymmetric start, build across a modular map, maneuver hidden forces, unlock upgrades, and unleash decisive attacks. In Avarice, hidden units claim territory, construct military infrastructure, and clash in fast, positional battles. Each unit has a unique range and defeats another in a swift rock-paper-scissors combat system rewarding careful positioning, tactical deception, and well-planned attacks. The terrain beneath your structures determines how your empire develops. As your network grows, your actions become increasingly powerful. Victory belongs to the player who best balances expansion, development, and aggression in this fast, RTS-inspired game of hidden information and territorial conquest.

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

BandArchy: The Band Name Game

Presented by Punk 'N Lala, LLC

Type: Board/Card Game

A hilarious party game about creating terrible band names and judging your friends. You're in a band now - with all these people right here. Use your hand of cards to create band names that match the chosen genre, then vote with your guitar picks for the best and worst names at the table. Through constant lead singer and genre changes, create your band's next terrible name and battle your way to victory. (Don't worry: You don't need to know music, and you definitely don't have to sing.)

Slots: Thu 12PM (Table 10), Fri 12PM (Table 9), Sat 12PM (Table 10), Sun 12PM (Table 10)

Bark Boulevard

Presented by BearHat Games

Type: Board/Card Game

A chaotic trick-taking card game where you take on the role of a doggo heading out into the neighborhood for your daily walk, barking at everything you see- hoomans, other doggos, and even those evil scurry-fluffs! Whether you have the smallest bark or the biggest one, you're out to get the most attention! Earn the most bones from your endeavors and become the most boisterous barker on the block!

Slots: Thu 6PM (Table 26), Fri 4PM (Table 26), Fri 8PM (Table 26), Sat 8AM (Table 23)

Battle Kitchen Arena

Presented by Burnt Hare Games

Type: Board/Card Game

A player versus player arena combat game where each player takes the role of a chef eager to please the Judges by gathering ingredients and crafting recipes to curry favor. Players interact by attacking one another and culling opponents' minions to take resources and stymie enemies' advance. Along the way the arena can spawn third party adversaries to harry, annoy, and kidnap. Never leave your minions alone with a Goat in a Boat.

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

Big Battle Beat Down

Presented by Square Fire Gaming

Type: Board/Card Game

An explosive battle arena skirmish tabletop board game. Set in an absurdist future, you will control the world's craziest fighters as you battle for fame, glory and prizes on everybody's favorite show Big Battle Beat Down. We have been developing this game for more than ten years, playing it with friends and family. Now we get to playtest it with you!

Slots: Thu 10AM (Table 15), Thu 12PM (Table 15), Thu 4PM (Table 15), Thu 6PM (Table 15)

Big Day

Presented by Big Day

Type: Board/Card Game

Birders around the world participate in Big Days, challenging themselves to identify as many bird species as they can in a 24-hour period and log them to their birding checklists. Play as a birder on a mission to log birds to your birding checklist while they fly along the flight path. Reveal bird cards, roll dice, and use card powers to secure valuable birds to your player area while you have the chance. The player with the highest total points after all the birds have crossed the flight path is the winner.

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

Bit and Bob's Scrapyard Showcase

Presented by Lisa Was Here

Type: Board/Card Game

A game where you showcase a delightful variety of common and uncommon trinkets collected from everyday life. A beloved household trinket - like a vintage 1964 ceramic kitty with a violin - could be an Ultra Rare Collectible Miniature item. The Scrapyard residents will inspect your trinkets and award you favor beans for showcasing their favorite things. Felix the Filch may steal a trinket, causing a rapid exchange of items

between players. The person with the most beans in their pot at the end of the showcase wins the game!

Slots: Thu 8AM (Table 14), Fri 12PM (Table 14), Sat 4PM (Table 21), Sun 10AM (Table 21)

Bloomhunter

Presented by Balloonpunk Games

Type: Board/Card Game

A game about exploring a map and building routes, featuring a novel tile-laying mechanic. Players create an archipelago and venture across the map to gather flowers. Take care when you place a tile: You'll need to match colors to secure new sources of flowers, but matching weather patterns is also vital, since you can only move freely along tiles of the same weather pattern. Carefully choose your actions to discover new islands, chart their terrain, and win over local allies. Gain points by turning in bouquets, giving gifts to the nobles, and spreading your influence.

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

Boarding Party

Presented by Beadle & Grimm's

Type: Board/Card Game

Raid. Plunder. Betray. Boarding Party is a tactical and occasionally cooperative combat game where your band of space pirates swarm board and loot derelict space ships swarming with mutants, robots, cosmic monsters, genetically altered super-bunnies, or worse. Shoot, maneuver, and make sure your buddy is between you and whatever is planning on eating you, and nothing is between you and the loot.

Slots: Thu 10AM (Table 25), Fri 8AM (Table 25), Sat 8AM (Table 25), Sun 10AM (Table 28)

Boiling Point!

Presented by Anoba Interactives

Type: Board/Card Game

Rebellion is on the menu! Lead a crustacean uprising in a classic scramble to the top. Climb, stack, and hide to escape tyrannical Head Chefs and scheming rivals. Sneakily attack the staff or launch an all-out war with the whole kitchen crew in hopes to liberate the kitchen before the water reaches the Boiling Point! Earn vengeance points and celebrate your freedom by sipping on the sweetest prize of all: A tall glass of salty chef tears.

Slots: Thu 8AM (Table 5), Thu 12PM (Table 5), Thu 6PM (Table 5), Thu 8PM (Table 5)

Bowling Party

Presented by Squishy Cube Games

Type: Board/Card Game

No Shoes? No Problem! In Bowling Party you take on a pre-made bowler. You will roll dice and flip cards to find out how many pins you pick up in the frame. Hopefully, by the end of the game you will be able to beat your bowler's average and have the better score than the other the players.

Slots: Thu 10AM (Table 9), Fri 10AM (Table 9), Fri 8PM (Table 9), Sat 10AM (Table 9), Sun 10AM (Table 9)

Brandish - The Duelist's Card Game

Presented by Gamesville Workshop, LLC

Type: Board/Card Game

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. From the first turn you'll be clashing with your opponent; you can choose to circle your foe cautiously, or rush in and try to land a crushing blow.

Slots: Thu 12PM (Table 4), Thu 2PM (Table 4), Fri 10AM (Table 21), Fri 12PM (Table 21), Sat 10AM (Table 4), Sat 12PM (Table 4), Sun 10AM (Table 4), Sun 12PM (Table 4)

Bronzefall

Presented by CowHammer Studios

Type: Board/Card Game

Players command Bronze Age civilizations in a battle for the ancient world: Babylon, Waset, Hattusa, and Troy. Raise armies of footmen, slingers, chariots, and battering rams, breach your enemies' walls, and raze their cities. Legendary heroes and monsters like Gilgamesh, the Minotaur, and the Sphinx intervene in mortal wars, while a shifting deck of gods rewrites the rules of war for everyone at once. Civilization powers and a unique trait give every player a distinct edge. Dice-driven, tactical, and ruthless. Only one civilization will remain.

Slots: Fri 2PM (Table 7), Fri 4PM (Table 7), Sat 10AM (Table 20), Sat 12PM (Table 20)

Cache Grab

Presented by Sunny Trails LLC

Type: Board/Card Game

A competitive card game where squirrels gather food to prepare for winter. You take turns building the Branch, where some effects happen immediately while others wait. When the round ends, the Branch resolves in reverse order, turning careful plans into surprising outcomes. Steal from opponents, protect your Caches, and manage your timing. When the deck runs out, the player with the most cards in their hand and Caches wins.

Slots: Thu 10AM (Table 17), Thu 2PM (Table 17), Fri 12PM (Table 19), Fri 6PM (Table 19)

Canticle

Presented by Catacomb Games

Type: Board/Card Game

One player is an emperor, building a city in the past. The other players explore the ruins of the city for relics to fulfill the prophecies of the past. Work together to solve puzzles, fend off the Golem, and experience wild and surprising discoveries.

Slots: Thu 4PM (Table 23), Thu 8PM (Table 23), Sat 8AM (Table 31), Sat 6PM (Table 26)

Casters

Presented by Almanac Games

Type: Board/Card Game

A fantasy fishing game that requires dice rolling and light engine building to catch magical fish. Players become casters, anglers who combine bait, sorcery, and gritty determination to hook these unusual creatures. Each round, casters travel to lake locations, spend bait, and roll dice to catch their quarry. Once caught, enchanted fish can benefit a caster by providing boons for future casts or penalties for rival players. After five rounds, catches are submitted, Fishing Points are scored, and the top caster earns eternal glory!

Slots: Thu 6PM (Table 2), Fri 8AM (Table 2), Fri 12PM (Table 2), Sat 12PM (Table 7)

Castlore

Presented by Winged Sandals Games

Type: Board/Card Game

A strategic trick-taking game where players cast spells that bend the rules of play. Each spell grants unique advantages and challenges players to use those advantages to score in different ways, whether by winning the most tricks, taking the last trick, capturing tricks with specific cards, or saddling opponents with penalty cards. Inspired by some of the more dramatic moments in classic trick-taking games, including shooting the moon, going alone, and nil bids, Castlore's spells reward bold risks and clever play. But magic requires sacrifice. To cast spells, players must often give up the very cards that would best help them achieve

their spell's scoring objective. Balance power against opportunity, outwit your rivals, and discover why Castlore was named a 2026 Ion Award Strategy Game Finalist.

Slots: Fri 12PM (Table 28), Fri 8PM (Table 27), Sat 8AM (Table 27), Sat 10AM (Table 27), Sat 4PM (Table 27), Sat 6PM (Table 27), Sun 8AM (Table 27), Sun 10AM (Table 27)

Charm City Ghosts

Presented by 4th Pillar Games

Type: Board/Card Game

You are a leader and spiritual guide for the city's lost souls. You will propose, vote, fund, and ultimately place buildings around the city with the other players. Each player has secret ghost cards with a specific building combination that must be on the board for ghost to clear Purgatory. The first player with 3 cleared ghosts wins.

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

Chess Nuts

Presented by Enginuity

Type: Board/Card Game

A fun-and-light chess game where you play real chess but have a hand on super-power cards you can use for one turn. If you like the idea of moving your pawn like a bishop ("Sunday School") or dragging your opponents knight next to yours ("Ponies in love") you'll have fun with this. The game is serious, the cards have great humorous cartoon artwork. This was developed in conjunction with a chess author and teacher.

Slots: Sat 8AM (Table 13)

Creak

Presented by Quill Gaming

Type: Board/Card Game

The monster in the dark can hear any slight noise, so you'll have to pick exactly the right cards to slide closer to the exit. You're not alone in these shadows. Maybe if you work together you'll be able to distract the beast, but they might betray you. One crash forward could spell your doom. Every space in the hallway has a number. To move forward you'll have to match the number exactly or risk drawing the monster. You could search for more cards, but each one you draw also kicks up noise too. How much of a creak are you willing to risk?

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

Critter Crimes: A Central Park Syndicate

Presented by Ember Leaf Games

Type: Board/Card Game

In a nostalgic, 1930s-inspired caper, clever criminal critters explore Central Park by day and commit comical crimes by night. Players roll food dice to carry out jobs suited to their growing talents, storing contraband

in burrows they expand through gathered resources. Their syndicate builds influence with every crime; each offering an immediate reward, a lasting effect, and a place to stash contraband. With asymmetric abilities and hidden agendas, Critter Crimes blends cute charm with cunning strategy. Grab your gang, sharpen your claws, and lead your syndicate - just don't get caught by the Bark Ranger with your tail between your legs.

Slots: Fri 2PM (Table 19), Fri 4PM (Table 19), Sat 8AM (Table 19), Sat 10AM (Table 19)

Croaks & Daggers

Presented by Croaks & Daggers

Type: Board/Card Game

A fantasy frog-faction card game featuring hand and resource management, take-that combat, and variable player powers. Choose a unique faction, command your Royalty Cards, summon Action Cards, cast spells, and curse your rivals as you fight for control of the swamp throne. Each faction offers its own strengths and playstyle. Eliminating enemy Royalty earns Crystal Shards, but victory belongs to the player with the most Shards when the battle ends.

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

Crumb 'n Get It

Presented by Simeous Business

Type: Board/Card Game

Baking cookies has never been this fun! Crumb 'n Get It is a set collection and hand-management game where you trade out baking ingredients from your hand to fulfill cookie orders. Act fast to collect tips and strategize to complete sets. When the order pile up, will you score enough points to be the best gourmet cookie baker in town?

Slots: Fri 6PM (Table 1), Fri 8PM (Table 1), Sat 6PM (Table 8), Sat 8PM (Table 8)

Cults Without Number

Presented by SlamB Productions

Type: Board/Card Game

A fusion of the best aspects of Deckbuilding games and TCGs. Ahead of the game, you'll choose an eldritch being for your cult to worship, and build your own market of potential cult members to recruit. During the game, players take turns simultaneously, combining the cards in their hand each turn into groups of cultists to conduct rituals, recruit other cultists, raid opponents, and compete in trials. To win, you need to collect enough favor, either by winning those trials or by building an engine powerful enough to purchase it outright.

Slots: Thu 8AM (Table 6), Thu 10AM (Table 6), Fri 8AM (Table 16), Fri 10AM (Table 16)

Dead Man's Banquet

Presented by Eleventy Gentlemen

Type: Board/Card Game

You and your friends play as members of the aristocracy who all secretly (or not so secretly) despise each other. Carefully lure your opponents into becoming sick from consuming poison, or show off how brave you are by boldly eating whatever's on the table. Just make sure to remember which dishes you've laced!

Slots: Thu 10AM (Table 27), Thu 12PM (Table 27), Fri 12PM (Table 27), Fri 2PM (Table 27)

Deadline Derby

Presented by Iapetan Erratic

Type: Board/Card Game

Travel the land as a freelance photojournalist, competing to capture the stories that matter most. Across four eventful days, magazines announce a fresh slate of assignments each morning, sending you in search of the perfect shot. Each evening, editors accept only a limited number of submissions before the deadline closes. Plan efficient routes, manage your focus, anticipate the competition, and decide when to play it safe - or pursue a bigger story. Will you settle for today's paycheck, or capture the photograph that lands on tomorrow's front page?

Slots: Thu 8AM (Table 16), Thu 12PM (Table 16), Thu 4PM (Table 16), Thu 8PM (Table 16)

Delvers of Deepgate

Presented by Digitized Visual

Type: Board/Card Game

The lost town of Deepgate has been overrun by monsters from the depths. Take command of a unique Delver and join your friends to explore the dungeon, mine resources, build towers, and defeat the Boss before Deepgate is overrun!

Slots: Thu 2PM (Table 27), Thu 4PM (Table 27), Fri 10AM (Table 27), Sat 10AM (Table 29), Sun 10AM (Table 29)

Demon Summoner

Presented by Candlecraft Games

Type: Board/Card Game

A social deduction game of strategic summoning and secret sabotage. The Righteous team sets out to smite demons, while Evil traitors quietly work to Release them. One player has the role of Demon Summoner, the publicly known strategist of the Evil team. The Demon Summoner can use powerful demons to force Righteous players to Release, making honest players look guilty. But the Demon Summoner must navigate a web of risks and constraints, lest they expose their Evil teammates.

Slots: Thu 2PM (Table 30), Thu 6PM (Table 30), Thu 8PM (Table 22), Fri 2PM (Table 30), Fri 6PM (Table 30), Fri 8PM (Table 22), Sat 12PM (Table 30), Sat 4PM (Table 30)

Dirigible Derby

Presented by Magic Helmet Games

Type: Board/Card Game

A medium-weight competitive game using a worker placement with dice workers mechanic. Players captain rival airships racing across a dangerous, ever-changing realm. As new tiles are revealed, captains must navigate storms, monsters, and wastelands while managing their crew and resources. On each turn, players roll dice and assign them to actions, with results modified by terrain effects and conditions aboard their airship. Strategic planning and careful resource management are essential to survival. The first airship to reach the end of the realm - or the last ship still flying - wins the game.

Slots: Fri 8AM (Table 7), Fri 12PM (Table 7), Sat 8AM (Table 15), Sat 10AM (Table 15)

Disaster Salvagers

Presented by Party Tails

Type: Board/Card Game

Become the CEO of a salvage company that profits from cleaning up sci-fi technology after city-wide disasters. Cycle through action selection chains and build a card engine of alien and monster technology to gain the most money.

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

DreadInsight

Presented by DreadInsightGame

Type: Board/Card Game

A 2-player asymmetrical survival-horror card game steeped in occult mystery and mounting dread. One player takes on the role of a secretive Cultist, performing dark rituals, summoning specters, and building Devotion to awaken an ancient entity. Opposing them, the Survivor explores dangerous paths, confronting horrors while managing dwindling sanity and resources. Hidden threats and tense decisions shape every turn as the Cultist risks exposure for power, and the Survivor seeks to uncover the truth and stop the ritual. In DreadInsight, every choice carries weight - and survival is never guaranteed.

Slots: Thu 2PM (Table 15), Fri 10AM (Table 6), Fri 4PM (Table 9), Sat 4PM (Table 10)

Duelists of Darkwana

Presented by Darkwana Games

Type: Board/Card Game

A card battler where you'll pick one of eight playable characters, each with their own deck and playing style. You start with 20 hit points, and win by knocking your opponent's hit points to zero. During the game, you'll upgrade 3 different attributes, which will change how your cards behave. The result is a lightning-fast battle where both sides

get progressively stronger while trying to circumnavigate their opponent's strategies.

Slots: Thu 2PM (Table 5), Thu 4PM (Table 5), Fri 2PM (Table 5), Fri 4PM (Table 5), Fri 6PM (Table 5), Sat 2PM (Table 5), Sat 4PM (Table 5), Sun 10AM (Table 5), Sun 12PM (Table 5)

Dungeon Survivor

Presented by Parallel Dimension Gaming

Type: RPG/Story Game

A classless dice-pool-based reimagining of the most famous 0e fantasy RPG where every roll is a gamble. Using push-your-luck mechanics, you must decide how far to press into the dungeon as resources erode and danger compounds. Stay too long and the dungeon will claim you; retreat too early and your glory is left behind. Dungeon Survivor asks a single question: When do you turn back?

Slots: Thu 8AM (Table 28), Fri 8AM (Table 29), Fri 6PM (Table 29), Sat 8AM (Table 30)

Dwell: Poverty Simulation Game

Presented by Central Michigan University Press

Type: Board/Card Game

An educational tabletop simulation game that teaches players about situational poverty and its impact on one's real-world choices, health, livelihood, communities, and families. Players perspective-take as one of 5 characters who must support and care for themselves - and possibly an entire household - and achieve their situational goal by the end of the month. Do your best to navigate Dwellville and its social systems and complete daily and weekly tasks, all while managing your health and bank account.

Slots: Thu 8AM (Table 17), Fri 8AM (Table 10), Fri 4PM (Table 15), Sat 12PM (Table 5)

Effigy: A Mythic Reality RPG

Presented by Smudg'd Ink Studios

Type: RPG/Story Game

Based on the idea of what if myths were real, that all those ancient tales and stories were based on living people and events that have some basis in truth. The idea that once upon a time the fantastic was more commonplace. Monsters, heroes and god-like beings walked on Earth, each Awakened to their true natures and possessing a divine spark that set them apart from everyone else. The players take on characters that have this spark that sets them on an epic path. These individuals explore a World very similar to the one they know, their immediate surroundings. It is designed to be set in the city/region where the players live and in current times. The core book uses Houston, TX and the surrounding areas as an example and jumping off point.

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

Egyptian Rat Screw
Presented by Bicycle Games

Type: Board/Card Game

The classic card game with a fun new twist. Egyptian Rat Screw is a wild, reflex-driven slap game where players watch for combos, strike fast, and battle to claim the pile in a loud, unpredictable showdown of speed and nerve.

Slots: Thu 12PM (Table 29), Sat 8PM (Table 29)

Elementarium
Presented by Nesha Games

Type: Board/Card Game

A beautiful fantasy strategy card game where players use elemental tokens to buy mythic creature cards, making future turns more powerful and satisfying. Play carefully with exact resources, or take risks by rolling dice for bigger rewards. Elemental masters, wild cards, and free bonus actions open new strategies and keep each game flexible, tactical, and highly replayable. With bright fantasy art, many viable strategies, quick and full-length play modes, Elementarium delivers a friendly but competitive journey of discovery, strategy, and elemental magic.

Slots: Thu 2PM (Table 31), Fri 12PM (Table 31), Fri 2PM (Table 31), Fri 8PM (Table 31), Sat 12PM (Table 31), Sat 2PM (Table 31), Sat 6PM (Table 31)

Encounter
Presented by 9 Kingdoms Game Development

Type: Board/Card Game

Play as Wilfred Python during the zombie Apocalypse or Domino Dawn hunting for the lost Idol or Geomie Bae trapped in a giant spider web or many others. Encounter is small game you can set up and play in 10 minutes. Its unique card design provides an exciting puzzle and endless possibilities.

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

Eulogy
Presented by Faceless Games

Type: RPG/Story Game

You walk into a funeral parlor and are suddenly told you are getting a large inheritance, catch is you never met the person. Now you need to come up with a story to impress the procession and or else you lose everything. Use random items and your own wit in this pitch game to build your story and earn your alms!

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

Eureka Science Academy
Presented by Philosopher's Stone Games

Type: Board/Card Game

A fast-paced card game of scientific discovery. Play rival science academies, gathering teams of history's greatest thinkers. Compete to develop the best hypotheses and inventions. Support your own hypotheses and refute those of your rivals. May the best science win!

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

Everest
Presented by Dream Bridge Games

Type: Board/Card Game

The climbing season is short, the mountain unforgiving, and every decision matters. In Everest, you lead four summit teams in a race to conquer the world's highest peak. Carefully manage resources, deploy Sherpas, and seize opportunities to ascend as the weather and emergencies threaten even the best-laid plans. Glory awaits those who reach the summit, but true success is measured by the lives you touch along the way. Earn karma through leadership, sacrifice, and rescue. When the final climbers descend and the season comes to a close, only the guide who has forged the greatest reputation will truly master Everest!

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

Executive Producer
Presented by LaunchBoom

Type: Board/Card Game

Lead a studio to victory by buys scripts and hiring talent to make movies that earn profits and win awards!

Slots: Fri 10AM (Table 22), Sat 2PM (Table 22)

Exoplanet Rush
Presented by East of Orion Games

Type: Board/Card Game

A board game of quick profit set in humanity's foreseeable future at the exoplanetary frontier. Capitalism thrives in the ungoverned regions a few leaps ahead of Terran governance. You and your competitors are developing a new solar system. Make what you can while the rush lasts, because when law and order arrives, the heyday ends. But for now, there is profit to gain! Dice rolling. Business planning. Interactive exchanges and services. New worlds to develop and exploit.

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

Fallen Angels - Adventure Card Game
Presented by Digitized Visual

Type: Board/Card Game

A story driven expandable card game. Players take on the role of notable bounty hunters as they are tasked with resolving a given contract each game and capturing the bounty before they carry out their schemes or, worse yet, escape and deprive you of the reward!

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

Farkle++
Presented by Nesha Games

Type: Board/Card Game

A fast tavern dice game built around risk, coins, and brave decisions. The dice have special colored sides that give players bonuses, penalties, or extra choices. On each turn, players may take their coins, roll again for a bigger reward, place a bet, or spend coins in the dice shop for powerful actions. The game keeps classic dice rolling simple and fun, while adding player choice, flexibility, and more room for strategy. It is easy to learn, exciting, risky, and fun for casual game nights.

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

Farklechips: "Double Down"
Presented by Happy Raptor Games

Type: Board/Card Game

A gambling game. Unlike poker, where you get your cards and then decide how much to bet, Farklechips players put their stakes into the pot up front and then take turns rolling dice trying to get their chips back out. In the end game, how many times are you going to press your luck and "double down" to take your opponents' share of the pot? No money will change hands at the playtest.

Slots: Sat 8PM (Table 34)

Fawnalore
Presented by Bunsun Studios

Type: RPG/Story Game

A fantasy adventure novel comes to life on game night - delivering you into a universe, with family, friends, or even journey solo. A rich story mode, mini quests, free play, PVP - the game system is built for it all, blending a mix of mechanics such as deck building, dungeon crawling, boss battling, and puzzle solving. An episodic story mode is delivered to be experienced, and played. Chapter by chapter. Campaign by campaign, the story grows, the characters grow, the game grows, and the universe grows. Experience it all! Welcome to Fawnalore!

Slots: Thu 2PM (Table 24), Fri 8PM (Table 24), Sat 6PM (Table 30), Sun 12PM (Table 24)

Fleets of Kytherra

Presented by Red Tail Games

Type: Board/Card Game

A 4x space game where you combine 2 mini factions into 1 faction, explore a galaxy and vie for Control, build up your fleet, and see who will control the galaxy.

Slots: Thu 6PM (Table 32), Fri 6PM (Table 32), Sat 8AM (Table 32), Sat 10AM (Table 32)

Flood Plains

Presented by Happy Raptor Games

Type: Board/Card Game

A flood is moving upriver through Mvuli Wildlife Sanctuary, and your rescue team must save as many endangered animals as possible before they are forced back into the wild. Each turn, roll the Rescue Dice to receive Rangers, Vets, Volunteers, crate kits, trucks, and radios and use them to find hidden animals, meet their unique handling requirements, and transport them to High Ground. As floodwaters get close, you may have to press your luck and risk your resources getting swamped. Player-held Action Cards provide additional equipment and flexibility, so good communication and cooperation are essential.

Slots: Thu 4PM (Table 31), Fri 6PM (Table 6), Sat 8AM (Table 34)

Fly Me to the Moon

Presented by @TodoEsJugable

Type: Board/Card Game

A historical strategy game recreating the space race from 1942 to 1969. Players lead space programmes, developing capabilities across three interconnected spheres while managing limited resources, political pressure and prestige. Every decision shapes a different route toward victory: accelerate technological progress, complete ambitious missions, pursue one of seven alternative objectives, or become the first programme to reach the Moon. The game combines historical development with strategic freedom, allowing players to explore plausible alternative paths through the early space age. This playtest focuses on balance, pacing, clarity and the tension between Moon and Prestige victories.

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

Fractured Oath

Presented by rath monki

Type: Board/Card Game

Fractured Oath drops you into a world where power shapes destiny and every choice leaves a mark. In this fast-paced deck-building roguelike, you'll spend the first six rounds exploring the battlefield, defeating enemies, rolling for rewards, and outmaneuvering your rivals to build the strongest deck possible. Every encounter pushes you closer to greatness or disaster. No pressure. Then everything changes. At the start of Round Seven, the board flips, alliances shatter, and

the real battle begins. Armed with the power you've collected, you'll face your opponents in an all-out clash to determine whose oath will endure. Will you rise through strategy, luck, and sheer force of will? Or will your ideals be left in pieces? Choose your champion, forge your deck, and prepare for the final showdown. Only one oath remains unbroken.

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

Frontier Fortunes: A Strategic Mining Adventure

Presented by Fear is the Mind Killer

Type: Board/Card Game

Frontier Fortunes brings the thrill of the gold rush to your tabletop. In this highly tactile strategy game, you don't just move pieces - you actually reach into mining bags in search of rare Gems and Minerals. Whether you're hunting for a high-value emerald, selling your gemstones in the marketplace, developing Mines on the board, or creating unique commissioned pieces of Jewelry, every turn offers an opportunity to grow your fortune. Manage your resources, upgrade your tools, and outmaneuver your rivals in a strategic race for the ultimate fortune. It's a perfect mix of strategy and sensory adventure for families and seasoned gamers alike.

Slots: Fri 10AM (Table 30), Fri 6PM (Table 31), Sat 10AM (Table 31), Sat 2PM (Table 32)

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: Fri 8AM (Table 18), Fri 10AM (Table 18), Sat 8AM (Table 16), Sat 10AM (Table 16)

Galallers

Presented by @TodoEsJugable

Type: Board/Card Game

A competitive space 4X game in which rival civilizations explore an uncharted galaxy scattered with the ruins of an ancient species. Players expand their fleets, establish footholds, secure supplies and prism-rich systems, and unlock cryptovaults containing powerful artifacts. Each faction develops through different specializations, while adaptive ships and strategic priorities encour-

age multiple paths to victory. Exploration and archaeology are central, but discoveries quickly become tools for expansion, economic growth and conflict. Players must balance scientific ambition with territorial control, timing and confrontation. This playtest focuses on pacing, faction balance, artifact impact and the interaction between exploration and warfare.

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

Gallery Heist

Presented by LaunchBoom

Type: Board/Card Game

The only strategy game where your decisions shape a real work of art. Players collaborate to create a stunning shattered glass masterpiece while strategically competing to claim it as their own. Every card played and every strike made can change the outcome. Defend your progress, outsmart your opponents, and race to secure the artwork before someone else locks it away. When the game ends, one player doesn't just win the match, they take home the actual masterpiece created during gameplay.

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

Genezoa

Presented by Ancient Origins Games

Type: Board/Card Game

A dynamic, expanding card game featuring animals and events from prehistory. Players can create and mutate animals from Earth's history, from ancients like Anomalocaris to fan favorites like T-rex and even to modern mammals like Elephants. But players have the opportunity to activate mass extinctions, which can foundationally alter the game state. The goal of the game is to create animals that survive and can take out your opponents' animals. With modern science backing up the card designs and animals' effects, you can engage with all your favorite scientifically-accurate prehistoric animals in this new and exciting game.

Slots: Thu 8AM (Table 27), Thu 6PM (Table 27), Fri 8AM (Table 27), Sat 12PM (Table 26)

Glyffiti

Presented by Base16

Type: Board/Card Game

This is the spell that will shape the magic of the city. Wizards roam the streets, painting graffiti glyphs across key points, linking their elements to weave a megaspell to their desires. Each has a goal, unknown to the others. They deface or remove the glyphs of enemies, ensuring only theirs remain. Because when the final paint is laid, a new age begins. So choose your path, place your tiles, and block your opponents in this portable, 10-minute, colorful, tile-matching game.

Slots: Thu 8PM (Table 2), Fri 4PM (Table 1), Sat 2PM (Table 3), Sun 10AM (Table 1)

Gold and Jade Stages

Presented by When Beasts Fly

Type: Board/Card Game

A Dunhuang-inspired strategy adventure game where players take on the roles of mythical creatures seeking transformation. Explore the world, gather pigment stones, collect True Form fragments, and use unique abilities to overcome challenges and rivals. Each beast has different strengths, movement patterns, and strategies, creating an asymmetric experience where every choice matters. Will you hunt for power, protect your allies, or pursue your own path to ascension? Complete your True Form and rise to the Ninefold Heavens before your opponents in this game of exploration, competition, and transformation.

Slots: Thu 8PM (Table 25), Fri 8PM (Table 25), Sat 6PM (Table 32), Sat 8PM (Table 32)

Great Grandma's Dead

Presented by Devil May Care Games

Type: Board/Card Game

A board game of item collection, card development, and backstabbing. Race to grab as much of Granma's heirlooms, while allying yourself with all the distant family members you definitely remember and care about.

Slots: Thu 10AM (Table 19), Thu 2PM (Table 19), Fri 12PM (Table 20)

Grimpath: Trading Card & Wargame

Presented by Deck Tactics

Type: Board/Card Game

A hybrid trading card and tactical miniatures battle system where players command warlords and warbands on dynamic battlefields. Build a 30-card deck, generate Influence, and choose between recruiting units to the frontlines or rallying them for strategic support. Positioning, timing, and resource management are key as you outmaneuver opponents in close and ranged combat. With distinct spheres like Fury, Shadow, Nature, and Spirit, Grimpath blends the depth of a TCG with the spatial strategy of a wargame, featuring fast, tactical matches where every decision shapes your path to victory.

Slots: Thu 4PM (Table 9), Thu 6PM (Table 9), Fri 6PM (Table 9), Sat 8PM (Table 10)

HALFCOURT: WHO GOT NEXT?

Presented by Box Out Games

Type: Board/Card Game

A tactical 1v1 game that brings the strategy and fun of 3-on-3 basketball to the tabletop. Whether you are a diehard, a casual, or a non-fan, this game will make you feel like you're balling out on the court while challenging you to think like a real hooper. Outmaneuver your opponent using your team of 3 unique players, their signature

skill cards, and a simple action system which delivers an authentic basketball experience. HALFCOURT: WHO GOT NEXT? is easy-to-learn, yet satisfyingly deep. The d20 is the basketball – take your shot and roll it!

Slots: Thu 4PM (Table 3), Fri 12PM (Table 5), Sat 10AM (Table 5), Sat 6PM (Table 5)

Heretics

Presented by Candlecraft Games

Type: Board/Card Game

A fast and dramatic team-based social deduction game. The townsfolk have gathered to elect their strongest warrior, but each player's strength is known only to themselves. The Worshipper team seeks the truth, while the Heretic team spreads lies and confusion. Heretics plays fast: no night phase, no player elimination, no moderator, and only a single round of voting - without sacrificing deduction, deception, or strategic depth.

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

Hexes Hold 'Em

Presented by Duck Lasers

Type: Board/Card Game

A suited, competitive card game between you and your wizard friends. Use the grimoires of ancient, master wizards to sling spells, bust your friends, and battle for moon sapphires. Every wizard starts with two colored hand cards to combine with a communal board of cards. Add the cards in your hand to board cards of the same color to get to 12 in as many colors as possible without busting. Use spells over the course of 3 rounds to manipulate your cards, the cards on the board, or other wizards in order to win.

Slots: Thu 6PM (Table 3), Fri 10AM (Table 3), Fri 12PM (Table 3), Fri 4PM (Table 3), Fri 6PM (Table 3), Sat 10AM (Table 3), Sat 12PM (Table 3), Sat 4PM (Table 3), Sat 6PM (Table 3)

Hexshooter

Presented by Arcane Explorations

Type: Board/Card Game

A cooperative tactical game where the player controls one of a team of characters to overcome scenarios filled with monsters and puzzles. The highlight of the game is the deck representing the cylinder of your revolver, full of powerful but rare "bullets," which must be carefully managed to overcome the scenarios efficiently. The game will consist of scenarios where the characters physically move in a game space, broken up by narrative and customization moments in a legacy structure.

Slots: Thu 10AM (Table 5), Fri 8AM (Table 5), Sat 8AM (Table 7), Sat 4PM (Table 7)

Hover

Presented by LaunchBoom

Type: Board/Card Game

A surprisingly brutal game based on real hummingbird behaviors. Fight for nectar, build your nest, and win a mate before another hummer beats you to it.

Slots: Sat 12PM (Table 22), Sun 12PM (Table 22)

Hunt for Black December

Presented by Philosopher's Stone Games

Type: Board/Card Game

Players are captains of submarines on search for the elusive Black December, a submarine which has gone rogue and is plotting to launch a strike against the mainland. By searching and launching torpedoes, players must stop the Black December before it can escape and begin World War III.

Slots: Fri 8AM (Table 32), Fri 10AM (Table 32)

Hypoxia

Presented by Third Place Games

Type: Board/Card Game

A deckbuilding board game. Players are scuba divers plundering the city of Atlantis on behalf of a powerful, corrupt corporate sponsor. They must carefully manage the accumulation of dangerous Hypoxia cards and dwindling oxygen resources while they plunder priceless artifacts with abandon. The player who is best able to appease their sponsor and retrieve the most valuable collection will be the winner!

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

Jar of Dice: The Game

Presented by Bloodborn Games

Type: Board/Card Game

A fast, chaotic race to roll all your dice down to 1 before everyone else does. But the closer you get, the bigger target you become. Players can protect their best rolls, sabotage opponents, steal momentum, and gang up on whoever is about to win. It is easy to learn, loud at the table, and full of last-second saves, betrayals, and "you've got to be kidding me" moments. First player to lock in all 1s wins.

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

Kali Yuga
Presented by Studio Jophiel

Type: Board/Card Game

A deck-building worker-placement strategy game inspired by South Asian culture. Players race to garner support for their cause to become the one who brings an end to Kali Yuga: The Age of Despair. Protect humanity from calamity, recruit followers, and win the favor of elders in this fast-paced multi-objective strategy game.

Slots: Fri 2PM (Table 18), Fri 4PM (Table 18),
Fri 6PM (Table 18), Fri 8PM (Table 18)

Kismeta: Alchemists of the Great Year
Presented by GOODMAGIK Games

Type: Board/Card Game

A strategic card-and-dice game of resource management, deck building, and direct conflict. Journey through the Cosmic Ages of the Great Year as rival Alchemists, racing to transmute Lead into Gold and place your Philosopher's Stone on the Altar of Kismeta. Align with the Cosmic Age and build your Spread from a tarot-inspired deck. Each card has unique active effects that shape your crafting and conflict capacities. Outmaneuver your rivals to be the first to advance your Stone through the Crucible's four stages of Transmutation and claim victory. A richly thematic medium-weight game.

Slots: Thu 8AM (Table 23), Thu 12PM (Table 23),
Fri 8AM (Table 34), Fri 12PM (Table 34)

Last Night At The Lucky Lad Casino
Presented by Rough Draft Games

Type: Board/Card Game

Are you feeling lucky? Last Night at the Lucky Lad Casino is a fast-paced party game, where you'll need to outwit and gamble your way to victory against up to 7 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.

Slots: Thu 6PM (Table 29), Thu 8PM (Table 29),
Fri 8AM (Table 30), Fri 12PM (Table 30)

Leaf & Let Die
Presented by Pumpkin Face Games

Type: Board/Card Game

Grow a unique Plant Creature by grafting Roots, Vines, and Flowers while building both your card deck and your collection of polyhedral dice. The game unfolds in two phases: Cultivation, where you strengthen your creature and prepare your strategy, fol-

lowed by Battle, where rival gardeners put their creations to the test in tactical combat.

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

Love and War: Allies, Nukes, and Mars
Presented by Love and War

Type: Board/Card Game

A competitive geopolitical strategy game set in a world of shifting alliances, espionage, economic growth, and military conflict. Lead a global empire as a Warmonger, Diplomat, Strategist, or Capitalist, each with unique strengths and playstyles. Expand your influence through Outposts, deploy spies, launch Missiles and Nukes, and negotiate or betray your rivals as the balance of power shifts. Victory can be achieved through Military Domination or a wealth-fueled Space Race to Mars. Every game rewards diplomacy, timing, strategic planning, and calculated risk.

Slots: Thu 10AM (Table 16), Fri 12PM (Table 12),
Sat 10AM (Table 13), Sat 4PM (Table 20)

Moon Rocks
Presented by Iceblink Games

Type: Board/Card Game

It's an intergalactic race to the stage. Collect extraterrestrial resources to build instruments. Sabotage other players, recruit roadie robots and crater the competition. Moon Rocks is a competitive deck builder resource management card game. Make lunar history by being the first band on the Moon!

Slots: Fri 12PM (Table 16), Fri 4PM (Table 16),
Sat 12PM (Table 16), Sat 4PM (Table 16)

MUSCLE WIZARD
Presented by TableTopics

Type: RPG/Story Game

The Game of Gains! Name your 12 abilities - each an acronym of a letter in what you are - a MUSCLE WIZARD. Justify your abilities, explode to higher dice sizes, and get those GAINS, but beware of Fumbling.

Slots: Thu 8AM (Table 24), Thu 10AM (Table 24),
Sat 6PM (Table 23), Sat 8PM (Table 23)

Outpost: Terran Empire
Presented by Informal Ferret Games

Type: Board/Card Game

Outpost is a board game designed by James Hlavaty, originally released in 1991. It featured a snowballing economic engine that players fell in love with (and occasionally cursed). A few of those players went on

to design their own board games, with deep Outpost influences, like Puerto Rico and Power Grid (the latter was even re-released a few years ago as Power Grid: Outpost, as a nod to the classic game). This is a very early prototype. The economic system is very raw and will probably break, which is normal for an economic game this new. This test will be more of a smoke test to make sure that the fundamental game concepts are sound. We will likely play a few rounds and unpack from there.

Slots: Thu 6PM (Table 7)

Pagans vs. Lions
Presented by Breault Games LLC

Type: Board/Card Game

Up to 4 players each get a lion and 4 humans to fight it out in a Roman arena. The Gods are watching and drop Gifts into the arena to even the odds. The goal is to kill as many other humans as you can with your lion while your humans fend off other players' lions. First player to register 10 kills wins!

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

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 15), Fri 12PM (Table 18),
Sat 12PM (Table 13), Sat 4PM (Table 13)

Perfect Pairings
Presented by CloudKey Games

Type: Board/Card Game

You play as an aspiring sommelier with dreams of becoming world renown for your ability to find the perfect wine for the perfect plate of food. Journey through picturesque wine country as you explore diverse wine varieties, uncover their unique characteristics, and master the art of pairing. At the same time, manage your own restaurant - seat guests, curate the perfect wine list, upgrade your cellar, expand your knowledge, and serve unforgettable food and wine combinations.

Slots: Fri 12PM (Table 15), Sat 4PM (Table 19)

Periodic Pipes: The Road to Plutonium

Presented by Chem Gamer LLC

Type: Board/Card Game

Step into the Periodic Pipes and dive into a fast-paced adventure through the elements! Race across a path built from the Periodic Table itself as you draw challenge cards that test your knowledge of real chemical properties. Stay sharp: Chem Battles can strike at any moment, pushing players head-to-head in quick competitions to claim the title of top element! Along the way, players work together by checking each other's answers, reinforcing accuracy and building confidence through peer learning. With surprises around every corner and discoveries built into every turn, Periodic Pipes proves that chemistry isn't just fascinating... it's seriously fun!

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

Plague: The Last Bastion

Presented by The Bear Clan

Type: Board/Card Game

A worker placement deckbuilder with lots of player interaction. Set in a world that was ravaged by a deadly Plague, spread your cultists throughout the town to rebuild and take control of this last settlement with your Cult. Build new locations, purchase new action cards, get help from the local established Cults, and spread the plague to your opponents in order to gain enough victory points to win the game!

Slots: Fri 2PM (Table 15), Sat 12PM (Table 6), Sat 6PM (Table 6), Sun 8AM (Table 13)

Planetary Invasion

Presented by MatchBoxGames

Type: Board/Card Game

Planetary Invasion pits two players against each other in a bid to either conquer or defend the Planet Eden. As the Attacker or Defender you represent the will of your nation, from the pre-war buildup of military forces, doctrine, and even what Strategic objectives you determine are necessary to secure victory in this brutal civil war. You will control Ground Forces, Air Operations, Logistics, and Command and Control. Use your custom Army to secure Cities across the planet to gain war score but be wary of losing too many troops as you may Capitulate before securing the planet.

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

Pokeno Go!

Presented by Bicycle Games

Type: Board/Card Game

A fast, portable twist on classic Pokeno - the bingo-meets-poker game where players place cards to complete patterns - now us-

ing cards to create dynamic boards, and a custom action die to keep every round quick, surprising, and easy to play anywhere.

Slots: Thu 8AM (Table 29), Thu 2PM (Table 29), Sat 6PM (Table 29)

Premonition

Presented by Premonition

Type: Board/Card Game

Strange portals. Shifting terrain. Three troops and one chaotic mountain. Premonition blends fast strategy with hilarious sabotage and a rotating board in a "capture-the-flag meets card mayhem" tabletop brawl. First one to portal all their pawns home wins. Unless someone ruins everything first.

Slots: Thu 12PM (Table 24), Thu 4PM (Table 24), Thu 6PM (Table 24), Fri 8AM (Table 24), Fri 10AM (Table 24), Fri 4PM (Table 24), Sat 12PM (Table 24), Sat 6PM (Table 24)

Presents Requested

Presented by Arsenic Ink

Type: Board/Card Game

A fast-paced social deduction game where players secretly work to make (or break) toys for Christmas. Nice Kids try to build the toys kids have asked for, while Naughty Kids secretly sabotage them and build gag gifts instead. Then everyone debates who should go to Timeout. With no game master, simple rules, and quick rounds, it's easy to learn while offering surprising strategic depth.

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

Project HIGH NOON

Presented by Tabletop Tinkers

Type: Board/Card Game

A fast-paced, sequencing-focused card game. Draw to your chosen Champion's maximum hand size each turn and craft your plan, then lock in that plan by placing cards face-down into Moments on the Timeline. Once cards are placed, players engage in a shared combat step. It's a tense, Moment by Moment affair as players take turns revealing and playing their pre-placed cards. Reduce your opponent's life to 0 to win! The shared turn structure keeps both players in the action throughout play. Prepare to challenge your risk tolerance, bluffing, and planning skills in Project HIGH NOON.

Slots: Fri 8AM (Table 14), Fri 10AM (Table 14), Sun 8AM (Table 14), Sun 10AM (Table 14)

Project Reduelest

Presented by Replay Works

Type: Board/Card Game

A competitive two-player strategy game blending card collection with tactical battlefield combat. Before playing, each person assembles a personal deck of 50 cards

centered around a chosen commander. During the game, players take turns placing their units onto a grid, like pieces on a chess board, moving them into position, and attacking the enemy. Each unit has its own attack power, hit points, and special abilities, and your commander can only support so many troops at once. One-time action cards and hidden trap cards add extra twists. The goal: Outmaneuver your opponent and reduce their commander to zero health.

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

PUTTNIK!

Presented by Fleming & Hound Games

Type: Board/Card Game

It's 1971 and Alan Shepard has just demonstrated American golf superiority by hitting a golf ball 40 yards on the lunar surface. In PUTTNIK!, the Soviet Union launches a secret crash program to beat the Americans by playing a full nine holes of minigolf on the moon. Three problems: there's no minigolf course on the moon, there's not enough time to wait until one is built to start playing, and the cosmonauts don't really know how to putt. Over nine holes, you'll compete for the lowest score even as you simultaneously build the course and train your cosmogolfer.

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

Railways of Tanir

Presented by TOPHAT Games

Type: Board/Card Game

Railroading game where players compete to bring the age of steam to the land of Tanir. Resources are plentiful but turns are tight. Outmaneuver your opponents and claim your fortune!

Slots: Fri 12PM (Table 26), Fri 2PM (Table 26), Sat 12PM (Table 27), Sat 2PM (Table 27)

Rascally Rabbits

Presented by Sunrise Tornado

Type: Board/Card Game

Sneak into the garden and stir up some bunny mischief! In Rascally Rabbits, every player uses a single customizable garden card to shape their strategy, win tricks, and collect rabbits. Will you chase tricks, hoard rabbits, or balance both? With fast turns, clever decisions, and plenty of surprising moments, this one-card trick-taking game offers a fresh and playful challenge for families and hobby gamers alike.

Slots: Thu 2PM (Table 13), Sat 4PM (Table 15), Sat 6PM (Table 15), Sat 8PM (Table 15)

Reel Rivals

Presented by Reel Rivals

Type: Board/Card Game

Manipulate Tricks in a popcorn fueled race to create the next Cinema Blockbuster. Dynamic trick-taking and manipulation creates drama with each revealed card. Featured Genres (suits) and Clashing Egos allow you to steal unexpected tricks... or at least influence the outcome of a round, even if you don't think you can win. Build a popcorn-selling showpiece and outmaneuver Rival producers at the table to earn the title of Executive Producer and get your movie made!

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

Rise of the Forest

Presented by Mira's Lab

Type: Board/Card Game

A tower defense card game played over six rounds. A new track is built each play-through causing endless track formations. Each round, play units to the track buffing your army. Let the round play out or influence the round with items. Choose to either attack with the Shadowborn team or defend with the Lightborn team. Will the Lightborn be able to defend their base or will the Shadowborn army be too strong?

Slots: Fri 12PM (Table 13), Fri 2PM (Table 13), Sat 12PM (Table 15), Sat 2PM (Table 15)

Rising

Presented by 9 Kingdoms Game Development

Type: Board/Card Game

A cooperative game where up to 4 players share the responsibilities of 4 heroes trying to save themselves and others from the catastrophes caused by the unrelenting storm. The game begins at an easy pace, but as conditions mount up and supporting characters enter the game, your resources are spread thinner and thinner even as the danger becomes greater and greater.

Slots: Sun 10AM (Table 10)

Robot Cowboys of Mars

Presented by Solgears Workshop

Type: RPG/Story Game

A sci-fi western RPG. Journey across the Martian frontier with characters inspired by historical black cowboys. Go on capers, catch bandit bots, explore desolate space stations and uncover why mankind abandoned Mars. All the while combatting unforgiving environments: raging dust storms, meteor showers, and other Martian phenomena. Form robot communities,

repurpose abandoned tech to build shelter. Venture across the red desert to uncover truths hidden beneath the sand or take up arms to rule this planet of misfit toys.

Slots: Fri 12PM (Table 24), Fri 2PM (Table 24), Fri 6PM (Table 24), Sat 8AM (Table 24), Sat 10AM (Table 24), Sat 2PM (Table 24), Sat 4PM (Table 24), Sun 10AM (Table 24)

Robots Make a Home

Presented by Dobey Games

Type: Board/Card Game

A competitive-collaborative eurogame, where players act as humble, little robots who must use teamwork to build a community together. Players pair up to use shared worker-placement actions and score points on shared objectives. Almost every action players take to achieve victory will also benefit their opponents, so the player who cooperates most strategically will win the game!

Slots: Fri 8AM (Table 19), Fri 10AM (Table 19), Sat 8AM (Table 17)

Rough Roads

Presented by Informal Ferret Games

Type: Board/Card Game

The year is 1845, and you're a businessperson in the northeastern US. Local businesses based in cities are thriving as the Industrial Revolution starts to take shape. But businesses far away from cities, like farms, aren't getting to enjoy these newfound benefits. Transporting goods on the dirt or gravel roads at the time is not easy. You can't load too much onto the carriage because it'll sink into the road, especially if it's raining. And the best road surfacing techniques of the time, like macadamization, are expensive and time-consuming. Rough Roads is an economic board game with some tricky edges, inspired by the real-life boom and bust of plank roads in the northeast US. It is a very late-stage prototype, close to done.

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

Rubber Ducky Rampage!

Presented by Breault Games LLC

Type: Board/Card Game

Fun, fast-moving board game. Each player gets a flock of three duckies, a Captain and two companions. Swim around the Tub, gobbling bubbles to boost your stats. Spit water on other duckies to sink them and rule the Tub!

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

Rust Bucket Rising

Presented by Rust Bucket Games

Type: Board/Card Game

Rivals pilot barely-spaceworthy junker ships in a race for galactic fame. Build your deck from an evolving market, install upgrades into your ship's systems, and venture deeper into space, where missions get harder and the rewards get bigger. Sabotage your rivals while dodging the hazards headed your way, or shake them off before they drag you down. When one pilot hits the Fame threshold, the final round begins, and only one rust bucket rises. Competitive deck-building with board movement and light take-that.

Slots: Thu 12PM (Table 33), Thu 4PM (Table 33), Thu 6PM (Table 33), Thu 8PM (Table 33)

Ruthless Galaxy - Civil War

Presented by Meeple Logic

Type: Board/Card Game

A space opera board game of cutthroat politics and fiery space battles. As barbarians ravage the core worlds intent on destroying Earth's dying galactic empire, mighty heroes fight to keep the light of human civilization burning. The game uses a mancala turn structure allowing players to activate all workers from one mancala spot, then seed them across the board when the turn is over. More powerful workers, including imperial legions and Navy warships, are unlocked as the game progresses allowing players to occupy progressively more rewarding worker locations such as planets.

Slots: Sat 2PM (Table 13), Sat 6PM (Table 13), Sat 8PM (Table 13)

Sample Kit

Presented by WinGo Games

Type: Board/Card Game

Do you want to make a game that belongs to you? This game can make your ideas come true. What are you waiting for? Come and have a try!

Slots: Thu 10AM (Table 21), Thu 12PM (Table 21), Thu 2PM (Table 21), Thu 4PM (Table 21)

SCRAPPERS

Presented by Crash Test Games LLC

Type: Board/Card Game

A strategy game about building pipe networks, repairing treasures, and sabotaging rival robots. Expand your infrastructure, deliver valuable relics, and outscore your opponents in a colorful post-apocalyptic world where every delivery can change the board.

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

Scurvy

Presented by LaunchBoom

Type: Board/Card Game

Set sail on a swashbuckling adventure where every voyage is a race for fortune. In Scurvy, you'll recruit a quirky pirate crew, explore dangerous islands, collect legendary treasure, and build an ever-growing deck of powerful abilities. Balance greed with survival by keeping your crew stocked with precious citrus - because no amount of gold can save pirates from scurvy.

Slots: Thu 10AM (Table 22), Thu 2PM (Table 22)

Serve the Cookies

Presented by Flora Makes Me Smile

Type: Board/Card Game

Time to serve up the perfect batch - and beat your opponents to it! In Serve the Cookies, players share the same challenge card indicating the order they need to plate. Tilt, tip, and shake your tray to flip your cookies into just the right combination... chocolate-chip side up, cookies all different, no overlaps... exactly as the card demands. First to land the matching configuration wins the round! Quick to learn, fast to play, and packed with fun, flying chaos. Who's going to nail the order?

Slots: Thu 6PM (Table 21), Fri 2PM (Table 21), Sat 12PM (Table 21), Sat 2PM (Table 21)

Shattered GemsTCG

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 with up to 4 players. 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 6PM (Table 8), Sat 2PM (Table 17), Sat 4PM (Table 17), Sat 6PM (Table 17)

Shattered Isle: Perilous Conquest

Presented by Mad Nomad Media

Type: Board/Card Game

Lead a fantasy faction seeking to conquer a mysterious lost island overrun by dark forces, monsters, and ancient secrets. Build a unique engine, customize your armies, battle powerful threats, and expand your influence through exploration, area control, and tactical dice combat. An escalating villain threat introduces attacks, events, and challenges that players can confront, avoid,

or exploit to their advantage. Features unit customization and tactical combat similar to Eclipse, engine building similar to Terraforming Mars, and exploration similar to Mage Knight, all supported by semi-simultaneous gameplay that keeps the action moving.

Slots: Thu 4PM (Table 1), Fri 8AM (Table 4), Sun 10AM (Table 18), Sun 12PM (Table 18)

Snow Drift

Presented by Quill Gaming

Type: Board/Card Game

You've been sledding all day, but when the streetlights come on, you know you can't be the last one home or you'll get in trouble. You'll have to out maneuver the other kids by building your speed, finding the smoothest route, and throwing a few well aimed snowballs. You play cards simultaneously, countering each other, and when you've played enough, gravity kicks in and pulls everyone who's not at a dead stop down the mountain. So, keep your speed up, and be the first one home!

Slots: Fri 10AM (Table 29), Fri 4PM (Table 32)

Sorcerer's Ambition

Presented by Strange Biscuits Games

Type: RPG/Story Game

Sorcerer's Ambition crafts the story of your rise to power, expanding your magical Awakening into legend. Ambition builds from the tarot-driven Spell Creation and improvisational storytelling of Awakening, adding new Player Characters, Exploration, Spell Building, and more. We'll cover both the original and expanded rulesets. So if you like role play, creative expression, and a decent amount of silliness, come and play!

Slots: Thu 10AM (Table 3), Fri 8AM (Table 17), Fri 10AM (Table 17), Sat 8AM (Table 3)

Souls Food: A Dark Culinary Fantasy

Presented by Faceless Games

Type: RPG/Story Game

A tabletop role playing game where you play as sentient dishes navigating an unforgiving gastronomic realm. The unique Bouillon Dice System demands strategic choices, for every die cast brings you closer to being devoured by the darkness. This is no ordinary meal - it's a battle for existence in a reality where everything is ultimately consumed. Will you rise to become a legendary dish, or be reduced to scraps for the Great Hunger?

Slots: Thu 8PM (Table 3), Sat 6PM (Table 1)

Source of Dreams

Presented by Mutambi Games

Type: RPG/Story Game

Tell the story of an impassioned figure learning to help their inner, aspirational dreams arise into the outer world. This figure could be you, in the real world, or fictional. On the journey towards your dream, you must navigate a series of milestones and narrate prompts to increase your resourcefulness. Strengthen your constellation of five unique resources by choosing which paths to take. Once you're prepared, enter the final milestone to see how far you help your dream arise. Though your journey is outlined by the path you choose, it is only illustrated by the story you choose to tell.

Slots: Fri 2PM (Table 11), Fri 4PM (Table 11), Sun 8AM (Table 15), Sun 10AM (Table 15)

Spartan Speech

Presented by Iris Garden, LLC

Type: Board/Card Game

A fast 15-minute word game where each round, one player tries to guess a hidden proper noun while everyone else writes clues using only real dictionary words. No proper nouns, no numerals, no shortcuts. The clue with the fewest words is revealed first, with ties broken by the number of letters in the first word, so players are constantly deciding how little they can say and still be understood. The guesser gets one guess after each clue. If your clue leads to the correct answer, you win the card.

Slots: Fri 4PM (Table 27), Sat 12PM (Table 34), Sat 2PM (Table 34), Sun 10AM (Table 34)

Speed 7

Presented by Bicycle Games

Type: Board/Card Game

A fast-paced, table slapping race where players build number chains up and down from the center pile, creating quick bursts of strategy and competition as everyone tries to empty their hand first. Based on the classic card game Fan Tan.

Slots: Thu 10AM (Table 29), Thu 4PM (Table 29), Sat 8AM (Table 29)

Spicy Dice “LeapFrog”

Presented by Enginuity

Type: Board/Card Game

If you like Yahtzee you love Spicy Dice! Custom dice with a different wild face on each die in the set of 6, you decide how many rolls you use on each turn, and now head-to-head competition in the challenge columns (first-to-score it) make this a much more nuanced game than the classic. We'll be trying out our new simultaneous-play “LeapFrog” system, which we'll use for large-group and tournament events.

Slots: Sun 10AM (Table 25), Sun 12PM (Table 25)

Spiritbrawl

Presented by Spiritbrawl Design Team

Type: Board/Card Game

In 2019, an ex-Yu-Gi-Oh! player was so frustrated by the direction his favorite childhood game was headed that he cut ties and asked himself, “Can I do better?” His answer? Spiritbrawl. It's an all-out anime fight in the form of a trading card game, and it's not for the faint of heart. Intense combos, quick-wits, and gritty back-and-forth are just the tip of the iceberg. If you think you can handle it, show me what you're made of!

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

Spore-adic!

Presented by Nonymous Games

Type: Board/Card Game

A competitive and colorful token placement game. The goal is to score the most points through taking over the “Meadow.” You grow mushroom chains from your spore colonies, and create Fairy Rings for additional points. You also play cards to speed your growth and hinder your opponents. The player with the most points on the board at the end of the game wins!

Slots: Thu 8AM (Table 1), Thu 12PM (Table 1), Thu 2PM (Table 1), Fri 8AM (Table 1), Fri 12PM (Table 1), Fri 2PM (Table 1), Sat 8AM (Table 1), Sat 12PM (Table 1), Sat 2PM (Table 1)

SQWAR

Presented by YAQOVIA GAMES

Type: Board/Card Game

A two player abstract strategy tabletop board game. The objective is to eliminate all of your opponents army or the opponents general from the game or have your fully ranked general reach the opponent's side.

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

Stars of Arcanum

Presented by Tiny Whaling Cats

Type: RPG/Story Game

Are you tired of grumpy monks with flash-light swords, unstoppable aliens who ruin more stomachs than fast food, and political intrigues over who controls the space cocaine? Welcome to Stars of Arcanum, a high-adventure tactical TTRPG set in an original sci-fi universe! The sequel to our in-development fantasy TTRPG, Stars utilizes the same 100% modular character creation system that untangles physical attributes, combat skills, and weapons, allowing players to focus on the aspects of their characters that matter most. Simple rules accommodate fast-paced gameplay, ensuring beginners and veterans can play together without slowing things down.

Slots: Fri 2PM (Table 28), Fri 4PM (Table 28), Sat 2PM (Table 26), Sat 4PM (Table 26)

Stellar Rift

Presented by John Hollenbach

Type: Board/Card Game

A fast-paced skirmish anti-4X board game set in a dying galaxy actively tearing itself apart by the alluring anomalous Rift. Players will command 1 of 8 asymmetric alien factions, from vengeful scrappers to black hole worshippers to infected drones, growing their fleet and engaging in brutal space battles to claim whatever remains. No intimidating tech trees, long-winded diplomacy or tedious spreadsheets. Experience quick player turns and deep, dramatic combat strategy on a devolving gameboard. The Rift is calling out. Will you attempt to weaponize its volatile power or end up part of its destruction?

Slots: Fri 2PM (Table 33), Fri 6PM (Table 33), Sat 8AM (Table 33), Sat 12PM (Table 33)

Stellar Ruse

Presented by Tabletop and Beyond

Type: Board/Card Game

Stellar Ruse fuses strategic deck building with high-stakes bluffing. Battle for control of planets using hidden fleets and powerful abilities. But choose wisely. Every ship you commit leaves your shipyard forever! Will you spend your firepower now, or save it for that critical fight? Deceive your opponents or risk falling for their ruse!

Slots: Thu 8AM (Table 9), Fri 4PM (Table 21), Sat 10AM (Table 21), Sun 12PM (Table 1)

Strength in Cupcakes

Presented by Crit Goblin

Type: Board/Card Game

A mix between a card battler and a card brawler, where players are using their cupcakes to attempt control over the Cupcake Kingdom. Each player controls a piece of a broken kingdom, following the expiration of the former cupcake king. Players use the cupcakes they bake as a unit resource, where in order to win the game, they must have controlling numbers amongst the various domains. Roll dice to attack and defend, play cards to change the odds, and recruit leaders to strengthen your armies.

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

String Theory: The Conspiracy Theory Podcasting Game

Presented by LaunchBoom

Type: Board/Card Game

Become the most popular conspiracy theory podcaster by collecting evidence, making connections, and proving wild conspiracies. In this game, you are podcasters trying to string together scant evidence to become the most followed conspiracy theorist of all time. During the game, you will play cards to make connections between different theories and collect evidence. Once you have enough evidence you can use it to prove conspiracies. You can also earn additional points by building connections supporting your own secret agenda and gather more listeners as your opponents try to build off of your success.

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

Tavern of Thieves

Presented by Hear Me Out Games

Type: Board/Card Game

A fun and 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 2PM (Table 7), Thu 4PM (Table 7), Fri 6PM (Table 7), Fri 8PM (Table 7), Sat 6PM (Table 7), Sat 8PM (Table 7), Sun 10AM (Table 7), Sun 12PM (Table 7)

Tee Time

Presented by Diamond Design Studios

Type: Board/Card Game

A game of pressing your luck and using your skills at the right moment. Play through different courses against friends or for a personal best. Avoid hazards, pick long shots for high risk high reward. Short shots to mitigate disaster and set up for the best shot. Roll the dice for each chosen shot and test your luck.

Slots: Thu 8AM (Table 15), Fri 8AM (Table 15), Sat 8AM (Table 10), Sun 8AM (Table 10)

Territorial

Presented by Territorial

Type: Board/Card Game

Build your pack. Plan your move. Evolve your strategy. Territorial is a tactical deck-builder board game played open-handed where the goal is to capture your opponent's den. Carefully plan your every move and try to anticipate your opponent's tactics. Pay attention to each animal's strengths, weaknesses, and unique abilities and make sure you have enough food to recruit animals before they go extinct. As the seasons turn and years pass, board conditions dynamically shift and you will have to adapt your strategy on the fly. Can you conquer the terrain, adapt to the seasons, and claim the den?

Slots: Fri 8AM (Table 20), Fri 10AM (Table 20), Sat 10AM (Table 18), Sat 12PM (Table 18)

Test Your Connection

Presented by TestYour Connection

Type: Board/Card Game

Bringing people together, one fun question at a time. TestYour Connection is a board game that challenges people on how well they know their friends, family, partner, and peers! How strong is your connection? Pair, Play & Prove it!

Slots: Fri 10AM (Table 2), Fri 2PM (Table 2), Fri 4PM (Table 2), Fri 6PM (Table 22), Sat 8AM (Table 2), Sat 10AM (Table 22), Sat 12PM (Table 2), Sat 2PM (Table 2), Sat 4PM (Table 2), Sat 8PM (Table 2), Sun 10AM (Table 2)

Thank You for Touching My Hairy Potato

Presented by Twisted Wit Games

Type: Board/Card Game

A laugh-out-loud party game of nerves and performance. Each round, everyone starts with a finger on the potato. The active player guesses how many players will still be touching it, while everyone else secretly chooses whether to keep or lift their finger. Guess correctly and earn the right to recite the sacred phrase - "Thank You for Touching My Hairy Potato" - under a ridiculous condi-

tion card and without laughing. Succeed, and other players hand over cards you can match and play. When the deck runs out, the player who played the most cards claims potato glory.

Slots: Thu 12PM (Table 20), Thu 8PM (Table 20)

The Grand Rose Hotel

Presented by CloudKey Games

Type: Board/Card Game

It's 1952. Across the city, luxury hotels compete for the most distinguished guests. As the ambitious owner of The Grand Rose Hotel, you must staff your floors, attract prestigious guests, invest in elegant upgrades and manage your finances carefully.

Slots: Sat 12PM (Table 19), Sat 2PM (Table 19)

The Great Boggish Brew Off

Presented by Devil May Care Games

Type: Board/Card Game

A real time game, where you use different sand timer "familiar" as workers to compete to accomplish your tasks as quickly as possible. The Great Boggish Brew Off Season 2 starts now! A colorful cast of characters and their companions brew it out, collecting ingredients, handling tricky preparation steps, and maybe causing a few "accidents" in their opponents cauldrons.

Slots: Sun 12PM (Table 2)

The Haze

Presented by LaunchBoom

Type: Board/Card Game

You're an Organizer done begging for scraps. Recruit Mercenaries, form Squads, and throw them at shifting Operations to earn payouts and build Reputation. No currencies. No trashing. No waiting around. Just fast decisions, constant tension, and a cinematic cyberpunk atmosphere powered by an original soundtrack.

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

The World Was Young

Presented by The World Was Game

Type: RPG/Story Game

A collaborative, worldbuilding card game. By marking a shared map in response to prompts with different combinations of Tones and Verbs, you build the history of a game setting over three Ages, creating lands, peoples, conflicts, and legends together. The end result is a deep setting ready to play in your favorite RPG system. TWWY

replaces the GM-generated, seldom-read background doc with a deck of cards and a table full of creative voices. Players and GM share the creative load, and the gap between player knowledge and character knowledge shrinks.

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

Thieves' Tails

Presented by Dice & Dagger

Type: Board/Card Game

A simultaneous worker placement heist game set in a cozy animal fantasy world. Players lead crews from the Tails Guild, planning daring heists to steal from corrupt nobles and aid the struggling Thornside District. Each round, crew members are secretly assigned across the city to gather resources, recruit allies, and execute high-stakes jobs balancing risk, reward, and rising Heat from the Watch. Choose between stealthy or bold approaches, outmaneuver rivals, and earn Guild Points to prove yourself as the Guild's next master thief.

Slots: Fri 8AM (Table 28), Fri 10AM (Table 28), Fri 6PM (Table 28), Fri 8PM (Table 28), Sat 8AM (Table 28), Sat 10AM (Table 28), Sat 6PM (Table 28), Sat 8PM (Table 28), Sun 12PM (Table 28)

Thread the Stars

Presented by Board James Designer

Type: Board/Card Game

Explore the galaxy in a yarn-powered space ship! Use yarn as your resource as you travel from planet to planet to score points in this cozy contract fulfillment game. Map solar systems, collect samples, create constellations, and trade resources with other players to become the best space explorer.

Slots: Thu 2PM (Table 6), Thu 4PM (Table 6)

Throw Down

Presented by Snarky Dice Games

Type: Board/Card Game

Step into your arena where every roll and every card you choose can hit like a knockout blow. Throw Down is a fast-paced card and dice fighting game that channels the spirit of your favorite arcade brawlers all distilled into a tabletop showdown. Choose your fighter, build your combos, and outplay your opponent with strategic card play and high-stakes dice drafting. Will you be offensive with your relentless strikes and Techniques, or will you bait your rivals into devastating counters? Every match is a clash of drafting, tactics, and a little bit of luck. You Wanna Throw Down?!

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

Titans of Empyrean

Presented by 9 Kingdoms Game Development

Type: Board/Card Game

A tactical aerial combat game for 2 players, Titans of Empyrean is a unique blend of board and card game where the goal is to eliminate your opponent's titans. Each player controls a team of 3 titans (dragon, manticore, pegasus, or griffon). Each titan is armed with its own stack of maneuver cards which serve as both its special abilities and its health.

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

Trail Quest

Presented by Origami Whale Games

Type: Board/Card Game

A thrilling game of Exploration and Discovery. Use your Trail Pieces to draw paths throughout your adventure map collecting and utilizing resources along the way. Your choices shape your journey but watch out! The discoveries of other players dynamically alter your own map introducing new challenges and opportunities. Strategize your paths, seek treasures, and adapt to danger in this fresh new spin on pen and paper games!

Slots: Fri 10AM (Table 5), Sat 2PM (Table 6), Sat 4PM (Table 6), Sun 10AM (Table 11)

Train Revolution: Roundhouse

Presented by Crescent Wrench Games

Type: Board/Card Game

Trains! A backlog at the local roundhouse has left the railyard in disarray! It is up to your new team of organizers to sort the cars to bring peace back to the railyard. Work together to move train cars about the roundhouse to complete specific objectives of unique train car patterns in this puzzle-solving game. Be forewarned, 5-years of obstacle management experience will be necessary. CHOO CHOO!

Slots: Thu 8AM (Table 11), Thu 10AM (Table 11), Thu 12PM (Table 11), Thu 6PM (Table 11), Fri 8AM (Table 11), Fri 10AM (Table 11), Fri 12PM (Table 11), Sat 8AM (Table 11), Sat 10AM (Table 11)

Travelers Tale

Presented by FaceTank Studios

Type: RPG/Story Game

Explore the world of Caldor in Travelers Tale. A forgotten past lies underneath your feet, brimming with monsters, magic, and mystery. In Travelers Tale you play as a Strider, a being who can wield the ethereal power of Anima. Striders have the unique ability to create their own magic, often seen as an

extension of the individual. With wonder and fun at the heart of design, Travelers Tale gives a real sense of immersion and freedom to the game, inviting you to let that spark you had once as a kid come back out to play.

Slots: Fri 10AM (Table 34), Fri 2PM (Table 34), Sat 10AM (Table 30), Sat 2PM (Table 25)

Tripped Up

Presented by Kim ForThe Win

Type: Board/Card Game

A set-collection card game where players race to build the perfect vacation - while their opponents do everything they can to ruin it. Every round kicks off with The Scarousel Showdown. Think fast and shout answers to travel-themed categories to save the suitcase game piece from the faulty airport conveyor belt. The loser rolls the die to determine which setback awaits them. Then it's a race to build the perfect vacation. Be strategic to collect 5 Vacation Cards before someone cancels your flight, pickpockets your hand or trades their incomplete vacation for your dream one!

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

Trivia Mountain Trek

Presented by Twisted Wit Games

Type: Board/Card Game

Mount Trivia has never been summited, though many have tried. Roll the dice, answer trivia, and climb the mountain... or slip backward if you get it wrong. But knowledge alone won't get you there. Work together, outsmart opponents, navigate hazards, and use provisions and strategic features to shape the climb in your favor. Every route carries risks and opportunities. Make history by claiming the title of 'First Ascent.'

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

Under One Sky

Presented by The Misplay

Type: Board/Card Game

It's a two-player tile-placement race where you take turns placing and shifting star tiles, slowly reshaping a shared night sky. You're constantly weighing your next step: Pushing your own constellation forward while trying to read what your opponent is building toward. Do you commit to your pattern, block theirs, or quietly nudge the sky in a direction that benefits you later? Winning comes down to spatial thinking, smart positioning, and staying one step ahead of the other player.

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

Unhorse - A Medieval Spectacle of Skill and Sabotage

Presented by Giant Leap Games

Type: Board/Card Game

Two players saddle up for a medieval joust while the rest become the rowdy audience. The crowd aims to lob helpful items to their own rider while pelting the enemy rider to weaken their resolve for the clash! Riders must fend off debris from the enemy audience while communicating to their fans what they need for the clash!

Slots: Thu 6PM (Table 10), Fri 2PM (Table 9), Sat 10AM (Table 1), Sat 4PM (Table 1)

Vamp Order

Presented by LaunchBoom

Type: Board/Card Game

Prove Your Worth to Dracula! Hunt mortals, spread horror, recruit pupils to gain extra abilities, summon minions, and grow your power in Transylvania. But beware - Van Helsing is hunting you! Over three days, you explore locations in Transylvania and the board transforms between day and night. At midnight, Dracula rises and all vampires must prove their loyalty. Then, Dracula himself takes an action that alters the course of the game. At noon, you gather at the High Table in a fierce competition against the other players.

Slots: Thu 6PM (Table 22)

Veilbound

Presented by Merit Games

Type: Board/Card Game

Slay the Spire meets Warhammer Quest - a cooperative narrative deck-builder. Your shard crew hunts fragments of the shattered Veil, choosing a Hero Class and building a deck before stepping into a GM-free Module - a branching story shaped entirely by the choices your table makes together. There's no grid and no ruler; your cards are the measuring tape, so every attack and dash moves exactly as far as you decide. Play cards, spend Energy, and out-think the threats hunting you back. No XP grind - earn rewards and draft Booster Packs to grow stronger between runs.

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

Volition

Presented by Volition RPG

Type: RPG/Story Game

A digital-first tabletop role playing game for telling YOUR heroic stories in YOUR world of choice. Simple, logical rules keep the narrative flowing while exciting and evocative abilities encourage dramatic moments. 62 unique Talents can be combined and enhanced with specialized Combo Features, while 46 unique NPC classes and 43 personalities make every character unique and interesting. Opportunities give Narrators inspiration and special situations that let the Heroes shine. When any Talent reaches maximum level, sacrifice a level to unleash a narrative-changing ability.

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

Wandering Wood

Presented by Sky Turtle Press

Type: Board/Card Game

Wandering Woods was inspired by 9 Men's Morris (one of the oldest known board games) and Edmund Spenser's The Faerie Queene (a fantasy epic from the 1590s). Our variation adds three new characters to classic gameplay, increasing whimsy and strategic complexity.

Slots: Thu 10AM (Table 18), Fri 2PM (Table 16), Sat 2PM (Table 16), Sun 12PM (Table 16)

Wildhavens

Presented by Huitzi Games

Type: Board/Card Game

An asymmetrical area control game where players guide the evolution of fantastic species through the eras, each shaped by dramatic scenarios. Competing within ever-changing ecosystems, your species must secure resources, expand territory, and outmaneuver rivals to survive. Food is essential, but never guaranteed - forcing constant movement and adaptation as new challenges arise and opponents evolve. You may coexist peacefully with neighbors - or fight for your life! Whether Herbivore or Carnivore, each species features distinct traits and behaviors. Set across diverse Havens with unique events and components, every game offers a dynamic, replayable experience where survival depends on strategy and adaptation.

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

Wonder Why: Fantasy Role Playing Game

Presented by Liontoad Games

Type: RPG/Story Game

A fantasy role playing 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 10AM (Table 23), Thu 6PM (Table 23), Fri 8AM (Table 23), Fri 10AM (Table 23), Sat 10AM (Table 23), Sat 12PM (Table 23), Sun 8AM (Table 23), Sun 10AM (Table 23)

Woodfellows

Presented by Nic James Games

Type: RPG/Story Game

Gather your Woodfellows and set off into the valley and forests of Cada Cosa, where every day brings a new adventure in this low-stakes RPG. Pick party members like Nacho, a cat wizard with tricks up his sleeve; Silvie, a pixie healer who keeps everyone standing; or Wax, an octopus rogue who slips past trouble. Work as a team to solve clever puzzles, talk and fight your way through encounters, and follow story quests that carry your little party deeper into the woods.

Slots: Thu 2PM (Table 11), Thu 4PM (Table 11), Fri 2PM (Table 17), Fri 4PM (Table 17)

Wordiom

Presented by R3G LLC

Type: Board/Card Game

A fun, engaging word game adventure that explores the many meanings of words and phrases. Players travel around the game path, drawing cards from the Word Warehouse, Idiom Island, and the Cartoon Club, earning points by defining words, interpreting common idioms, and solving clever cartoon clues. Guided by "Bob", the lovable but delightfully confused mascot, every game is filled with laughs, learning, and friendly competition. It's great for collaborative team play, families, friends, game nights, and word enthusiasts. In addition, the Wordiom Travel Edition brings the same entertaining cards and wordplay wherever you go.

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

YAGA

Presented by Mighty Fist Games

Type: Board/Card Game

You are factions of reapers (Reaples) in a city of the dead, fulfilling pick-up-and-deliver contracts using your faction's "Yaga", a rickety hard-to-control walking city-block on legs. You use dexterity to pickup and drop off resources with your Yaga.

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

Zosimos

Presented by LaunchBoom

Type: Board/Card Game

Step into Zosimos, where every bid is a gamble and every bluff could make, or break, your path to power. In this battle of wits you will compete in tense, high-stakes auctions for rare ingredients and elemental essences. But winning isn't just about what you bid, it's about what your opponents think you're holding. Bluff boldly, bait your rivals into overpaying, and strike at just the right moment to claim the most valuable components. Push too hard and risk wasting your resources... play it too safe and watch victory slip away. This is a game of reading the table, controlling the tempo, and knowing exactly when to deceive.

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