

CON GUIDE



MARCH 21-23

BOARD GAMES, TCGS, RPGS, AND MORE!

This Program Book and Convention
Are hereby dedicated to

Edward Forsythe

In recognition of their contributions
to SIMCON and to the
University of Rochester
Simulation Gaming Association.



To the past, the present, and the future.

*SIMCON 46 is Brought to you by the
University Of Rochester Simulation Gaming Association*



A Note From the Con Director



AND WE'RE BACK!!!

Another year, another SIMCON! Whether you're a newcomer or a veteran, we want to thank you so much for coming. It's our forty-sixth year (wow!) and I'm so proud of the convention we've got in store for you. It's crazy to think about how much our small, student-run convention has grown in just the past few years, but it's important to remember that this doesn't happen by magic. The *people*, most importantly former directors Ashlyn Brown and "Hat Jacob" Greenberg, are what made SIMCON what it is today. Their overhaul of the way SIMCON is run has utterly changed what we are able to do and where we will be able to go in the years to come, and they deserve a round of applause for it.

I'm sure it seems like we just pop out of the woodwork every spring, but a phenomenal amount of work goes into planning and preparation. I'm only one member of a whole committee of SIMCON volunteers cranking the cogs of bureaucracy behind the scenes. Starting all the way back in September, we have spent countless hours brainstorming, emailing, and spreadsheeting our way to the convention you're about to enjoy.

So enjoy it to its fullest - nothing will make the work feel more worth it than to know that we've succeeded in bringing the fun of board games and RPGs to a new level. Don't let me keep you from the games any longer! (I'm particularly excited for the Uno Tournament, if you're looking for a place to start!)

"Luck may have played a part in keeping us going, but it's our people who make things happen"

-Daniel Quackenbush

-Maya Scotkin, SIMCON 46 Director

The SIMCON 46 Booklet was produced by:
Jacob Greenberg, Justin Kenneally, Ryan Rosenblatt
-Editors of this impressive work.



General Information



General Rules

- I. The University of Rochester is a smoke-free environment. No smoking is permitted in any University of Rochester building.
- II. No alcoholic beverages or controlled substances may be brought onto the University of Rochester campus.
- III. No real weapons or explosives may be brought onto the University of Rochester campus.
- IV. The decisions of the judges, referees, and game masters are final.
- V. The University of Rochester, the University of Rochester Simulation Gaming Association, and the SIMCON staff, in whole or in part, are not responsible for items left unattended.

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Con Hours

Friday	6 PM - 12 AM
Saturday	10 AM - 12 AM
Sunday	10 AM - 10 PM

Con Desks

The **Registration Desk** is located at the entrance of the Ballroom.

The **Information Desk** is located directly inside the Ballroom.

Questions?

Talk to the Information Desk!
They'll be able to help!

Con Badges

Be sure to wear your SIMCON badge (available at the registration desk) at all times while attending the convention.

It's not just a name tag, it's your pass required for admission to all convention events.

Please be sure to write your name on your badge.
(Other information, such as character class, number of hit points, favorite Uno Card, or shoe size are purely optional!



Food



What's available?

The Pit

(Wilson Commons, 1st floor)

Take-out style food of many varieties, from Asian cuisine, to pizza, to burgers. Seating is nearby.

Douglass Dining Center

(Douglass Commons, 1st floor)

All you can eat style buffet, offers fresh and delicious options with a variety of specialty stations.

Rocky's Sub Shop

(Wilson Commons, 1st floor)

Sells submarine sandwiches and wraps made to order. There is seating inside.

Hillside Market

(Susan B. Anthony Hall, 1st floor)

A corner store! Sells ready-to-eat meals, snacks, and more!

Starbucks

(Wilson Commons, 3rd floor)

It's Starbucks.

For additional information on all available dining options, please visit

<https://dining.rochester.edu/menu-hours/>

Friday

Douglass Dining Center

| 5 pm - 8 pm

The Pit

| 10:30 am - 12 am

Starbucks

| 7:30 am - 1 am

Rocky's Sub Shop

| 11 am - 11 pm

Hillside Market

| 11 am - 2 am

Saturday

Douglass Dining Center

| 8 am - 2:30 pm

The Pit

| 5 pm - 8 pm

Starbucks

| 11 am - 12 am

Rocky's Sub Shop

| 9 am - 1 am

Hillside Market

| 11 am - 11 pm

| 11 am - 2 am

Sunday

Douglass Dining Center

| 8:00 am - 2:30 pm

The Pit

| 5 pm - 8 pm

Starbucks

| 11 pm - 12 am

Rocky's Sub Shop

| 9 am - 12 am

Hillside Market

| 11 am - 11 pm

| 11 am - 1 am



Merchandise, Sales, & Donations



Merchandise!

SIMCON has a number of pieces of merchandise, should you wish to show your SIMCON pride!

Cash only, at the Information Desk.

- SIMCON T-Shirt \$20
- Vintage SIMCON T-Shirt \$15
- SIMCON Dice 1 for \$2, 3 for \$5

Drinks!

Thirsty? Want a convenient option to quench your thirst? SIMCON now sells Soda Cans, with some of your favorite brands available!

Cash only, at the Information Desk

- Soda Can \$2

Pepsi, Ginger Ale, Dr. Pepper.

Donations!

If you had a fun time here at SIMCON, and would like to donate something to help URSGA (And indeed SIMCON), consider donating! (Or, if that's not your style, consider purchasing something!) Simply talk to the Information Desk, and they will guide you through the process of doing so.

At past SIMCONs, we have had inquiries from URSGA alumni and other longtime attendees about making contributions to the convention's (And, by extension URSGA's) well-being, above and beyond the normal support. This is our answer, and we hope you'll consider it!

ATM!

In the event that you do not have cash on your person, fret not! There is an ATM inside of Wilson Commons. To get to it, go over the bridge to that building, and go straight until you can't do so anymore. You should see it right there!

If you are having trouble finding it, talk to a SIMCON staff member.



Why all this stuff?

All this generates a few questions: Why the donation bin? Why all these sales? *Doesn't the University of Rochester pay for everything?*

In a word, **no**. The University of Rochester Simulation Gaming Association (SIMCON's Sponsoring organization) is an Agency group of the UR Student's Association. As such, we receive no funding from SA (Or from the University itself), and are responsible for raising our own budget. In exchange for our non-funded status, we receive the ability to carry over any money we raise from one academic year to the next, allowing us to use the proceeds of each year's SIMCON to pay for the next. SIMCON is our primary source of income, followed closely by the sale of Pinecones.

Pinecones?

That's right! Pinecones! (Pinecone Pals, to be precise.) In case you haven't seen the little guys (Or, indeed haven't heard of them what-so-ever), this past year, URSGA sold a number of hand-crafted, individualized pinecones, each with its own unique name and story. They were quite cute, and provided joy to all those involved.

The sale of these pinecones helped fund this year's SIMCON, along with the activities of the club as a whole. And, for that, we are eternally grateful. Be sure to thank a pinecone for us next time you see one! :))





Room Guide – Douglass



Feldman Ballroom

Located on the Second Floor of Douglass Commons, above the dining hall. Please enter through the main entrance of the ballroom, by the registration table.

Rooms 302, 307, and 308.

Located on the Third Floor of Douglass Commons. Take the stairs up in front of Feldman Ballroom. Room 302 is near the staircase, whereas 307 and 308 are around the corner. Refer to the map on pages 9 to get to the third floor.

Rooms 401, 403, 404, 407, and 420

Located on the Fourth Floor of Douglass Commons. Take the stairs up in front of Feldman Ballroom. Cross through the third floor, and take the staircase on the other side up. Refer to the maps on page 9 and 10 to get to the fourth floor.

Need help?

If a room is evading you, please feel free to ask a SIMCON staff member at the Information Desk. They'll help you get to where you need to go!



Room Guide – Rush Rhees



Welles-Brown Room

On the main floor of Rush Rhees library, through the front doors and to the left. Also accessible through the third floor of Douglass Commons. To get to the Welles-Brown Room, follow the maps on pages 11 and 12.

Hawkins-Carlson Room

On the main floor of Rush Rhees library, through the front doors and to the right. Also accessible through the third floor of Douglass Commons. To get to the Hawkins-Carlson Room, follow the maps on pages 11 and 12.

Need help?

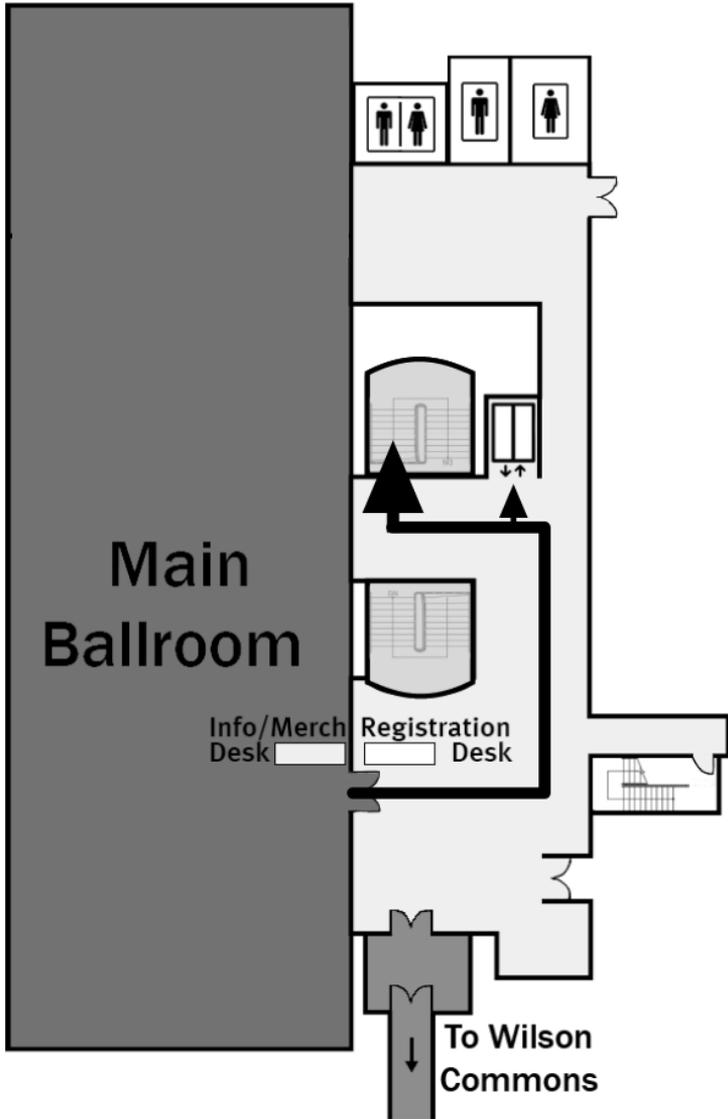
If a room is evading you, please feel free to ask a SIMCON staff member at the Information Desk. They'll help you get to where you need to go!



Navigating Douglass Commons



Douglass Commons, Floor 2

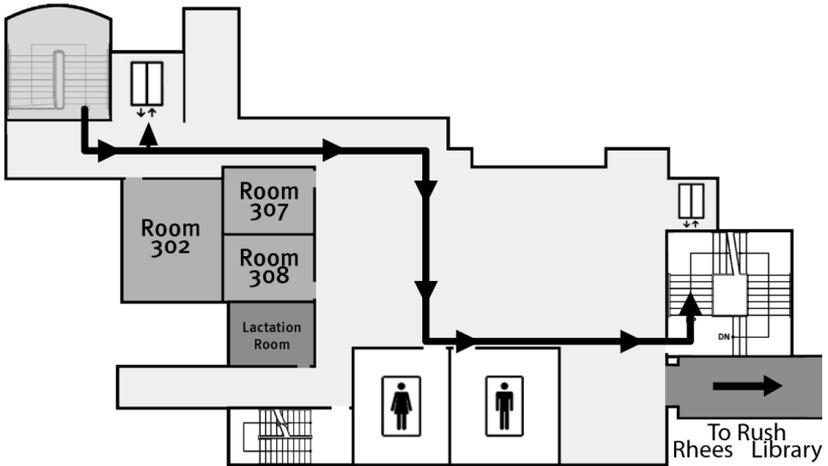




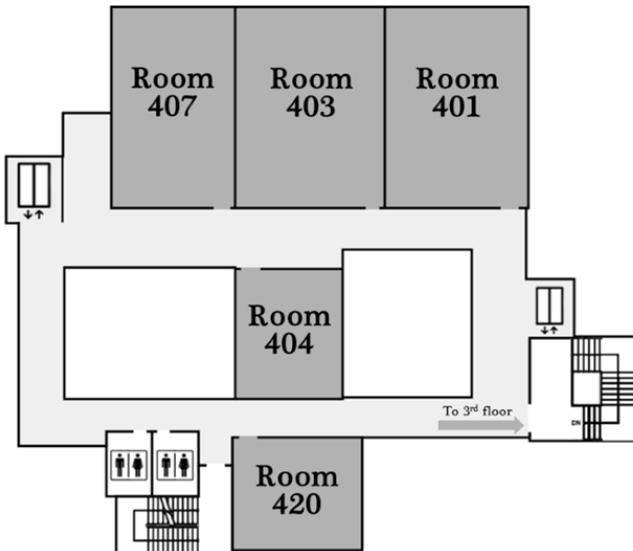
Navigating Douglass Commons



Douglass Commons, Floor 3

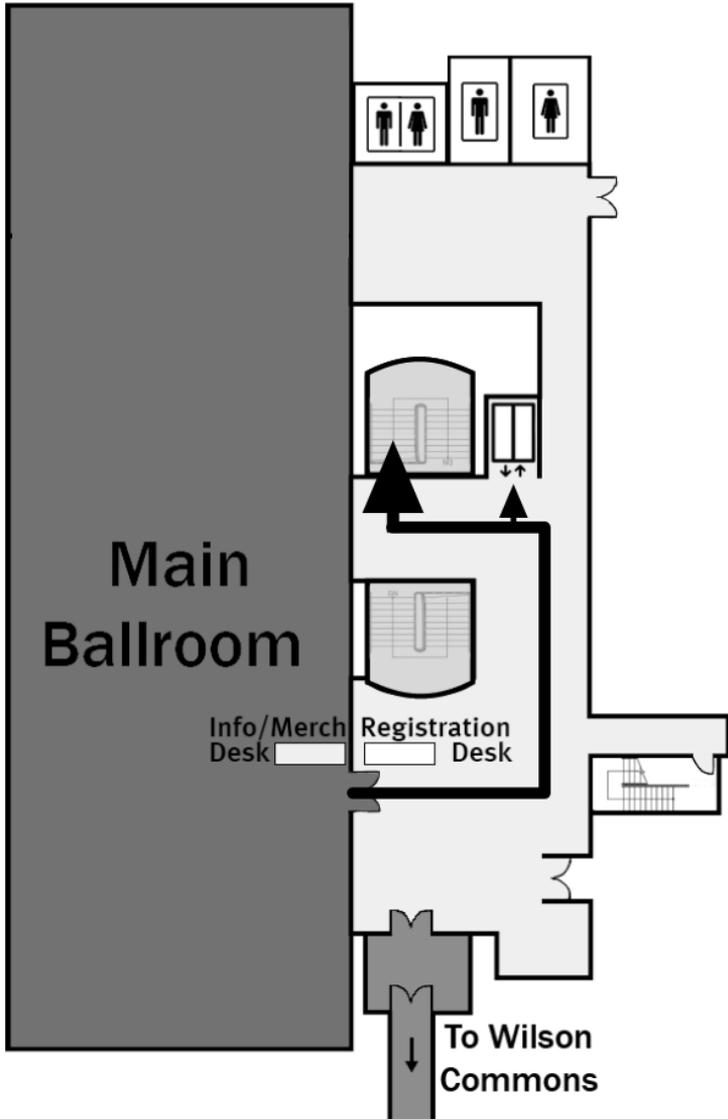


Douglass Commons, Floor 4



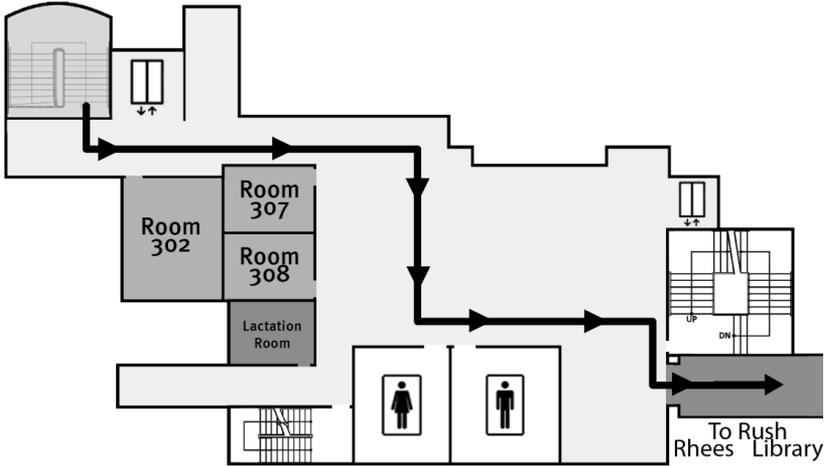


Douglass Commons, Floor 2

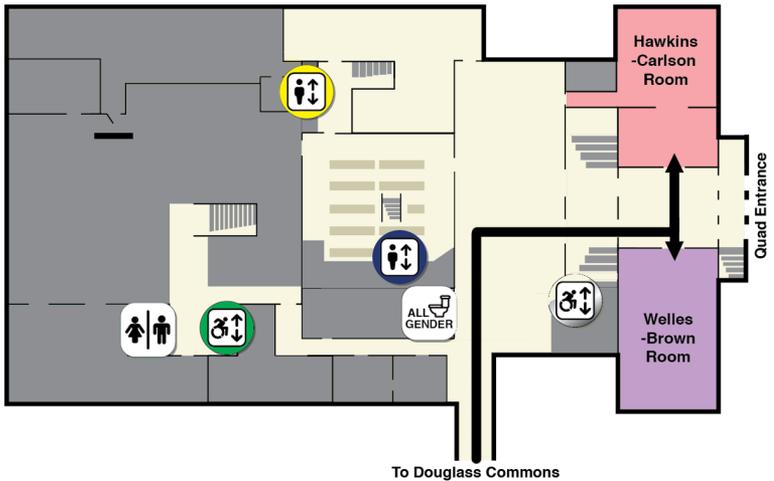




Douglass Commons, Floor 3



Rush Rhees, Main Floor





Schedule Overview



All-Day Board Games!!!

Board games are available for all to play at all times of the convention. Find a friend and get playing those games!

All-day board games will be held in the Main Ballroom. A full list of all the available games to play can be found at the Information Desk.

Understanding the Schedule

The convention schedule is displayed over the next couple of pages, broken down by event name, start and end time, location, event type, and page number.

You can find the description for each event listed in its corresponding “event descriptions” section, which immediately follows the convention schedule. Simply follow the page number for the event you want!

Please note the following event type abbreviations featured in the event schedule:

FE	Featured Event
BG	Board Game
VG	Video Game
WG	War Game
RPG	Role-Playing Game
MTG	Magic: The Gathering

Limited-Space Events

Some events are also denoted with a * in the event schedule. *These events can only accept a limited number of players.* To sign up for a limited-space event, please visit the Information Desk!



Convention Schedule: Friday



Name	Start	End	Location	LS	Type	Page
Chambers of Ordo Eclipticus - BX D&D	6 PM	9 PM	Douglass 403	*	RPG	26
Learn to play! Wings of Glory	6 PM	10 PM	Feldman Ballroom		WG	24
Witch's Bookcase	6 PM	12 AM	Feldman Ballroom		FE	18
The Shadow King's Lost Heir - Mork Borg (16+)	7 PM	10 PM	Douglass 302	*	RPG	27
Planechase Commander	7 PM	11 PM	Douglass 401		MTG	35
Danger in the Air! - Intro to Dungeon Crawl Classics	7 PM	11 PM	Douglass 420	*	RPG	26
Play To Win! Stamp Swap	7 PM	9 PM	Feldman Ballroom	*	BG	19
Murder Mystery	7 PM	9 PM	Welles-Brown Room		FE	17
Guilty Gear Strive Amateur Bracket	8 PM	10 PM	Douglass 407		VG	23
C2 The Ghost Tower of Inverness - AD&D 1e	8 PM	12 AM	Douglass 404	*	RPG	27
Companion's Tale: Diaspora	9 PM	12 AM	Douglass 307 & 308	*	RPG	27
Blood on the Clocktower	9 PM	12 AM	Douglass 403	*	BG	19



Convention Schedule: Saturday



Name	Start	End	Location	LS	Type	Page
Blood on the Clocktower	10 AM	12 PM	Douglass 403	*	BG	19
Witch's Bookcase	10 AM	12 AM	Feldman Ballroom		FE	18
Made in Rochester! The Wanderer Card Game	11 AM	1 PM	Feldman Ballroom	*	BG	20
3:10 to Borghold - Cy_Borg (16+)	11 AM	2 PM	Douglass 308	*	RPG	28
Learn to Play! Return to Dark Tower	11 AM	3 PM	Feldman Ballroom	*	BG	20
The Odyssey 350	11 AM	5 PM	Feldman Ballroom	*	WG	24
Play To Win! Two Castles	12 PM	2 PM	Feldman Ballroom	*	BG	20
Pauper Tournament	12 PM	4 PM	Douglass 401		MTG	35
Of Sorrow and Clay - Call of Cthulhu	12 PM	4 PM	Douglass 403	*	RPG	28
VR Beat Saber Battle	1 PM	3 PM	Douglass 404	*	VG	23
EX1 Dungeonland - AD&D 1e	1 PM	5 PM	Douglass 302	*	RPG	28
Imperial 2030	2 PM	4 PM	Feldman Ballroom	*	BG	21
The Wailing Well - Mork Borg (16+)	2 PM	5 PM	Douglass 420	*	RPG	28
Mini-Painting 101	2 PM	5 PM	Hawkins-Carlson	*	FE	17



Convention Schedule: Saturday



Name	Start	End	Location	LS	Type	Page
Root Hypercube	2 PM	6 PM	Feldman Ballroom	*	BG	21
Total Fiasco	2 PM	6 PM	Douglass 307	*	RPG	29
Play To Win! Rolling Realms	3 PM	5 PM	Feldman Ballroom	*	BG	21
Here is My Power Button RPG	3 PM	7 PM	Douglass 404 & 407	*	RPG	29
Mario Kart Wii Tournament	4 PM	7 PM	Douglass 401	*	VG	23
Wacky Draft	4 PM	8 PM	Feldman Ballroom	*	MTG	35
Exit 23 [East Texas University]	4 PM	8 PM	Douglass 308	*	RPG	29
Tarot Readings	5 PM	7 PM	Feldman Ballroom		FE	17
Sun Dome	5 PM	9 PM	Feldman Ballroom	*	RPG	29
ST1 Up the Garden Path - AD&D 1e	6 PM	10 PM	Douglass 302	*	RPG	30
Warhammer Trivia 2.0	6 PM	7 PM	Douglass 403		WG	24
Battletech Grinder	11 AM	7 PM	Feldman Ballroom	*	WG	24
The Guardians of the Holy Grail	7 PM	12 AM	Douglass 404	*	RPG	30
UNO Tournament	7 PM	9 PM	Feldman Ballroom		FE	17
Blood on the Clocktower	7 PM	9 PM	Douglass 403	*	BG	21
Box Draft	8 PM	11 PM	Feldman Ballroom	*	MTG	35
Charm Mart One Shot	8 PM	11 PM	Douglass 407	*	RPG	30
The Corridor	8 PM	12 AM	Douglass 307	*	RPG	31
Witch Hunt	9 PM	12 AM	Douglass 403	*	BG	22
Learn to Play! Bomb Busters	10 PM	12 AM	Douglass 401	*	BG	22



Convention Schedule: Sunday



Name	Start	End	Location	LS	Type	Page
Mimic Madness	10 AM	1 PM	Douglass 404	*	RPG	31
Witch's Bookcase	10 AM	10 PM	Feldman Ballroom		FE	18
Warhammer Old World Tournament	10 AM	6 PM	Feldman Ballroom	*	WG	25
Retro Game Freeplay	11 AM	1 PM	Douglass 401	*	VG	23
Menagerie at Sea	11 AM	2 PM	Douglass 307	*	RPG	31
Ultra Difficult Magic: The Gathering Trivia	12 PM	1 PM	Douglass 403		MTG	36
Babbling Stream	12 PM	1 PM	Douglass 407	*	RPG	32
The Godfeather: Be Birds	12 PM	4 PM	Douglass 302	*	RPG	32
Mistborn: The Deckbuilding Game	1 PM	3 PM	Feldman Ballroom	*	BG	22
Root Tournament	1 PM	5 PM	Douglass 403	*	FE	18
Battletech Salvage FFA	1 PM	6 PM	Feldman Ballroom	*	WG	25
Mini-Painting 101	2 PM	5 PM	Hawkins-Carlson	*	FE	18
Pilgrimage of Peace	2 PM	6 PM	Douglass 420	*	RPG	33
F360 Cube	3 PM	6 PM	Douglass 401	*	MTG	36
A Dungeon Out of Time	3 PM	6 PM	Douglass 407	*	RPG	33
Death of a Duke - Unknown Armies	4 PM	8 PM	Douglass 404	*	RPG	33
Uptown Saturday Night	4 PM	8 PM	Douglass 302	*	RPG	34
Lucky Flight Takedown - Cy_Borg (16+)	5 PM	8 PM	Douglass 307	*	RPG	34
Thirsty Sword Lesbians	6 PM	10 PM	Douglass 308	*	RPG	34
Blood on the Clocktower	6 PM	10 PM	Douglass 403	*	BG	22



Featured Events



Murder Mystery

Friday, 7 PM - 9 PM | Welles Brown Room

Uno Masterminds: The Murder (Mystery) Crew

Grandpa and Grandma Uno, the founders of their notorious namesake card game, have made a fortune off of their invention. But when Grandpa perishes from natural causes, his descendants must battle in his favorite game to determine who inherits the company. Things grow tense, and a break is called, allowing for everyone to cool off, but wait – where's Grandma?

Mini-Painting 101

Saturday, 2 PM - 5 PM | Hawkins-Carlson Room

Artistic Advisors: Towers & Tabletops

Join Towers & Tabletops for Mini-Painting 101! Come learn the joys of painting and leave with your very own mini.

Tarot Readings

Saturday, 5 PM - 7 PM | Feldman Ballroom

Mysterious Mystic: Claire Syverson

Need some life guidance? Concerned about the impending doom of the future? Looking for relationship advice? Just want to look at the pretty art on the cards? Take a look into your soul and reveal your fate in these tarot card readings.

Uno Tournament

Saturday, 7 PM - 9 PM | Feldman Ballroom

Uno Connoisseurs: SIMCON Staff

UNO Tournament: Demolish the competition in this game of ultimate skill! Winner will receive a gift card and a copy of UNO Flip.



Featured Events



Root Tournament

Sunday, 1 PM - 5 PM | Douglass 403

Game Guru: Jianhao (Paul) Gao

Play the charming asymmetric wargame Root, using tournament rules. Prizes include: Root Hirelings Packs, and the Root Landmark Pack.

Mini-Painting 101

Sunday, 2 PM - 5 PM | Hawkins-Carlson Room

Artistic Advisors: Towers & Tabletops

Join Towers & Tabletops for Mini-Painting 101! Come learn the joys of painting and leave with your very own mini.

Witch's Bookcase

Friday, Saturday, Sunday, all times | Feldman Ballroom

Ebullient Escapists: Certainly Something Creations

Oh No! You and your gang of friends were out walking in the woods when you fell afoul of the local witch! Can you solve the puzzles and clues she has left you in her cottage to escape?!

This is an escape room style game for 1-3 players where everything you need can be found on a single bookshelf. Prizes will be awarded for the group with the fastest time.



Board Games



Play To Win! Stamp Swap

Friday, 7 PM - 9 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Designer Paul Salomon (Honey Buzz, Genotype) brings stamp collecting to life on tabletops in Stamp Swap! Draft from a public pool of face-down and face-up tiles (along with some bonus cards), then simultaneously divide them into 2 groups. You will select one group from another player and keep the group of yours that isn't selected. Organize your growing collection each round and score 1 of 4 goals--choose wisely, as you can't score that goal again.

Blood on the Clocktower

Friday, 9 PM - 12 AM | Douglass 403

Game Guru: Rachel Zelasky

A social deduction game, each player receives either a 'good' or 'evil' token with their unique character on it. Good players share information to solve the mystery, whilst evil players lie about who they are and what they know. The good team wins if they can piece together their knowledge, trust each other, and execute the demon. The evil team wins if the demon can sow distrust, evade detection, and wipe out the village. We will be playing the "Trouble Brewing" script, which is great for new and experienced players alike!

Blood on the Clocktower

Saturday, 10 AM - 12 PM | Douglass 403

Game Guru: Rob VanDyke

Curious about Blood on the Clocktower, the BEST social deception game out there, but haven't had an opportunity to sink your teeth in? Join us for a beginner-friendly game (or more) of Trouble Brewing, BOTC's beginner script of roles. If you'd especially like to be an evil player (or you don't feel comfortable being evil) just contact me.



Board Games



Made in Rochester! The Wanderer Card Game

Saturday, 11 AM - 1 PM | Feldman Ballroom

Game Guru: Adam Gogolski

The Wanderer is a grand game with a tiny footprint -- no meeples, tokens, or mats... but don't be deceived by its simplicity. You'll explore a rich, esoteric game world with an endless number of card combinations that's sure to make it a game night favorite!

Learn to Play! Return to Dark Tower

Saturday, 11 AM - 3 PM | Feldman Ballroom

Game Guru: David Kendig

"Long ago, the sorcerer-king Azkol built a Tower at the crossroads of the Four Kingdoms. Behind its ebon walls, he practiced dark sorcery in his search for power. It grows in power, spreading corruption and calling forth wicked creatures from afar. This foe cannot be defeated alone. The heroes of the Four Kingdoms must unite and return to the Tower." Return to Dark Tower is a co-op board game for 1-4 players. This play session is focused on learning the game mechanics for new players. If there is high demand, I ask that people are willing to swap out so as many people can get a chance to play the game during this demo.

Play To Win! Two Castles

Saturday, 12 PM - 2 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Between Two Castles Essential Edition is a competitive drafting, tile-placement game for 1-8 players designed by Ben Rosset and Matthew O'Malley. It plays in about 45-60 minutes.

The king demands a castle! You are a world-renowned master builder who has been asked by the king to help design his castles. Projects of such significance require the expertise of more than one person, so for each assignment you are paired with another master builder to execute your grandiose plans. Will your planning and partnership skills be enough to design the most impressive castles in the world?



Board Games



Imperial 2030

Saturday, 2 PM - 4 PM | Feldman Ballroom

Game Guru: Donald Glance

Simulates big money influencing global politics. Plays like a cross between monopoly and risk.

Root Hypercube

Saturday, 2 PM - 6 PM | Feldman Ballroom

Game Guru: Lila Voytek

Playing the board game Root on the fanmade hypercube map for 5-7 players. This event is not for the faint of heart, or people new to Root. This will be very experimental and silly.

Play To Win! Rolling Realms

Saturday, 3 PM - 5 PM | Feldman Ballroom

Game Guru: SIMCON Staff

In Rolling Realms, players compete to earn the most stars over 3 rounds in a series of minigames (there are 11 different “realms” included in the game). This is a roll-and-write game, meaning that players will write on the game components using dry-erase markers.

Blood on the Clocktower

Saturday, 7 PM - 9 PM | Douglass 403

Game Guru: Davin Roland

Blood On The Clocktower is a social deduction game with similar core rules to Mafia, but with a twist. Every player has a unique ability and role to play. And in Blood On The Clocktower, death is not the end. Dead players may still talk freely and have one final vote. Can you find the demon in time?



Board Games



Witch Hunt

Saturday, 9 PM - 12 AM | Douglass 403

Game Guru: Claire Syverson

A coven of witches has been discovered in your village! Use your investigative skills to uncover and take out the witches in this large-group social deduction game.

Learn to Play! Bomb Busters

Saturday, 10 PM - 12AM | Douglass 401

Game Guru: Jianhao (Paul) Gao

To clear the bomb, you need to collaborate with your team of bomb disposal experts! Using the wires on the tile holder in front of you, try and figure out your teammates' wires. Find and cut identical wires, but watch out, if you cut a red wire: BOOM! Use your equipment wisely to meet the varied challenges which get harder and harder. Tick tock tick tock... Will you figure it out before it's too late?

Mistborn: The Deckbuilding Game

Sunday, 1 PM - 3 PM | Feldman Ballroom

Game Guru: Ashlyn Brown

Play "Mistborn: The Deckbuilding Game"! New players welcome.

Blood on the Clocktower

Sunday, 6 PM - 10 PM | Douglass 403

Game Guru: Jianhao (Paul) Gao

Blood on the Clocktower is a game of murder and mystery, lies and logic, deduction and deception courageous players and one devious storyteller.

A social game. Each player receives either a 'good' or 'evil' token with their unique character on it. Good players share information to solve the mystery whilst evil players lie about who they are and what they know. The good team wins if they can piece together their knowledge, trust each other, and execute the demon. The evil team wins if the demon can sow distrust, evade detection, and wipe out the village.



Video Games



Guilty Gear Strive Amateur Bracket

Friday, 8 PM - 10 PM | Douglass 407

Controller Conductor: Cole Kerner

Free to enter Guilty Gear Strive Tournament for Beginners.

VR Beat Saber Battle

Saturday, 1 PM - 3PM | Douglass 404

Controller Conductor: Joe Zelazny

Do you like dancing and singing to fun music, light sabers, and virtual reality? We have the perfect competition for you! Compete against your peers, and if you dominate, you will be crowned as the Beat Saber champion. This is your chance to be remembered for your rhythmic dance moves, striking vocals, and Beat Saber skills. But what's Beat Saber, you say? Only the most popular VR game of all time! Beat Saber is a VR rhythm game in which you slash floating boxes as they fly toward you to the beat of the music with gigantic light sabers.

Mario Kart Wii Tournament

Saturday, 4 PM - 7PM | Douglass 401

Controller Conductor: Ryan Rosenblatt

Get ready to rev up your engines and put your racing skills to the test at our Mario Kart Wii tournament! This tournament is the ultimate challenge for fans of the beloved Nintendo game, where you'll compete against other players in a thrilling and action-packed race to the finish line. Whether you're a beginner or a pro, it's all about having fun and showcasing your racing skills!

Retro Game Freeplay

Sunday, 11 AM - 1 PM | Douglass 401

Controller Conductor: Dane Frederickson

Come and play some of the hits from the 90s. You'll be able to experience some of Nintendo's extensive catalog on an N64 and Super Famicom. Some available games include: Super Mario 64, The Legend of Zelda Ocarina of Time, Super Smash Bros, and more!



Wargames



Learn to Play! Wings of Glory

Friday, 6 PM - 10 PM | Feldman Ballroom

Battle Baron: LingSter Games

Wings of Glory is an easy, fun to play, fast and furious system which you will be able to start playing minutes after opening the box! Innovative game mechanics encompass planes with very different flight capabilities and firepower, while still keeping the flow of the combat simple and fun. This is the WW1 version.

The Odyssey 350

Saturday, 11 AM - 5 PM | Feldman Ballroom

Battle Baron: LingSter Games

The Odyssey 350 (OD350) is a hex-map conversion of the popular 350 rules for Alpha Strike competition.

Players build 350 point force lists from which they deploy 250pt of units for different scenarios.

Warhammer Trivia 2.0

Saturday, 6 PM - 7PM | Douglass 403

Warlock of Warfare: Xifan (Sarah) Qu

Trivia from around the worlds of 40k, Fantasy, and AoS! Prove your knowledge of lore to gain admission to the Black Library and/or the Tower of Hoeth!

Battletech Grinder

Saturday, 6 PM - 10 PM | Feldman Ballroom

Battle Baron: LingSter Games

The Battletech Grinder is a casual event great for all ability levels where players only pilot one mech at a time. The general idea of the Grinder is that players start with a simple, small mech that uses basic weapons and rules. When they die they get a bigger, better mech as it were that has slightly more complicated weapons and rules. This way new players are introduced to the vast rules of tabletop Battletech over time.



Wargames



Warhammer Old World Tournament

Sunday, 10 AM - 6 PM | Feldman Ballroom

Battle Baron: Boldo's Armory

This is a 2000pt tournament for Old World. Players can use any list in Forces of Fantasy, ravaging Hordes, Legacy armies, or Arcane Journals. The following rules apply: No character more than 450pts, no more than 3 of any unit, and only one level 3 or higher spell caster.

Battletech Salvage FFA

Sunday, 2 PM - 6 PM | Feldman Ballroom

Battle Baron: LingSter Games

Compete for Battletech salvage rights in free-for-all arena combat! Each player receives two salvage boxes from which they select a mech to use in a battle, with the other going into the prize pool for their match. First place in each match gets first pick from the prize pool! Everyone goes home with 2 mechs, with the winner of each match getting a bonus mech!



RPGs



The Chambers of Ordo Eclipticus—BX D&D

Friday, 6 PM - 9 PM | Douglass 403

Game Master: Gabi Jackel-Dewhurst

The prince has always been inquisitive, but after a series of increasingly late nights in his study, he has disappeared altogether. It seems he has become obsessed with the moon. A rumor has spread through court: he has gone to seek the forbidden knowledge of Ordo Eclipticus. This is a "noble funnel" dungeon adventure in B/X D&D. Like a peasant funnel, each player controls a handful of civilians unskilled at adventuring. In this case, you are society's blue-blooded elite, not the unwashed masses, but rest assured, you are no better prepared for the mysteries of the Chambers.

No prior experience with RPGs is needed!

Danger in the Air! - Intro to Dungeon Crawl Classics

Friday, 7 PM - 11 PM | Douglass 420

Game Master: Brian Escobar

Three days ago a farmer's field and sheep were splattered with blobs of curious translucent material with the consistency of raw steak. He found a golden ring and three odd silver coins in two of the blobs. Other strange rumors are spreading.

This morning, a gargantuan creature hangs in the air, slowly drifting on the breeze. It resembles a titanic jellyfish crossed with an immense butterfly. A nest of pale tendrils trail across the ground carving grooves into the earth as it moves.

A few villagers decide to take a closer look...

You each play four level 0 peasants with different occupations, from radish farmers to astrologers. With the tools of your trade you venture into incredible danger. Any who make it through alive, reach level 1 and gain a class, becoming an adventurer!



RPG



The Shadow King's Lost Heir—Mork Borg (16+)

Friday, 7 PM - 10 PM | Douglass 302

Game Master: John Madigan

You face execution for heretical theft, but a masked Seer, a Courtier of the Shadow King, offered you a chance at life. The King's one true heir, his son Aldon, is missing. Without an heir, the Shadow King will eventually be forced to hand his crown to his imbecile brother. Get him back discreetly and wealth, life and freedom will be yours. It's believed Aldon is imprisoned in an infamous underground locale, a place no free man would willingly go, a place called The Accursed Den.

C2 The Ghost Tower of Inverness - AD&D 1e

Friday, 8 PM - 12 AM | Douglass 404

Game Master: Jason Smith

Come play this “gem” of an Old School D&D module from the heyday of TSR! Beginners and experienced players are welcome. Pre-generated characters provided.

Companion's Tale: Diaspora

Friday, 9 PM - 12 AM | Douglass 307 & 308

Game Master: Sophia King & Lara Stroud

Companion's Tale is a collaborative storytelling and map-making game. The players take on the roles of Companions and tell the story of their hero while building the world around them. Create the Hero's journey and learn: Who is your hero?

In this session we will start as one group and eventually split into two games running in tandem, telling the story of a people torn apart. No materials, prep, or experience necessary, just come prepared to tell a story!



RPG



3:10 to Borghold - An Introductory Heist for Cy_Borg (16+)

Saturday, 11 AM - 3PM | Douglass 308

Game Master: John Madigan

"Time for some thrilling heroics." - Fase, Discharged Corp Killer

An anonymous in-between contacts the PCs with a job offer. Infiltrate a prison train on its route to Borghold and extract-or kill-a high-risk target by the name of Cassian Benarte.

Note: This game is for players 16+

Of Sorrow and Clay - Call of Cthulhu

Saturday, 12 PM - 4PM | Douglass 403

Game Master: David Schneider

Of Sorrow & Clay delves deep into the history of an old Moonshiner, Carson Taft, and his family. Carson himself has now been missing a good few days, and Jack has gathered you all, Carson's family and friends, to help search the dark woods in hopes of finding the old fool.

EX1 Dungeonland - AD&D 1e

Saturday, 1 PM - 5 PM | Douglass 302

Game Master: Jason Smith

Come play an old school D&D adventure written by Gary Gygax himself! No experience needed and pre-generated characters will be provided. Dungeonland is a mad cap place that Gary used to love springing on unsuspecting players. Will you survive your visit to this crazy realm?

The Wailing Well - Mork Borg (16+)

Saturday, 2 PM - 5PM | Douglass 420

Game Master: John Madigan

Deep in Sarkash, where the trees creak and groan, And graveyards and tombs in the warm earth are sown, And spirits and monsters alike feel at home, Waits a nightmarish well built of blood and stone.

Note: The game is for players 16+.



RPG



Total Fiasco

Saturday, 2 PM - 6PM | Douglass 307

Game Master: Bill Horst-Kotter

Fiasco is a GM-less open shot RPG where the characters have high ambition and low impulse control. The difference between Fiasco and other RPGs is it is heavy on role and light on roll. Players will pick one of the four scenarios and build a relationship between them.

Here is My Power Button RPG

Saturday, 3 PM - 7PM | Douglass 404 and 407

Game Master: Charlotte Caldwell and Liam Hainsworth

A new research project has been initiated, recruiting a consumer focus group and following them as they interact with an assigned AI. The project's AI consists of cutting edge technology designed to grow and respond both through interactions with their matched consumer and their peer enrichment group.

Exit 23 [East Texas University]

Saturday, 4 PM - 8PM | Douglass 308

Game Master: Mike Sprague

Caught in an unseasonable blizzard, the students are fortunate enough to make it to a Rest Stop along the freeway. You have warmth, some food, and companionship while awaiting the snow plows. But something else is also at the rest stop ... and it's not looking for any of those things.

Players take on the role of students in this Savage Worlds ETU adventure.

Sun Dome

Saturday, 5 PM - 9 PM | Feldman Ballroom

Game Master: Wayne Brown

You are on Venus trying to find your way to a Sundome.

Want to create a character? Stop by and see Wayne at the Astro-nomicon table at any point during the convention!



RPG



ST1 Up the Garden Path - AD&D 1e

Saturday, 6 PM - 10 PM | Douglass 302

Game Master: Jason Smith

ST1 - Up the Garden Path is one of the rarest D&D modules out there! It was written by the UK branch of TSR specifically for the 1986 National Garden Festival in Stoke-on-Trent, England as a promotional item. The adventure puts the characters (pre-gens supplied by me) into a pocket dimension that parallels our own world and is superimposed on the garden festival environs. This world is based on “improbability” and is rife with bad puns and hijinks. No experience necessary!

The Guardians of the Holy Grail

Saturday, 7 PM - 12AM | Douglass 404

Game Master: Alex Chatterjee

A king lingers on the edge of death. A knight walks a path unseen. A question remains unanswered. The Holy Grail, long sought after, now waits in silence. Called by Merlin himself, a select few are chosen to investigate the past—where myth and reality blur, where choices long made still whisper for resolution. Through forces beyond mortal understanding, they must relive the journey of a man who should have become legend, tracing his steps to uncover where fate fractured. However, the past is not always willing to be rewritten, and some truths are meant to stay buried.

Charm Mart One Shot

Saturday, 8 PM - 11PM | Douglass 407

Game Master: Jade Selch

Working at Charm Mart, the one-stop-shop for all Wizardly needs, is never easy, and amidst union negotiations, the employee team is just hoping for one day to go by without a major issue. Play as incredibly mediocre practitioners of the forbidden arts in this homebrew ttrpg system.



RPG



The Corridor

Saturday, 8 PM - 12AM | Douglass 307

Game Master: Bill Horst-Kotter

Welcome to The Corridor. A long twisting corridor of all white walls with buzzing fluorescent lights overhead. All the signs are written in a language you have never seen. You open a door and.....will you get back to the world you know?

Mimic Madness

Sunday, 10 AM - 1 PM | Douglass 404

Game Master: Stuart T. Farrell

As you wake, you find yourself in a tavern. That in itself is not unusual. Several things are however: * Aside from those at your table, who look as if they woke up themselves, there is no one in the room * There are several doors * you don't remember ever setting foot into this place Before you have a chance to ponder your situation

Menagerie at Sea

Sunday, 11 AM - 2 PM | Douglass 307

Game Master: Kylie Stives

Using the Realms of Pugmire system, play as a motley crew of pirates! Engage in ship combat as you try to reclaim your stolen treasure from a rival crew of pirates.

Will have two pre-made characters for each animal family: dogs, cats, rodents (mouse and rat), lizards (snake and turtle), birds (parrot and crow). We will be using UNO cards for initiative (normally, 52-card are used for this system). Family-friendly game.



RPG



Babbling Stream

Sunday, 12 PM - 1 PM | Douglass 407

Game Master: Lila Voytek

"Babbling Stream is a game of communication between people that share very few known words. Using only 10 pictographs (the numbered Uno cards), two people groups will try to communicate important cultural needs. It may be tricky, it may be frustrating, but by the game's end you will have told a story of what happens when we really try to talk to each other."

The Godfeather: Be Birds, Do Crimes

Sunday, 12 PM - 4 PM | Douglass 302

Game Master: Maegan Fish

Running a heist at the behest of one of the local mafia bosses is no laughing matter - getting your score could have big payoffs, but any slip-up could lead to your goose being cooked. Or pigeon, as it were, if you're employed by The Nest, the pigeon mafia of New York. Your task: infiltrate Billy the Gull's headquarters and steal back control of their illicit stash of contraband french fries. Be careful not to slip up, though. The future of Central Park could be at stake.

Pigeon's Eleven is a fast-paced, narrative game in the fate system. Open to beginners, but be prepared to bring a full set of dice with you to session. If you're interested, we're gonna make you an offer you can't refuse: be birds. do crimes.



RPG



Pilgrimage of Peace

Sunday, 2 PM - 6 PM | Douglass 420

Game Master: Lee Block

Today is the tenth annual Peace Day, the anniversary of the end of the war between the six nations of the Continent. You have been chosen as the representative of your nation for the Pilgrimage of Peace, bringing a dragon's egg from one end of the continent to the other. It should only take three days. But peace is not so easily kept, and more awaits on the Pilgrimage than any of you could know...

A Dungeon out of Time

Sunday, 3 PM - 6 PM | Douglass 407

Game Master: Ryan Huber

A classic fantasy dungeon crawl in a homebrew system inspired by older editions of D&D. A new mysterious structure has appeared, and your band of adventurers has been summoned to investigate! Rules and pre-generated characters will be provided.

Death of a Duke—Unknown Armies

Sunday, 4 PM - 8 PM | Douglass 404

Game Master: Gabi Jackel-Dewhurst

In an out-of-the way, suburban hospice home, an infamous player in the so-called "occult underground" lays on his deathbed, poised to take untold forbidden knowledge with him to his grave. Inevitably, weirdo magicians and estranged family converge on him at this final hour, with inevitably disastrous results.

Unknown Armies is an occult horror RPG; subject matter that may arise in this scenario include depictions of death and end of life medical care and self harm. This is a roleplay-oriented scenario and conflict of various kinds between player characters is likely.

Players don't need any prior experience with TTRPGs.



Uptown Saturday Night

Sunday, 4 PM - 8 PM | Douglass 302

Game Master: Wayne Brown

A group of friends attend an after hours club at the Black Hole Lounge orbiting Europa.

Want to create a character? Stop by and see Wayne at the Astro-nomicon table at any point during the convention!

Lucky Flight Takedown - An Introductory Heist for Cy_Borg (16+)

Sunday, 5 PM - 8 PM | Douglass 307

Game Master: John Madigan

The PCs are approached by Charlie Sand, a struggling salaryman with a surprising sense of community spirit. His neighborhood on the Ports/Bigmosse border has been manipulated into debilitating debt to the Lucky Flight Casino. Pleading and talks have led nowhere, so now he needs the help of extralegal troubleshooters to destroy any record of debt and possibly shut down the casino permanently.

Note: This game is for players 16+.

Thirsty Sword Lesbians

Sunday, 6 PM - 10 PM | Douglass 308

Game Master: Charlotte Caldwell

The Highballers Casino is hosting its yearly gala, and rumors are swirling that Marjorie Sterling, heiress to the prodigious Sterling fortune, is going to be in attendance wearing a necklace inset with the famed Carvana Emeralds. An opportunity like that can mean only one thing: time to get a group together, and get ready for the heist of your lives.

Thirsty Sword Lesbians is a Powered by the Apocalypse game focused on larger than life scenes, madcap plans, and of course...a sweeping romance amongst the thievery. For fans of lesbians, heist movies and Cate Blanchett in Ocean's Eight, grab your two d6s and get ready to hit the jackpot.



Planechase Commander

Friday, 7 PM - 11 PM | Douglass 401

Mana Mage: Jakob Riches

Planechase Commander: Come play casual Commander while the whole room travels through the multiverse together using Planechase!

Pauper Tournament

Saturday, 12 PM - 4PM | Douglass 401

Mana Mage: Ryan Zorzi

Pauper Tournament: Play Magic: the Gathering in the strategy-rich Pauper format. Proxies allowed, prize support provided.

Wacky Draft

Saturday, 4 PM - 8 PM | Feldman Ballroom

Mana Mage: Boldo

This is a Magic the Gathering booster draft event. No additional cost is charged for this. Players need to show up with any 3 booster packs. The packs must have at least 12 cards in them but may be from any set. Players will then draft from the packs presented and play a 3 round event with prizes.

Box Draft

Saturday, 8 PM - 11 PM | Feldman Ballroom

Mana Mage: Boldo

Magic has been out for a very long time. It was designed to get your money. Box draft is free. Boldo's has a box which holds cards from this very long time. They are in no order. You will put some of these cards into an order following drafting procedures of Boldo's choosing. Land will be added to create a deck. This deck will then be played in a game of Boldo's choosing, using the official magic rules. Yes this includes ante. Players are advised to bring some things to bribe Boldo and are encouraged to be as creative as possible. It will be the most fun you have playing magic this year or your entrance fee will be returned.



MTG



Ultra Difficult Magic: The Gathering Trivia

Sunday, 12 PM - 1 PM | Douglass 403

Mana Mage: Finn Abbey

Exactly what it sounds like.

Draft F360

Sunday, 3 PM - 6 PM | Douglass 401

Mana Mage: Finn Abbey

Draft F360, the greatest cube ever constructed!



Vendors



Boldo's Armory

www.boldo.com

Boldo's Armory start 31 years ago when Pat had a car accident. To raise money to replace the car, Boldo suggested Pat sell his card collection. This was so successful they decided to make it a business as both their partners let them spend a whole weekend selling and playing games at a convention. Things went well and soon they had a lot of stuff and decided to get a store front to store this stuff in. After a year of talking about this, Boldo and Pat partnered with 2 other gamers, Pat and Dennis, who organized tournaments and opened a store at 891 Monroe Ave after Boldo quit his job as a teacher. The idea of the store was to provide discount prices, so people could play more games, and to provide a free place to play. 29 years later, they still discount everything in the store and allow free gaming on 2 floors of space. It is still run by Boldo with help from Pat, and hopes to win your business.

Certainly Something Creations

www.etsy.com/shop/certainlysomethingco

Certainly Something Creations is made for and by queer, scrappy nerds. With our commitment to using secondhand materials whenever we can, you can be sure you'll be able to find something truly unique every time!

Colleen Ekat Art

Instagram: @colleenekat

Against all the odds. Aspiring artist & game dev!



Vendors



DPH Games

www.dphgames.com

DPH Games was formed in 2013 and has been a regular at SIMCON. Games that have been released include: Affliction Salem 1692, Agent 299, Psychological Warfare, CATS, Inca Empire TCG, The Gate of R'lyeh, Usurp the King, Madoshi Priests of the Sun and Moon, Cache Me If You Can!, and In Tents.

Gizmo's Socks, Pins, and Plush

www.GizmosNY.com

The name says it all! Gizmo's Socks, Pins, and Plush has all of your nerdy needs. Proudly show off your favorite videogame characters, tv shows, superheroes, and more by picking up some fun items.

Heart of the Game

www.heartsofthegame.com

Welcome to Heart of the Game, your premier gaming destination in Buffalo, NY! We are passionate about all things gaming, and our store is a haven for TCG enthusiasts, RPG adventurers, retro game collectors, and movie lovers alike.

It's Getting Dicey

<https://www.itsgettingdicey.com/>

It's Getting Dicey is your source for premium dice and accessories. Established in 2021, we strive to help fellow players enhance their tabletop experience. From gemstone dice to premium plastics to towers and trays, we have you covered. We are committed to having one of the largest selections in the northeast, sourcing from over a dozen distributors and working with various artists to make sure we have the highest quality dice and accessories on the market.



Vendors



Jabberwock Emporium

www.jabberwockemporium.com

Unique geekery! Original art and prints. Quirky upcycled jewelry and decor, wands and monsters made from plastic bags, and more.

Lingster Games

www.lingstergames.com

LingSter Games is what happens when a lifelong gamer takes their passion and turns it into something awesome for fellow gamers. We make and sell custom accessories, game merch, and the kind of stuff that makes your tabletop experience even better—because let's be real, standard game components just aren't enough sometimes. Whether you need cool maps, dice, or game gear, we're here to make sure your board game nights are legendary. Now, who's rolling first?

Studio Cadco

www.studiocadco.com

We are two chicks chilling in an office making things.

Tina's Trinket Trove

www.trinastrinketrove.etsy.com

My name is Katrina and I am the owner of Trina's Trinket Trove, a small business that specializes in handmade TTRPG accessories, up-cycled goods, pet accessories, bags, and more! Many of my creations are inspired by my personal interests and hobbies, some of which include anime, gaming, Dungeons & Dragons, comic books, vegan cooking, and spending time with my cats. I strive to encourage self-expression through my creations. There's a little something for everyone in the Trove!



Vendors



Wonderland Comics

www.wonderlandcomicsny.wordpress.com

At Wonderland Comics, you can find a wide range of kid-friendly activity kits, games, educational & science kits, and nature items. We have one of the largest inventories of out-of-print comic books in New York State and offer a search service for out-of-print issues we may not have in stock. Here, you can find an amazing selection of graphic novels, trade paperbacks, and hardcovers. We have an extensive in-stock selection of archival supplies (bags, boxes, Mylar sleeves) for comics of all sizes, magazines, postcards, books, cards, and more.



URSGA

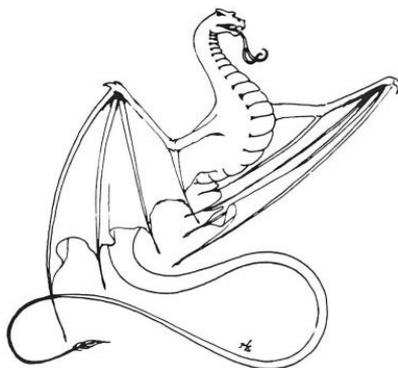


Founded in 1976, the University of Rochester Simulation Gaming Association is a community for University of Rochester students, faculty, and staff to come together over tabletop role-playing games, board games, trading card games, simulation games, and more!

Membership is open to all University of Rochester Students and Staff

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Acknowledgements

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The University of Rochester
 Wilson Commons Student Activities
 UR Libraries: Towers and Tabletops
 UR Student’s Association
 UR The Opposite of People (Toop)
 All SIMCON 46 General Staff
 All SIMCON 46 Vendors
 All SIMCON 46 Event Runners
 Stonemaier Games
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Geneseo Area Gaming Group (GAGG)
 Organizers of the annual Running GAGG
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 Rochester Fantasy Fans
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 gaming convention
 Saskia Erasmus
 Designer of the SIMCON 46 Logo
 Maren Cooke
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 Caroline “Cat” Crawford
 Advisor of URSGA, and overall exquisite
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