

Event #	Event Title	System	Gamemaster	Day	Period	# Slots	Difficulty	Maturity	Description
B-001	18XX (Short)	PB3	Dave Mitton	THU	8am	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-002	Battleline (League Play)		TC Staff	THU	8am	1	Intro	Everyone	Play as many times as you wish. Scores points for every time you play. Top 4 advance to finals
B-003	Belfort		TC Staff	THU	8am	1	Intro	10+	Put your Elves, Dwarves and Gnomes to work in the Village and Guilds of Belfort to collect resources and build up the city!
B-004	Crokinole (League Play)		TC Staff	THU	8am	1	Intro	Everyone	Play as many times as you wish. Scores points for every time you play. Top 4 advance to finals
B-005	EB (International)	PB6	Dave Mitton	THU	8am	2	Exper	10+	Build your rail network and deliver goods
B-006	Factory Manager		TC Staff	THU	8am	1	Intro	10+	Each player owns a factory and tries to earn the most money during the game. To be successful, each player must use his workers to buy the best machines and robots and to run the machines most effectively in his factory.
B-007	Light Filler Games		TC Staff	THU	8am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-008	Lost Cities (League Play)		TC Staff	THU	8am	1	Intro	Everyone	Finals, top 4
B-009	Railways of the World	PB2	Dave Mitton	THU	8am	2	Exper	10+	Players score victory points by delivering goods between cities. Players build railroad tracks between cities, upgrade locomotives and get the right

									cargo to the right city.
B-010	Steam	PB8	Dave Mitton	THU	8am	1	Exper	10+	In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. The culmination of Martin Wallace's classic railroad game series
B-011	Carcassonne		TC Staff	THU	10am	1	Intro	10+	A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Romal and Medieval fortifications.
B-012	Express	PB7	Dave Mitton	THU	10am	1	Intro	10+	A fast paced card game. Score points by assembling train formations.
B-013	Light Filler Games		TC Staff	THU	10am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guuillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-014	Troyes		TC Staff	THU	10am	1	Intro	10+	Recreate four centuries of history of this famous city of the Champagne region of France.
B-015	Union Pacific	PB2	Dave Mitton	THU	10am	1	Intro	10+	A simple, but challenging, railway themed game of investing and dividends.
B-016	18XX (1830 NE)	PB3	Dave Mitton	THU	1pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-017	Agricola		TC Staff	THU	1pm	2	Exper	10+	You're a farmer in a wooden shack with your spouse and little else. How will you delvelop your farm?
B-018	Dominion (NER) Heat 1	NER	TC Staff	THU	1pm	1	Exper	10+	Each player starts with an identical, very small deck of cards in this deck building game. Through their selection of cards to buy and how they play their hands as they draw them, the players strive for the most efficient path to

									victory points by game end. Top 4 advance to the finals. heats will use the base set. Finals will include both expansions.
B-019	EB (USA)	PB5	Dave Mitton	THU	1pm	2	Exper	10+	Build your rail network and deliver goods
B-020	Light Filler Games		TC Staff	THU	1pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-021	Lords of Vegas		TC Staff	THU	1pm	1	Intro	10+	You and your opponents represent powerful developers in a burgeoning Nevada city. You will earn money and prestige by building the biggest and most profitable casinos on "The Strip," the town's backbone of dust and sin.
B-022	Race for the Galaxy		TC Staff	THU	1pm	1	Exper	10+	Players all compete to explore the galaxy by exploring new worlds and developing new technologies.
B-023	Rail Baron	PB8	Dave Mitton	THU	1pm	2	Exper	10+	Race from destination to destination while amassing railroad deeds and cash in this Monopoly-like classic train game.
B-024	Ticket to Ride (Heat 1)	PB1	Dave Mitton	THU	1pm	1	Intro	10+	A cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America.
B-025	Chicago Express	PB2	Dave Mitton	THU	3pm	1	Intro	10+	Expand, develop, capitalize to increase the value of your railroads in this quick moving game in the Midwest US
B-026	Copa (Prototype)		Tom Vassel	THU	3pm	1	Intro	10+	New game design from Tom Vassel.
B-027	Express	PB7	Dave Mitton	THU	3pm	1	Intro	10+	A fast paced card game. Score points by

									assembling train formations.
B-028	Kingdom Builder		TC Staff	THU	3pm	1	Intro	10+	Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.
B-029	Light Filler Games		TC Staff	THU	3pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-030	RA (NER) Heat 1	NER	TC Staff	THU	3pm	1	Exper	10+	An auction game with an Ancient Egyptian theme. Each turn players are able to purchase three lots of tiles with their bidding tiles. Top 5 advance to the finals
B-031	St Petersburg		TC Staff	THU	3pm	1	Intro	10+	Players take on the roles to build up St. Petersburg by acquiring workers, buildings and aristocrats. The player who manages his meager money supply and buys things at the right time will win the game.
B-032	Light Filler Games		TC Staff	THU	5pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-033	The Speicherstadt		TC Staff	THU	5pm	1	Intro	10+	As one of Hamburg's wholesaler at the heyday of the Speicherstadt you acquire shiploads for the storehouses, not too expensive, of course, as you like to make a profit selling them. Who makes the best deals within a year and supplies his clients with the right goods will be the winner of the game

B-034	Trans Europe	PB4	Dave Mitton	THU	5pm	1	Intro	10+	
B-035	18XX (1870 Mississippi, Short)	PB3,4	Dave Mitton	THU	7pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-036	7 Wonders (NER) Heat 1	NER	TC Staff	THU	7pm	1	Exper	10+	Gain fame by building a wonder, battling other players or erecting buildings.
B-037	Age of Steam	PB8	Dave Mitton	THU	7pm	1	Exper	10+	Manage your cash and your tracks in order to deliver goods throughout the mid-eastern United States in this original game from Martin Wallace.
B-038	Amoeba Wars	Teaching	Mongo	THU	7pm	2	Intro	10+	Players play remnants of a fallen galactic civilization returning to its home sector, which had been overrun by space amoebae.
B-039	Brass	PB7	Dave Mitton	THU	7pm	2	Intro	10+	
B-040	EB (Eurorails)	PB5	Dave Mitton	THU	7pm	2	Exper	10+	Build your rail network and deliver goods
B-041	Founding Fathers		TC Staff	THU	7pm	1	Intro	10+	Players play are one of the planners of the constitution. Through the influence of the delegates you try to leave your mark.
B-042	Kingsburg		TC Staff	THU	7pm	1	Intro	10+	Players play a governor trying to build the best province and gain influence with the King.
B-043	Light Filler Games		TC Staff	THU	7pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-044	Merchant of Venus		Eric Summerer	THU	7pm	1	Intro	10+	Players take on the roles of space traders who move their ships through interconnected systems discovering

									new alien worlds to trade with.
B-045	New & Unusual Games		Tom Vasel	THU	7pm	2	Intro	10+	come play new and unusual games with Tom Vasel
B-046	Survive! Escape from Atlantis		Jim Reed	THU	7pm	1	Beginner	Everyone	Stronghold Games fantastic boardgame reprint!
B-047	Thurn & Taxis (NER) Heat 1	NER	TC Staff	THU	7pm	1	Exper	10+	Players build post office routes across Bavaria and the regions around. Top 4 advance to the finals. Basic game.
B-048	Alhambra (NER) Heat 1	NER	TC Staff	THU	9pm	1	Exper	10+	Granada, 1278. The construction of the city of Alhambra has begun. Determine how the construction of the city will take place.
B-049	Alien Frontiers		TC Staff	THU	9pm	1	Intro	10+	Roll and place your dice to gain advantages over your opponent and block them out of useful areas of the board. Use Alien Tech cards to manipulate your dice rolls and territory bonuses to break the rules. Steal resources, overtake territories, and do whatever it takes to get your colonies on the map first!
B-050	Days of Steam	PB5	Dave Mitton	THU	9pm	1	Intro	10+	
B-051	Egizia (NER) heat 1	NER	TC Staff	THU	9pm	1	Exper	10+	Gather workers and resources then use them to build monuments.
B-052	Light Filler Games		TC Staff	THU	9pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-053	Railways of the World	PB2	Dave Mitton	THU	9pm	2	Exper	10+	Players score victory points by delivering goods between cities. Players

									build railroad tracks between cities, upgrade locomotives and get the right cargo to the right city.
B-054	Vegas Showdown		TC Staff	THU	9pm	1	Exper	10+	Players are attempting to build the best hotel/casino in Las Vegas.
B-055	18XX (1856 Canada)	PB4	Dave Mitton	THU	11pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-056	EB (International)	PB6	Dave Mitton	THU	11pm	2	Exper	10+	Build your rail network and deliver goods
B-057	Light Filler Games		TC Staff	THU	11pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-058	Pacific Typhoon		TC Staff	THU	11pm	1	Intro	10+	The game setting is the naval and air war in the Pacific theatre during World War II. Players decide each battle which side to play for. Top 6 advance to the finals.
B-059	Silverton	PB8	Dave Mitton	THU	11pm	2	Exper	10+	Survey routes, build rails into the resource laden Rocky Mountains to mine, deliver and sell commodities to the local markets.
B-060	18XX (1830 NE)	PB3	Dave Mitton	FRI	8am	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-061	Chicago Express	PB2	Dave Mitton	FRI	8am	1	Intro	10+	Expand, develop, capitalize to increase the value of your railroads in this quick moving game in the Midwest US
B-062	Dominant Species		TC Staff	FRI	8am	2	Exper	10+	90,000 B.C. -- A great ice age is fast approaching. Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species.

B-063	EB (USA, International)	PB5,6	Dave Mitton	FRI	8am	2	Exper	10+	Build your rail network and deliver goods
B-064	El Grande		TC Staff	FRI	8am	1	Exper	10+	Players take on the roles of Grandes in medieval Spain. The king's power is flagging, and these powerful lords are vying for control of the various provinces. To that end, you draft caballeros (knights) into your court and subsequently move them onto the board to help seize control of provinces.
B-065	Eminent Domain (NER) Heat 1	NER	TC Staff	FRI	8am	1	Exper	10+	Survey the galaxy to expand your civilization... Will you colonize nearby planets, or take them over by force? Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!
B-066	Light Filler Games		TC Staff	FRI	8am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-067	St Petersburg		TC Staff	FRI	8am	1	Intro	10+	Players take on the roles to build up St. Petersburg by acquiring workers, buildings and aristocrats. The player who manages his meager money supply and buys things at the right time will win the game.
B-068	Steam	PB8	Dave Mitton	FRI	8am	1	Exper	10+	In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. The culmination of Martin Wallace's classic railroad

									game series
B-069	Thurn & Taxis (NER) Heat 2	NER	TC Staff	FRI	8am	1	Exper	10+	Players build post office routes across Bavaria and the regions around. Top 4 advance to the finals. Basic game.
B-070	Alhambra (NER) Heat 2	NER	TC Staff	FRI	10am	1	Exper	10+	Granada, 1278. The construction of the city of Alhambra has begun. Determine how the construction of the city will take place.
B-071	Express	PB7	Dave Mitton	FRI	10am	1	Intro	10+	A fast paced card game. Score points by assembling train formations.
B-072	Light Filler Games		TC Staff	FRI	10am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-073	Macao		TC Staff	FRI	10am	1	Exper	10+	Macao is a development game. Players compete for goods which are shipped to distant countries as well as for development cards which steadily add new options turn by turn. Cards are bought individually and allow for powerful combos which you need in order to win the game.
B-074	Power Grid (NER) Heat 1	NER	TC Staff	FRI	10am	1	Exper	10+	Players strive for a balance of power plants and raw materials as they expand their network. The game isn't who has the most cities, but who powers the most on the last turn. Top 5 advance to the finals.
B-075	Princes of Florence		TC Staff	FRI	10am	1	Exper	10+	Assume the role of the head of an Italian aristocratic dynasty and lead your family like the Medici or Borgia.
B-076	Union Pacific	PB2	Dave Mitton	FRI	10am	1	Intro	10+	A simple, but challenging, railway themed game of investing and

									dividends.
B-077	18XX (Long, Short)	PB3,4	Dave Mitton	FRI	1pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-078	Age of Empires 3		TC Staff	FRI	1pm	2	Exper	10+	Take on the role of a colonial power . As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet or build capitol buildings.And, if necessary, declare war.
B-079	Age of Steam	PB8	Dave Mitton	FRI	1pm	1	Exper	10+	Manage your cash and your tracks in order to deliver goods throughout the mid-eastern United States in this original game from Martin Wallace.
B-080	Age of Steam - Central NE		Larry Whalen	FRI	1pm	2	Exper	10+	Play in the 8 player double map of Vermont and New Hampshire
B-081	Axis and Allies 1940 Europe-Pacific Combined	Teaching	Joe Amatucci	FRI	1pm	2	Intro	10+	House Rules. Including an innovative combat system greatly reducing the importance and number of dice rolls and chance in the game.
B-082	Battle for the Streets of Everytown	C3G Super Heroscape	David Miller	FRI	1pm	2	Beginner	Adult	"Hulk want toss Truck! Hulk smash with Truck!" OK, now Hulk can in this custom variant on the C3G rules. Evil has invaded the streets of Everytown intent on one thing, world domination. Can the good guys repel them and save the citizens of this sleepy little village? Played on 3d terrain with new rules for throwing and smashing opponents with cars, trucks, mailboxes, telephone poles, garbage cans, sign posts, and much much more.
B-083	EB	PB5	Dave Mitton	FRI	1pm	2	Exper	10+	Build your rail network and deliver

	(Eurorails)								goods
B-084	Le Harve		TC Staff	FRI	1pm	2	Exper	10+	Players try to build the most profitable company. Gathering resources to build buildings and ships to sell off finished good you produce.
B-085	Light Filler Games		TC Staff	FRI	1pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-086	RA (NER) Heat 2	NER	TC Staff	FRI	1pm	1	Exper	10+	An auction game with an Ancient Egyptian theme. Each turn players are able to purchase three lots of tiles with their bidding tiles. Top 5 advance to the finals
B-087	Small World		TC Staff	FRI	1pm	1	Intro	10+	In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.
B-088	Stone Age (NER) Heat 1	NER	TC Staff	FRI	1pm	1	Exper	10+	Struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Top 4 advance to finals.
B-089	Ticket to Ride (Heat 2)	PB1	Dave Mitton	FRI	1pm	1	Intro	10+	A cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America.
B-090	Alhambra (NER) Heat 3	NER	TC Staff	FRI	3pm	1	Exper	10+	Granada, 1278. The construction of the city of Alhambra has begun. Determine how the construction of the city will take place.
B-091	Axis &	Axis &	joseph	FRI	3pm	2	Beginner	Teen	The combined games of Axis and Allies

	Allies Pacific-Europe 1940 (No Dice)	Allies	amatucci						Pacific 1940 and Axis and Allies Europe 1940 with modified rules eliminating much of the dice rolls in the game greatly reducing the element of chance.
B-092	Cities & Knights		TC Staff	FRI	3pm	1	Intro	10+	Settlers of Catan played with the Cities and Knight expansion
B-093	Dominion (NER) Heat 2	NER	TC Staff	FRI	3pm	1	Exper	10+	Each player starts with an identical, very small deck of cards in this deck building game. Through their selection of cards to buy and how they play their hands as they draw them, the players strive for the most efficient path to victory points by game end. Top 4 advance to the finals. heats will use the base set. Finals will include both expansions.
B-094	Express	PB7	Dave Mitton	FRI	3pm	1	Intro	10+	A fast paced card game. Score points by assembling train formations.
B-095	Light Filler Games		TC Staff	FRI	3pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-096	London		TC Staff	FRI	3pm	1	Intro	10+	Players select cards with varying powers of cashflow, victory points, and poverty penalties, and compete to manage them most efficiently.
B-097	Santa Fe Rails	PB2	Dave Mitton	FRI	3pm	1	Exper	10+	Players strive to build the best Rail network in the Western US
B-098	The Road to Canterbury	The Road to Canterbury	Michael Taylor	FRI	3pm	1	Intro	Everyone	Greed, Pride, Gluttony, Wrath, Luxury, Idleness, and Envy – the infamous "Seven Deadly Sins". For the faithful, they instill horror. For you, on the other

									<p>hand, they present a wonderful business opportunity! In The Road to Canterbury, you play a medieval pardoner who sells certificates delivering sinners from the eternal penalties brought on by these Seven Deadly Sins. You make your money by peddling these counterfeit pardons to Pilgrims traveling the road to Canterbury. Perhaps you can persuade the Knight that his pride must be forgiven? Surely the Friar's greed will net you a few coins? The Miller's wrath and the Monk's gluttony are on full public display and demand pardoning! The Wife of Bath regales herself in luxury, the Man-of-Law languishes in idleness, and that Prioress has envy written all over her broad forehead. And the naughty stories these Pilgrims tell each other are so full of iniquity they would make a barkeep blush! Pardoning such wickedness should be easy money, right? Not quite. For you to succeed as a pardoner, you'll need to do more than just sell forged pardons for quick cash. To keep your services in demand, you will actually need to lead these Pilgrims into temptation yourself! Perhaps some phony relics might help? There is also one big catch. The Seven Deadly Sins live up to their name: each sin that a Pilgrim commits brings Death one step nearer, and a dead Pilgrim</p>
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									pays no pardoners! So much to forgive, so little time. Will you be able to outwit your opponents by pardoning more of these Pilgrims' sins before they die or finish their pilgrimage to Canterbury?
B-099									Cancelled
B-100	Carcassonne		TC Staff	FRI	5pm	1	Intro	10+	A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications.
B-101	Castle Ravendrizzt	D&D Adventure System Cooperative Play Board Game	John Sussenberger	FRI	5pm	1	Intro	Everyone	What happens when you combine the Castle Ravenloft and The Legend of Drizzt boardgames? I'm not sure but it should be fun. Come play the latest cooperative boardgame from the manufacturers of Dungeons and Dragons.
B-102	Light Filler Games		TC Staff	FRI	5pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-103	Space with a Twist	Space Explorer from Beyond Competition by Sid Sackson	Timothy Allen	FRI	5pm	1	Intro	Teen	Join a team of pilots and race your spaceship around the solar system. Dodge obstacles, other ships, and torpedoes while you fly from planet to planet (including Pluto) and maybe launch a few torpedoes of your own. In addition to flying fast, earn bonuses for avoiding damage to your ship while inflicting damage on others. May the fastest -- and most accurate -- win.
B-104	Trans	PB4	Dave Mitton	FRI	5pm	1	Intro	10+	

	America								
B-105	18XX (1835 German, 1870 Mississippi)	PB4	Dave Mitton	FRI	7pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-106	Alhambra (NER) Finals	NER	TC Staff	FRI	7pm	1	Exper	10+	Granada, 1278. The construction of the city of Alhambra has begun. Determine how the construction of the city will take place.
B-107	Caylus		TC Staff	FRI	7pm	1	Intro	10+	The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.
B-108	Combat Commander		Nick Avtges	FRI	7pm	3	Intro	10+	Come learn Combat Commander, a fact action infantry combat system during WW2
B-109	EB (Iron Dragon)	PB5	Dave Mitton	FRI	7pm	2	Exper	10+	Build your rail network and deliver goods
B-110	Light Filler Games		TC Staff	FRI	7pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-111	Navegador		TC Staff	FRI	7pm	1	Intro	10+	Players take actions such as contracting men, acquiring ships and buildings, sailing the seas, establishing colonies in discovered lands, trading goods on the market, and getting privileges.
B-112	Puerto Rico		TC Staff	FRI	7pm	1	Exper	10+	The players are plantation owners in Puerto Rico in the days when ships had sails.

B-113	RA (NER) Heat 3	NER	TC Staff	FRI	7pm	1	Exper	10+	An auction game with an Ancient Egyptian theme. Each turn players are able to purchase three lots of tiles with their bidding tiles. Top 5 advance to the finals
B-114	Railways of the World	PB2	Dave Mitton	FRI	7pm	2	Exper	10+	Players score victory points by delivering goods between cities. Players build railroad tracks between cities, upgrade locomotives and get the right cargo to the right city.
B-115	Settlers of Catan (North American Championship Qualifier)		Rob Kircher	FRI	7pm	3	Advanced	10+	Players will play 3 preliminary rounds, starting every 2 hours Basic Mayfair rules only. Top 16 players advance to the semi-finals. Must be 18+ to play. Winner will receive a trip to Gencon to play in the next round of the North American Championships.
B-116	Silverton	PB8	Dave Mitton	FRI	7pm	2	Exper	10+	Survey routes, build rails into the resource laden Rocky Mountains to mine, deliver and sell commodities to the local markets.
B-117	Space with a Twist	Space Explorer from Beyond Competition by Sid Sackson	Timothy Allen	FRI	7pm	1	Intro	Teen	Join a team of pilots and race your spaceship around the solar system. Dodge obstacles, other ships, and torpedoes while you fly from planet to planet (including Pluto) and maybe launch a few torpedoes of your own. In addition to flying fast, earn bonuses for avoiding damage to your ship while inflicting damage on others. May the fastest -- and most accurate -- win.
B-118	Titan	Teachin	Rich Northey	FRI	7pm	2	Intro	10+	This classic game of the Fantasy

		g							Monster Slug-a-thon is a standby from the Avalon Hill of yore.
B-119	Wits & Wagers		Tom Vasel	FRI	7pm	1	Intro	10+	STARTS at 8PM Trivia game where you don't need to know the answer, just bet on the right one
B-120	Yspahan (NER) Heat 1	NER	TC Staff	FRI	7pm	1	Exper	10+	The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of Shah's supervisor, they score points by placing goods in the right shops.
B-121	Acquire		TC Staff	FRI	9pm	1	Intro	10+	Sid Sackson classic. An investment game of mergers. The game is a race to acquire the greatest wealth.
B-122	Chicago Express	PB2	Dave Mitton	FRI	9pm	1	Intro	10+	Expand, develop, capitalize to increase the value of your railroads in this quick moving game in the Midwest US
B-123	Faces		Tom Vasel	FRI	9pm	1	Intro	10+	
B-124	Formula De		TC Staff	FRI	9pm	1	Intro	10+	Formula Dé is a fast-paced racing game in which the cars' top speeds are limited by having to end a certain number of turns in each curve of the racetrack.
B-125	Light Filler Games		TC Staff	FRI	9pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-126	Power Grid (NER) Heat 2	NER	TC Staff	FRI	9pm	1	Exper	10+	Players strive for a balance of power plants and raw materials as they expand their network. The game isn't who has the most cities, but who powers the most on the last turn. Top 5 advance to the finals.
B-127	RA (NER)	NER	TC Staff	FRI	9pm	1	Exper	10+	An auction game with an Ancient

	Finals								Egyptian theme. Each turn players are able to purchase three lots of tiles with their bidding tiles. Top 5 advance to the finals
B-128	Thurn & Taxis (NER) Heat 3	NER	TC Staff	FRI	9pm	1	Exper	10+	Players build post office routes across Bavaria and the regions around. Top 4 advance to the finals. Basic game.
B-129	Ticket to Ride (Heat 3)	PB1	Dave Mitton	FRI	9pm	1	Intro	10+	A cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America.
B-130	18XX (1830 NE)	PB3	Dave Mitton	FRI	11pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-131	Age of Industry	PB7	Dave Mitton	FRI	11pm	1	Intro	10+	Martin's newer version of Brass
B-132	EB (International)	PB6	Dave Mitton	FRI	11pm	2	Exper	10+	Build your rail network and deliver goods
B-133	Light Filler Games		TC Staff	FRI	11pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-134	Lords of Vegas		TC Staff	FRI	11pm	1	Intro	10+	You and your opponents represent powerful developers in a burgeoning Nevada city. You will earn money and prestige by building the biggest and most profitable casinos on "The Strip," the town's backbone of dust and sin.
B-135	Pacific Typhoon		TC Staff	FRI	11pm	1	Intro	10+	The game setting is the naval and air war in the Pacific theatre during World War II. Players decide each battle which side to play for. Top 6 advance

									to the finals.
B-136	Ultimate Werewolf		Tom Vasel	FRI	11pm	1	Intro	10+	Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone?
B-137	7 Wonders (NER) Heat 2	NER	TC Staff	SAT	8am	1	Exper	10+	Gain fame by building a wonder, battling other players or erecting buildings.
B-138	18XX (1830 NE, 1856 Canada, Short)	PB3,4	Dave Mitton	SAT	8am	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-139	Combat Commander		Nick Avtges	SAT	8am	2	Exper	10+	Round 1, STARTS AT 9am , get an extra hour of sleep
B-140	EB (USA, International)	PB5,6	Dave Mitton	SAT	8am	2	Exper	10+	Build your rail network and deliver goods
B-141	Kingsburg		TC Staff	SAT	8am	1	Intro	10+	Players play a governor trying to build the best province and gain influence with the King.
B-142	Le Harve		TC Staff	SAT	8am	2	Exper	10+	Players try to build the most profitable company. Gathering resources to build buildings and ships to sell off finished good you produce.
B-143	Light Filler Games		TC Staff	SAT	8am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-144	Railways of the World	PB2	Dave Mitton	SAT	8am	2	Exper	10+	Players score victory points by delivering goods between cities. Players build railroad tracks between cities, upgrade locomotives and get the right

									cargo to the right city.
B-145	St Petersburg		TC Staff	SAT	8am	1	Intro	10+	Players take on the roles to build up St. Petersburg by acquiring workers, buildings and aristocrats. The player who manages his meager money supply and buys things at the right time will win the game.
B-146	Steam	PB8	Dave Mitton	SAT	8am	1	Exper	10+	In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. The culmination of Martin Wallace's classic railroad game series
B-147	Alien Frontiers		TC Staff	SAT	10am	1	Intro	10+	Roll and place your dice to gain advantages over your opponent and block them out of useful areas of the board. Use Alien Tech cards to manipulate your dice rolls and territory bonuses to break the rules. Steal resources, overtake territories, and do whatever it takes to get your colonies on the map first!
B-148	Can't Stop (Tournament)	Can't Stop	Michael Taylor	SAT	10am	1	Intro	Everyone	This tournament is open to everyone of all levels of experience, including first time players. In this Sid Sackson classic, there is a board with all the possible results of two six-sided dice: two through twelve. The object of the game is to move a little marker to the top of three columns by rolling that result, but you need many more sevens than you need twelves, based on the likelihood of each result. During your turn, you roll the dice and place temporary markers onto the board. You can

									continue moving these markers until either none of your dice match (your turn is over and all progress you've made is gone), or cut your losses and end your turn (placing a permanent marker in your rows).
B-149	Chicago Express	PB2	Dave Mitton	SAT	10am	1	Intro	10+	Expand, develop, capitalize to increase the value of your railroads in this quick moving game in the Midwest US
B-150	Cosmic Encounter		Tom Vasel	SAT	10am	1	Intro	10+	Come crush Tom Vasel
B-151	Dominion (NER) Heat 3	NER	TC Staff	SAT	10am	1	Exper	10+	Each player starts with an identical, very small deck of cards in this deck building game. Through their selection of cards to buy and how they play their hands as they draw them, the players strive for the most efficient path to victory points by game end. Top 4 advance to the finals. heats will use the base set. Finals will include both expansions.
B-152	Eminent Domain (NER) Heat 2	NER	TC Staff	SAT	10am	1	Exper	10+	Survey the galaxy to expand your civilization... Will you colonize nearby planets, or take them over by force? Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!
B-153	Light Filler Games		TC Staff	SAT	10am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-154	Panic		Jim Reed	SAT	10am	1	Beginner	Teen	Panic Station is a paranoia-driven party

	Station								cooperative game in which you control two characters in the Extermination Corps sent out by the government to investigate the presence of fiendish alien life forms.
B-155	Princes of Florence		TC Staff	SAT	10am	1	Exper	10+	Assume the role of the head of an Italian aristocratic dynasty and lead your family like the Medici or Borgia.
B-156	Settlers of Catan (North American Championship Qualifier)		Rob Kircher	SAT	10am	2	Advanced	10+	Players will play 3 preliminary rounds, starting every 2 hours Basic Mayfair rules only. Top 16 players advance to the semi-finals. Must be 18+ to play. Winner will receive a trip to Gencon to play in the next round of the North American Championships.
B-157	Trans America	PB4	Dave Mitton	SAT	10am	1	Intro	10+	
B-158	1830 NE US (Finals)	PB3	Dave Mitton	SAT	1pm	2	Exper	10+	Finals
B-159	18XX (Long)	PB4	Dave Mitton	SAT	1pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-160	7 Wonders (NER) Heat 3	NER	TC Staff	SAT	1pm	1	Exper	10+	Gain fame by building a wonder, battling other players or erecting buildings.
B-161	Age of Industry	PB7	Dave Mitton	SAT	1pm	1	Intro	10+	Martin's newer version of Brass
B-162	Carcassonne		TC Staff	SAT	1pm	1	Intro	10+	A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications.
B-163	Caylus		TC Staff	SAT	1pm	1	Intro	10+	The players embody master builders. By building the King's castle and

									developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.
B-164	Combat Commander		Nick Avtges	SAT	1pm	2	Exper	10+	Round 2
B-165	Defenders of the Realm	Board Game	Michael Taylor	SAT	1pm	1	Beginner	Everyone	<p>In the ancient Citadel of Monarch City, the King calls to arms the finest Heroes to defend against a Darkness that engulfs the land. You and your allies must embark on a journey to defend the countryside, repair the tainted lands, and defeat the four creature factions before any of them enter the City. And they approach from all sides! Fast populating Orcs! Fierce Dragons! Undead that bring Fear! And Demons! All tainting the land in their wake.</p> <p>There are several paths to defeat, but only one path to victory, and only the most valiant Hero will be named King's Champion. Will you answer the King's call? Defenders of the Realm is a cooperative fantasy board game in which 1-4 players take a role as one of the King's Champions (Choose from Cleric, Dwarf, Eagle Rider, Paladin, Ranger, Rogue, Sorcerer and Wizard). You, as one of the King's Heroes make use of strategy, special abilities, cooperation, card play and a little luck in Defense of the Realm for a unique experience every adventure. But be</p>

									forewarned! There is never time to rest. As each Enemy General is struck down in battle, the remaining dark forces only grow more difficult to vanquish and their march to Monarch City gets faster with each Hero victory!
B-166	EB (Eurorails)	PB5	Dave Mitton	SAT	1pm	2	Exper	10+	Build your rail network and deliver goods
B-167	Egizia (NER) heat 2	NER	TC Staff	SAT	1pm	1	Exper	10+	Gather workers and resources then use them to build monuments.
B-168	Founding Fathers		TC Staff	SAT	1pm	1	Intro	10+	Players play are one of the planners of the constitution. Through the influence of the delgates you try to leave your mark.
B-169	Light Filler Games		TC Staff	SAT	1pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-170	New England Railrays	Board Game	Michael Taylor	SAT	1pm	1	Intro	Everyone	New England Railways puts players in the roles of those who built the railroads that linked the booming industries of 1800s New England--from the shipbuilders of Connecticut to the forests of Maine; from the fisheries of Massachusetts through the mountains of New Hampshire and on to the foundries of Albany. Players are investors who risk their businesses and money on this new technology, as they build railway links through the mountains and over the rivers of historic New England.
B-171	Quarriors		Tom Vasel	SAT	1pm	1	Intro	10+	Players take on the roles of Quarriors -

	(Tournament)								mighty mystical warriors who have the power to capture dangerous quarry from the untamed Wilds! They must conjure the mysterious powers of Quiddity, cast powerful spells, and summon their creatures to battle if they hope to overcome rivals and earn their rightful place as the Champion!
B-172	Ticket to Ride (Heat 4)	PB1	Dave Mitton	SAT	1pm	1	Intro	10+	A cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities throughout North America.
B-173	Belfort		TC Staff	SAT	3pm	1	Intro	10+	Put your Elves, Dwarves and Gnomes to work in the Village and Guilds of Belfort to collect resources and build up the city!
B-174	Days of Steam	PB5	Dave Mitton	SAT	3pm	1	Intro	10+	
B-175	Light Filler Games		TC Staff	SAT	3pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-176	Power Grid (NER) Heat 3	NER	TC Staff	SAT	3pm	1	Exper	10+	Players strive for a balance of power plants and raw materials as they expand their network. The game isn't who has the most cities, but who powers the most on the last turn. Top 5 advance to the finals.
B-177	Santa Fe Rails	PB2	Dave Mitton	SAT	3pm	1	Exper	10+	Players strive to build the best Rail network in the Western US
B-178	Small World		TC Staff	SAT	3pm	1	Intro	10+	In Small World, players vie for conquest and control of a world that is simply too

									small to accommodate them all.
B-179	Stone Age (NER) Heat 2	NER	TC Staff	SAT	3pm	1	Exper	10+	Struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Top 4 advance to finals.
B-180	Combat Commander		Nick Avtges	SAT	5pm	3	Exper	10+	Round 3
B-181	Light Filler Games		TC Staff	SAT	5pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-182	The Speichersta dt		TC Staff	SAT	5pm	1	Intro	10+	As one of Hamburg's wholesaler at the heyday of the Speicherstadt you acquire shiploads for the storehouses, not too expensive, of course, as you like to make a profit selling them. Who makes the best deals within a year and supplies his clients with the right goods will be the winner of the game
B-183	Thurn & Taxis (NER) Finals	NER	TC Staff	SAT	5pm	1	Exper	10+	Players build post office routes across Bavaria and the regions around. Top 4 advance to the finals. Basic game.
B-184	Trans Europe	PB4	Dave Mitton	SAT	5pm	1	Intro	10+	
B-185	18XX (1870 Mississippi)	PB4	Dave Mitton	SAT	7pm	2	Exper	10+	Players build railroads and manipulate stock while becoming rail barons.
B-186	7 Wonders (NER) Finals	NER	TC Staff	SAT	7pm	1	Exper	10+	Gain fame by building a wonder, battling other players or erecting buildings.
B-187	Age of Empires 3		TC Staff	SAT	7pm	2	Exper	10+	Take on the role of a colonial power . As you proceed through three ages, you

									can launch expeditions of discovery, colonize regions, expand your merchant fleet or build capitol buildings. And, if necessary, declare war.
B-188	Age of Steam	PB8	Dave Mitton	SAT	7pm	1	Exper	10+	Manage your cash and your tracks in order to deliver goods throughout the mid-eastern United States in this original game from Martin Wallace.
B-189	Agricola		TC Staff	SAT	7pm	2	Exper	10+	You're a farmer in a wooden shack with your spouse and little else. How will you develop your farm?
B-190	Dominion (NER) Finals	NER	TC Staff	SAT	7pm	1	Exper	10+	Each player starts with an identical, very small deck of cards in this deck building game. Through their selection of cards to buy and how they play their hands as they draw them, the players strive for the most efficient path to victory points by game end. Top 4 advance to the finals. heats will use the base set. Finals will include both expansions.
B-191	EB (Iron Dragon)	PB5	Dave Mitton	SAT	7pm	2	Exper	10+	Build your rail network and deliver goods
B-192	Egizia (NER) heat 3	NER	TC Staff	SAT	7pm	1	Exper	10+	Gather workers and resources then use them to build monuments.
B-193	Empire Builder (Finals)	PB5	Dave Mitton	SAT	7pm	2	Exper	10+	Finals
B-194	Light Filler Games		TC Staff	SAT	7pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-195	Puerto Rico		TC Staff	SAT	7pm	1	Exper	10+	The players are plantation owners in

									Puerto Rico in the days when ships had sails.
B-196	Silverton	PB8	Dave Mitton	SAT	7pm	2	Exper	10+	Survey routes, build rails into the resource laden Rocky Mountains to mine, deliver and sell commodities to the local markets.
B-197	Wits & Wagers		Larry Whalen	SAT	7pm	1	Intro	10+	Fast paced party game with a unique combination of trivia, gambling and social interaction. You're always involved in the action because everyone guesses every question. Don't know the right answer, bet on the most popular.
B-198	Yspahan (NER) Heat 2	NER	TC Staff	SAT	7pm	1	Exper	10+	The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of Shah's supervisor, they score points by placing goods in the right shops.
B-199	Combat Commander NE Championship (Finals)		Nick Avtges	SAT	9pm	3	Exper	10+	Finals, top 2
B-200	Egizia (NER) Finals	NER	TC Staff	SAT	9pm	1	Exper	10+	Gather workers and resources then use them to build monuments.
B-201	Eminent Domain (NER) Heat 3	NER	TC Staff	SAT	9pm	1	Exper	10+	Survey the galaxy to expand your civilization... Will you colonize nearby planets, or take them over by force? Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!
B-202	Express	PB7	Dave Mitton	SAT	9pm	1	Intro	10+	A fast paced card game. Score points by assembling train formations.

B-203	Gameshow		Tom Vasel	SAT	9pm	1	Intro	10+	
B-204	Kingdom Builder		TC Staff	SAT	9pm	1	Intro	10+	Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.
B-205	Light Filler Games		TC Staff	SAT	9pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-206	Power Grid (NER) Finals	NER	TC Staff	SAT	9pm	1	Exper	10+	Players strive for a balance of power plants and raw materials as they expand their network. The game isn't who has the most cities, but who powers the most on the last turn. Top 5 advance to the finals.
B-207	Stone Age (NER) Heat 3	NER	TC Staff	SAT	9pm	1	Exper	10+	Struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Top 4 advance to finals.
B-208	Talisman	Talisman	Benjamin Gerber	SAT	9pm	2	Beginner	Adult	Kill your opponents, claim a talisman, rule the world. Simple, right? Talisman is a game of character building, random events and combat. Travel the three realms while gaining power and claim the crown of command! Using the Dungeon and other, non-board expansions
B-209	Ticket to Ride (Heat 5)	PB1	Dave Mitton	SAT	9pm	1	Intro	10+	A cross-country train adventure where players collect cards of various types of train cars that enable them to claim railway routes connecting cities

									throughout North America.
B-210	Troyes		TC Staff	SAT	9pm	1	Intro	10+	Recreate four centuries of history of this famous city of the Champagne region of France.
B-211	EB (International)	PB6	Dave Mitton	SAT	11pm	2	Exper	10+	Build your rail network and deliver goods
B-212	Light Filler Games		TC Staff	SAT	11pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-213	Navegador		TC Staff	SAT	11pm	1	Intro	10+	Players take actions such as contracting men, acquiring ships and buildings, sailing the seas, establishing colonies in discovered lands, trading goods on the market, and getting privileges.
B-214	Race for the Galaxy		TC Staff	SAT	11pm	1	Exper	10+	Players all compete to explore the galaxy by exploring new worlds and developing new technologies.
B-215	Rail Baron	PB8	Dave Mitton	SAT	11pm	2	Exper	10+	Race from destination to destination while amassing railroad deeds and cash in this Monopoly-like classic train game.
B-216	18xx (Finals)	PB4	Dave Mitton	SUN	8am	2	Exper	10+	finals
B-217	Chicago Express	PB2	Dave Mitton	SUN	8am	1	Intro	10+	Expand, develop, capitalize to increase the value of your railroads in this quick moving game in the Midwest US
B-218	Dominant Species		TC Staff	SUN	8am	2	Exper	10+	90,000 B.C. -- A great ice age is fast approaching. Another titanic struggle for global supremacy has unwittingly commenced between the varying animal species.
B-219	Light Filler Games		TC Staff	SUN	8am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt

									Earp, Ingenious, Guuillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-220	London		TC Staff	SUN	8am	1	Intro	10+	Players select cards with varying powers of cashflow, victory points, and poverty penalties, and compete to manage them most efficiently.
B-221	Puerto Rico		TC Staff	SUN	8am	1	Exper	10+	The players are plantation owners in Puerto Rico in the days when ships had sails.
B-222	Steam	PB8	Dave Mitton	SUN	8am	1	Exper	10+	In Steam you build railroads and deliver goods along an ever changing network of tracks and stations. The culmination of Martin Wallace's classic railroad game series
B-223	Stone Age (NER) Finals	NER	TC Staff	SUN	8am	1	Exper	10+	Struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Top 4 advance to finals.
B-224	Yspahan (NER) Heat 3	NER	TC Staff	SUN	8am	1	Exper	10+	The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of Shah's supervisor, they score points by placing goods in the right shops.
B-225	Brass	PB7	Dave Mitton	SUN	10am	2	Intro	10+	
B-226	Cities & Knights		TC Staff	SUN	10am	1	Intro	10+	Settlers of Catan played with the Cities and Knight expansion
B-227	Days of Steam	PB5	Dave Mitton	SUN	10am	1	Intro	10+	
B-228	Eminent Domain (NER) Finals	NER	TC Staff	SUN	10am	1	Exper	10+	Survey the galaxy to expand your civilization... Will you colonize nearby planets, or take them over by force?

									Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!
B-229	Formula De		TC Staff	SUN	10am	1	Intro	10+	Formula Dé is a fast-paced racing game in which the cars' top speeds are limited by having to end a certain number of turns in each curve of the racetrack.
B-230	Light Filler Games		TC Staff	SUN	10am	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-231	Montage	Board Game	Michael Taylor	SUN	10am	1	Beginner	Everyone	Montage is a partnership word game for 4 players played on a board of 9 "zones" using colored chips. Invented by Joli Quentin Kansil in 1973, several games experts consider Montage to be the most original of the 36 games he has designed. In Montage, each of the 5 different colored chips represents 5 or 6 letters of the alphabet and so all words are made with colors! The side that earns 4 zones first is the winner.
B-232	Ninja: Legend of the Scorpion Clan	Ninja: Legend of the Scorpion Clan	Anthony Racano	SUN	10am	1	Beginner	Everyone	The night is quiet, but somewhere in the darkness shadows are moving. A ninja and a traitorous samurai sneak into the Lion Clan's castle, intent on completing their dastardly tasks. Though alert, the Lion guards are as yet unaware that anything is amiss... This tense standalone game pits the Lion against the Scorpion. As the ninja or the

									<p>traitor, you will use hidden movement to sneak into the castle, eliminate guards, find your mission objective, and escape. As the guards, you will use your wits and loyal samurai to thwart the sinister Scorpion. In this exciting new game set in the world of Legend of the Five Rings, you will use your limited resources, wits, and guile to outthink and outmaneuver your opponent. Deductive reasoning, planning, and a little luck will determine whether you triumph or meet your fate at the end of three feet of steel.</p>
B-233	Pastiche	Board Game	Michael Taylor	SUN	10am	1	Beginner	Everyone	<p>A World of Beautiful Colors comes alive as players choose commission cards picturing 34 of the finest European art works of the past six centuries. Players score their commissions by mixing primary colors through clever tile placement, and recreating the palette of colors used by the masters. Explore the paintings, palettes and pasts of the artists in this unique and challenging family game. While placing hexagonal pieces to gain palette (color) cards, players learn the different color combinations that produce the many hues of an artist's palette... all listed on the Player Reference Card. Players also learn to recognize many great artists and their works as they complete commissions.</p>
B-234	Ticket to	PB1	Dave Mitton	SUN	10am	1	Exper	10+	Finals

	Ride (Finals)								
B-235	Vegas Showdown		TC Staff	SUN	10am	1	Exper	10+	Players are attempting to build the best hotel/casino in Las Vegas.
B-236	Yspahan (NER) Finals	NER	TC Staff	SUN	10am	1	Exper	10+	The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of Shah's supervisor, they score points by placing goods in the right shops.
B-237	Empire Builder Inter. (Finals)	PB6	Dave Mitton	SUN	1pm	2	Exper	10+	Finals
B-238	Battleline (League Play) (Finals)		TC Staff	SUN	1pm	1	Intro	Everyone	Finals, top 4 play single elimination
B-239	Crokinole (League Play) (Finals)		TC Staff	SUN	1pm	1	Intro	Everyone	Play as many times as you wish. Scores points for every time you play. Top 4 advance to finals
B-240	El Grande		TC Staff	SUN	1pm	1	Exper	10+	Players take on the roles of Grandes in medieval Spain. The king's power is flagging, and these powerful lords are vying for control of the various provinces. To that end, you draft caballeros (knights) into your court and subsequently move them onto the board to help seize control of provinces.
B-241	Factory Manager		TC Staff	SUN	1pm	1	Intro	10+	Each player owns a factory and tries to earn the most money during the game. To be successful, each player must use his workers to buy the best machines and robots and to run the machines most effectively in his factory.

B-242	Light Filler Games		TC Staff	SUN	1pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-243	Lost Cities (League Play) (Finals)		TC Staff	SUN	1pm	1	Intro	Everyone	Finals, top 4
B-244	Macao		TC Staff	SUN	1pm	1	Exper	10+	Macao is a development game. Players compete for goods which are shipped to distant countries as well as for development cards which steadily add new options turn by turn. Cards are bought individually and allow for powerful combos which you need in order to win the game.
B-245	Ninja: Legend of the Scorpion Clan	Ninja: Legend of the Scorpion Clan	Anthony Racano	SUN	1pm	1	Beginner	Everyone	The night is quiet, but somewhere in the darkness shadows are moving. A ninja and a traitorous samurai sneak into the Lion Clan's castle, intent on completing their dastardly tasks. Though alert, the Lion guards are as yet unaware that anything is amiss... This tense standalone game pits the Lion against the Scorpion. As the ninja or the traitor, you will use hidden movement to sneak into the castle, eliminate guards, find your mission objective, and escape. As the guards, you will use your wits and loyal samurai to thwart the sinister Scorpion. In this exciting new game set in the world of Legend of the Five Rings, you will use your limited resources, wits, and guile to outthink

									and outmaneuver your opponent. Deductive reasoning, planning, and a little luck will determine whether you triumph or meet your fate at the end of three feet of steel.
B-246	Stephenson's Rocket	PB5	Dave Mitton	SUN	1pm	1	Intro	Everyone	Watch out for your competitors as they try to snatch the best routes and trade opportunities in 1830 England.
B-247	Union Pacific	PB2	Dave Mitton	SUN	1pm	1	Intro	10+	A simple, but challenging, railway themed game of investing and dividends.
B-248	Acquire		TC Staff	SUN	3pm	1	Intro	10+	Sid Sackson classic. An investment game of mergers. The game is a race to acquire the greatest wealth.
B-249	Light Filler Games		TC Staff	SUN	3pm	1	Intro	10+	Play from San Juan, RA Dice, Roll Thought the Ages, Can't Stop, Wyatt Earp, Ingenious, Guillotine, Tichu, Lair's Dice, Trans America, Titan the Arena and others
B-250	Le Harve		TC Staff	THU	8am	2	Exper	10+	Players try to build the most profitable company. Gathering resources to build buildings and ships to sell off finished good you produce.
B-251	Princes of Florence		TC Staff	THU	10am	1	Exper	10+	Assume the role of the head of an Italian aristocratic dynasty and lead your family like the Medici or Borgia.
B-252	Defenders of the Realm	Board Game	Joe McDonough	THU	10am	1	Beginner	Everyone	In the ancient Citadel of Monarch City, the King calls to arms the finest Heroes to defend against a Darkness that engulfs the land. You and your allies must embark on a journey to defend the countryside, repair the tainted lands, and defeat the four creature factions before any of them enter the

									<p>City. And they approach from all sides! Fast populating Orcs! Fierce Dragons! Undead that bring Fear! And Demons! All tainting the land in their wake. There are several paths to defeat, but only one path to victory, and only the most valiant Hero will be named King's Champion. Will you answer the King's call? Defenders of the Realm is a cooperative fantasy board game in which 1-4 players take a role as one of the King's Champions (Choose from Cleric, Dwarf, Eagle Rider, Paladin, Ranger, Rogue, Sorcerer and Wizard). You, as one of the King's Heroes make use of strategy, special abilities, cooperation, card play and a little luck in Defense of the Realm for a unique experience every adventure. But be forewarned! There is never time to rest. As each Enemy General is struck down in battle, the remaining dark forces only grow more difficult to vanquish and their march to Monarch City gets faster with each Hero victory!</p>
B-253	Age of Empires 3		TC Staff	THU	1pm	2	Exper	10+	<p>Take on the role of a colonial power . As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet or build capitol buildings.And, if necessary, declare war.</p>
B-254	Risk		TC Staff	THU	1pm	2	Intro	10+	<p>Classic game of world domination</p>
B-255	Twilight Struggle		TC Staff	THU	1pm	2	Exper	10+	<p>A card driven game of cold war influence peddling.</p>

B-256	Alhambra Demo	NER	Charlie Faella	THU	5pm	1	Intro	10+	Granada, 1278. The construction of the city of Alhambra has begun. Determine how the construction of the city will take place.
B-257	A Few Acres of Snow		TC Staff	THU	7pm	1	Exper	10+	two-player, card-driven game about the French and British conflict in North America.
B-258	Small World		TC Staff	THU	11pm	1	Intro	10+	In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.
B-259	Acquire		TC Staff	THU	11pm	1	Intro	10+	Sid Sackson classic. An investment game of mergers. The game is a race to acquire the greatest wealth.
B-260	Risk		TC Staff	FRI	8am	2	Intro	10+	Classic game of world domination
B-261	Strasbourg		Charlie Faella	FRI	10am	1	Intro	10+	players take on the lead of ascending families of the city. It is your goal to place your family members in the different guilds. Only the clever usage of influence points makes it possible to be accommodated as apprentice, assistant or even master craftsman - provided you can pay the admission fee.
B-262	Alien Frontiers		TC Staff	FRI	10am	1	Intro	10+	Roll and place your dice to gain advantages over your opponent and block them out of useful areas of the board. Use Alien Tech cards to manipulate your dice rolls and territory bonuses to break the rules. Steal resources, overtake territories, and do whatever it takes to get your colonies on the map first!
B-263	Imperial		Frances	FRI	7pm	2	Intro	10+	The players represent internationally operating investors who stay in the

									background. There are always six imperial nations acting in the game, no matter how many investors take part. Only the investor who gets the best return on his investments, who controls the most powerful imperial nations, and who shows the best diplomatic skill, may win the game!
B-264	Washington's War		TC Staff	FRI	1pm	2	Exper	10+	Re-live the American revolution as either the British or the colonials.
B-265	Yspahan Demo		TC Staff	FRI	5pm	1	Intro	10+	The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of Shah's supervisor, they score points by placing goods in the right shops.
B-266	Kingsburg		TC Staff	FRI	1pm	1	Intro	10+	Players play a governor trying to build the best province and gain influence with the King.
B-267	Factory Manager		TC Staff	FRI	11pm	1	Intro	10+	Each player owns a factory and tries to earn the most money during the game. To be successful, each player must use his workers to buy the best machines and robots and to run the machines most effectively in his factory.
B-268	Vegas Showdown		TC Staff	Sat	8am	1	Exper	10+	Players are attempting to build the best hotel/casino in Las Vegas.
B-269	Washington's War		TC Staff	Sat	8am	2	Exper	10+	Re-live the American revolution as either the British or the colonials.
B-270	Manoever		Frances	Sat	1pm	1	Intro	10+	Manoeuvre is a fast-playing game of battlefield command, set in the early 19th century.
B-271	Arkham Horror		Joe McDonough	Sat	1pm	1	Intro	10+	Arkham Horror is a cooperative adventure game themed around H.P Lovecraft's Cthulhu Mythos.

B-272	A Few Acres of Snow		TC Staff	THU	7pm	1	Exper	10+	two-player, card-driven game about the French and British conflict in North America.
B-273	Kingdom Builder		TC Staff	SAT	5pm	1	Intro	10+	Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.
B-274	Twilight Struggle		TC Staff	SAT	7pm	2	Exper	10+	A card driven game of cold war influence peddling.
B-275	Airship		Frances	SAT	9pm	1	Intro	10+	By cleverly combining the three-colored dice with the values on the cards, you take part in building zeppelins and finally the famous Hindenburg.
B-276	London		TC Staff	SAT	11pm	1	Intro	10+	Players select cards with varying powers of cashflow, victory points, and poverty penalties, and compete to manage them most efficiently.
B-277	Battlestar Galactica		Joe McDonough	SAT	11pm	1	Intro	10+	After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent?
B-278	Caylus		TC Staff	SUN	8am	1	Intro	10+	The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most

									prestige wins the game.
B-279	Axis & Allies, 1942 Edition		TC Staff	SUN	8am	2	Exper	10+	Latest Edition of the intro WW2 game
B-280	Axis & Allies, 1942 Edition		TC Staff	SAT	7pm	2	Exper	10+	Latest Edition of the intro WW2 game
B-281	Founding Fathers		TC Staff	SUN	10am	1	Intro	10+	Players play are one of the planners of the constitution. Through the influence of the delgates you try to leave your mark.
B-282	A Few Acres of Snow		TC Staff	SUN	10am	1	Exper	10+	two-player, card-driven game about the French and British conflict in North America.
B-283	Defenders of the Realm	Board Game	Joe McDonough	SUN	10am	1	Beginner	Everyone	In the ancient Citadel of Monarch City, the King calls to arms the finest Heroes to defend against a Darkness that engulfs the land. You and your allies must embark on a journey to defend the countryside, repair the tainted lands, and defeat the four creature factions before any of them enter the City. And they approach from all sides! Fast populating Orcs! Fierce Dragons! Undead that bring Fear! And Demons! All tainting the land in their wake. There are several paths to defeat, but only one path to victory, and only the most valiant Hero will be named King's Champion. Will you answer the King's call? Defenders of the Realm is a cooperative fantasy board game in which 1-4 players take a role as one of the King's Champions (Choose from

									Cleric, Dwarf, Eagle Rider, Paladin, Ranger, Rogue, Sorcerer and Wizard). You, as one of the King's Heroes make use of strategy, special abilities, cooperation, card play and a little luck in Defense of the Realm for a unique experience every adventure. But be forewarned! There is never time to rest. As each Enemy General is struck down in battle, the remaining dark forces only grow more difficult to vanquish and their march to Monarch City gets faster with each Hero victory!
B-284	Strasbourg		Charlie Faella	SUN	1pm	1	Intro	10+	players take on the lead of ascending families of the city. It is your goal to place your family members in the different guilds. Only the clever usage of influence points makes it possible to be accommodated as apprentice, assistant or even master craftsman - provided you can pay the admission fee.
B-285	Risk		TC Staff	SUN	1pm	2	Intro	10+	Classic game of world domination
B-286	The Speicherstadt		Rich Shay	SUN	1pm	1	Intro	10+	As one of Hamburg's wholesaler at the heyday of the Speicherstadt you acquire shiploads for the storehouses, not too expensive, of course, as you like to make a profit selling them. Who makes the best deals within a year and supplies his clients with the right goods will be the winner of the game
B-287	Carcassonne		TC Staff	SUN	3pm	1	Intro	10+	A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval

									fortifications.
B-288	Race for the Galaxy		TC Staff	SUN	3pm	1	Exper	10+	Players all compete to explore the galaxy by exploring new worlds and developing new technologies.
B-289	Werewolves of Miller's Hollow: The Village		Christopher Pierce	THU	1pm	1	Beginner	Teen	The Village of Miller's Hollow is a lycanthropic cesspool. Can you, the villagers, purge it of Werewolves once and for all? Or Can you the hidden werewolves devour all who stand in your way? Who's side are you on?
B-290	SJ Games: Frag		Douglas Gray	FRI	7pm	1	Beginner	Everyone	
B-291	SJ Games: Munchkin Quest		Douglas Gray	FRI	9pm	1	Beginner	Everyone	
B-292	SJ Games: The Stars are Right		Douglas Gray	SAT	8am	1	Beginner	Everyone	
B-293	SJ Games: Munchkin Quest		Douglas Gray	SAT	1pm	1	Beginner	Everyone	
B-294	SJ Games: Frag		Douglas Gray	SAT	7pm	1	Beginner	Everyone	
B-295	SJ Games: Munchkin Quest		Douglas Gray	SUN	10am	1	Beginner	Everyone	
B-296	SJ Games: The Stars are Right		Douglas Gray	SUN	1pm	1	Beginner	Everyone	
B-297	SJ Games: Frag		Douglas Gray	SUN	3pm	1	Beginner	Everyone	
B-298	Werewolves of Miller's		Christopher Pierce	THU	1pm	1	Beginner	Teen	The Village of Miller's Hollow is a lycanthropic cesspool. Can you, the

	Hollow: The Village								villagers, purge it of Werewolves once and for all? Or Can you the hidden werewolves devour all who stand in your way? Who's side are you on?
B-299	Forbidden Island Adventure ...if you dare	Forbidden Island	Marilynne Lebanc	THU	1pm	1	Beginner	Teen	Join a team of fearless adventurers on a do or die mission to capture four sacred treasures from the ruins of this perilous island before the island sinks into the watery abyss!
B-300	Capture the flag!	Robo Raley	Marilynne Lebanc	THU	5pm	1	Beginner	Teen	Can your robot survive and capture the flag to win! Of course there are all those other robots out to prevent you and get the flag first...
B-301	Forbidden Island Adventure... if you dare	Forbidden Island	Marilynne Lebanc	FRI	1pm	1	Beginner	Teen	Join a team of fearless adventurers on a do or die mission to capture four sacred treasures from the ruins of this perilous paradise before it is swallowed into the watery abyss.
B-302	The Wrath of Ashardolon	Dungeons and Dragons	Marilynne Lebanc	FRI	3pm	1	Beginner	Teen	Gigantic stone pillars support this enormous tunnel that leads to Ashardalon's lair ... where the powerful red dragon might be waiting...can your band of heroes be the ones who finally rid the land of him...we'll see...