



CON GUIDE

March 20th-22nd

**This Program Book and Convention
are hereby dedicated to:**

The Devoted Alumni of 2025

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 47 is brought to you by the
University of Rochester Simulation Gaming Association.



A Note from the Con Directors!



And we're back, in more ways than one! :)

Welcome to SIMCON 47! This booklet serves as your guide to all things SIMCON — the nearly 100 events, 13 vendors, and wide variety of other such information you may need along your way (maybe even a way to see some ghosts, or avoid them if that's more your style).

We would like to take some time to formally thank all the members of SIMCON Committee for their hard work towards making this SIMCON happen! We're only two members of a whole committee who put tremendous time, effort, blood (figurative), sweat, and tears into making this convention work, and making it ever better. Thank you all! Though we had some hardships, we made all this happen! Be proud of yourselves!

This year is a milestone for the University of Rochester Simulation Gaming Association (URSGA), the organization that runs SIMCON. 50 years ago, a bunch of nerds (endearing) met to play historical wargames in the basement of Hill Court (in a residential building quite far from here, if you're not in-the-know) — the founding of URSGA. Obviously what we do has changed slightly; when once we were a small group of dedicated nerds simulating and re-enacting historical wargames with miniatures, we've grown into one of the largest and most welcoming groups on this university's campus — we're now a sizeable group of nerds who play board games, RPGs, TCGs, wargames, and so much more! With a lot of hard work, and a lot of ups and downs, we've landed where we are now: something I'm sure our predecessors would be proud to see. Here's to the next 50 years!

Whether you are new here or are a long time attendee, thank you for coming! We hope you enjoy all the events and happenings of SIMCON 47! (We know you will!) :)

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

-Daniel Quackenbush

-Jacob Greenberg & Maya Scotkin, SIMCON 47 Directors

The SIMCON 47 Booklet was produced by:
Jacob Greenberg, Miriam Steinberg, & Louisa Van Rompay
-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 that your name is on your badge. (Other information, such as character class, number of hit points, favorite ghost, or shoe size, is 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.

Rocky's Sub Shop (Wilson Commons, 1st floor)

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

Douglass Dining Center (Douglass Commons, 1st floor)

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

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 - 11 pm
Starbucks	7:30 am - 12 am
Rocky's Sub Shop	11 am - 11 pm
Hillside Market	8 am - 1 am

Saturday

Douglass Dining Center	8 am - 3:30 pm 5 pm - 8 pm
The Pit	10:30 am - 11 pm
Starbucks	9 am - 12 am
Rocky's Sub Shop	11 am - 11 pm
Hillside Market	12 pm - 1 am

Sunday

Douglass Dining Center	8 am - 3:30 pm 5 pm - 8 pm
The Pit	10:30 am - 11 pm
Starbucks	9 am - 12 am
Rocky's Sub Shop	11 am - 11 pm
Hillside Market	12 pm - 12 am



Merchandise, Sales, and 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 47 T-Shirt	\$25
Vintage SIMCON T-Shirt	\$15
SIMCON Dice	1 for \$3, 2 for \$5

Drinks!

Thirsty? Want a convenient option to quench your thirst? SIMCON now sells soda cans and bottled water, with some of your favorite brands available!

Cash only, at the Information Desk.

Bottled Water	\$1
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! 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. 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!



Merchandise, Sales, and Donations



Merchandise!

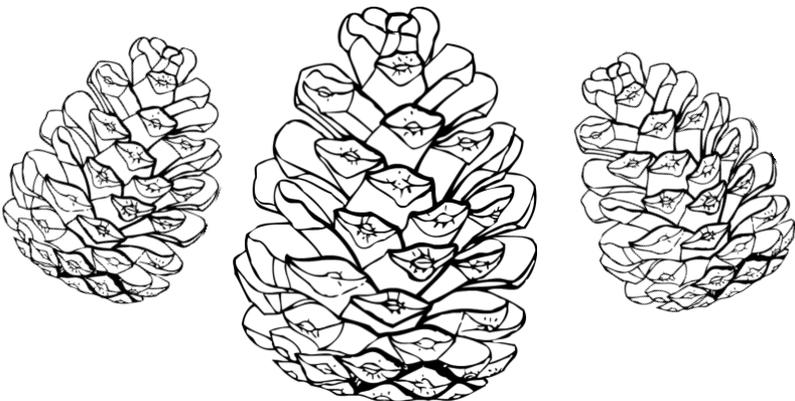
All this generates a few questions: Why the donation bin? Why all these sales? *Doesn't the University of Rochester pay for everything?*

In a word, **no**. The University of Rochester Simulation Gaming Association (SIMCON's sponsoring organization) is an Agency group of the UR_{Students} Students' Association. As such, we receive no funding from the 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 whatsoever), these past two years, 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 SIMCON these past two years, 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 Commons



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 maps on pages 9 and 10 to get to the third floor.

Rooms 401, 403, 404, 407, and 420, Community Kitchen

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 pages 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 Library



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.

Instruction Suite A

On the main floor of Rush Rhees library, past the main lobby, on your left. Go past the bridge to Douglass Commons and it will be on your left. Also accessible through the third floor of Douglass Commons. To get to Instruction Suite A, follow the maps on pages 11 and 12.

Need help?

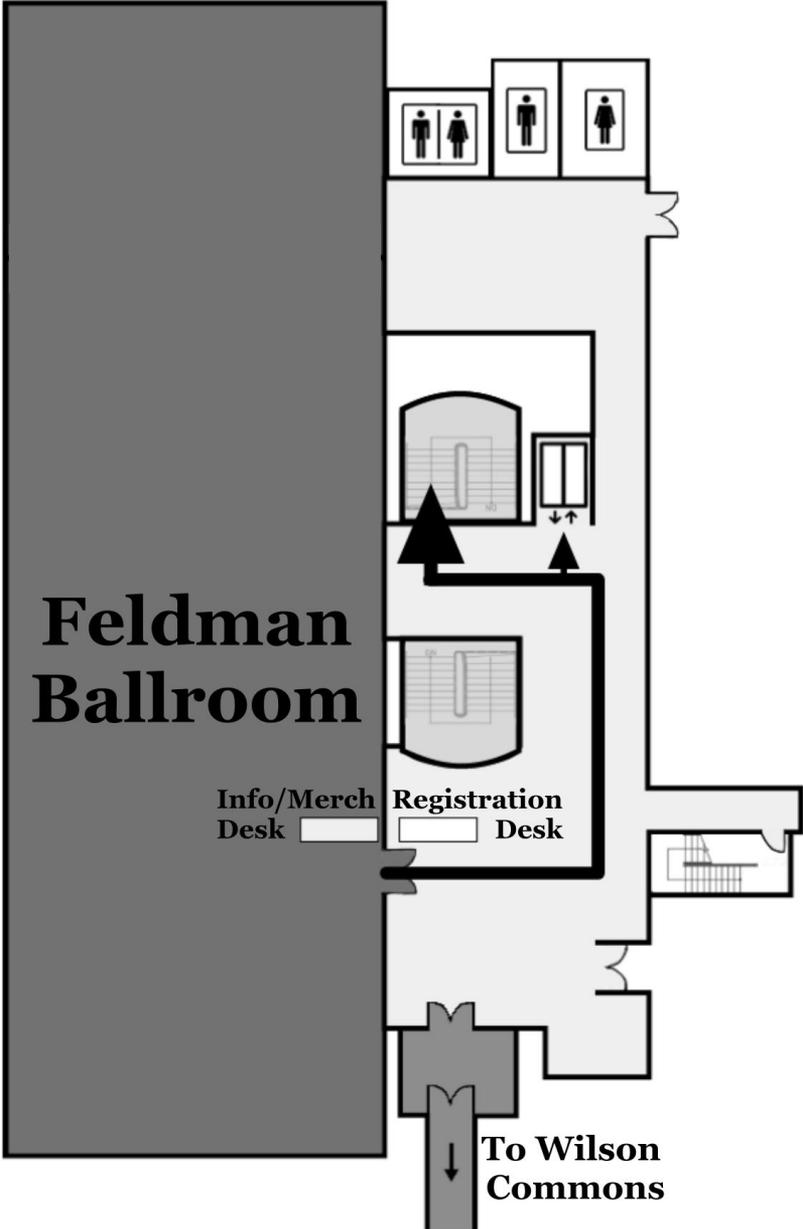
If a room is evading you, please feel free to ask a SIMCON staff member at the Information Desk. They'll help you get to where you need to go!



Navigating Douglass Commons



Douglass Commons, Floor 2

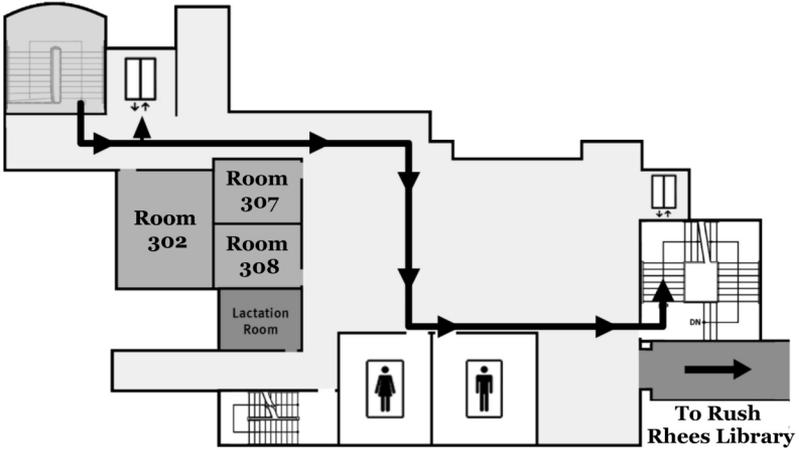




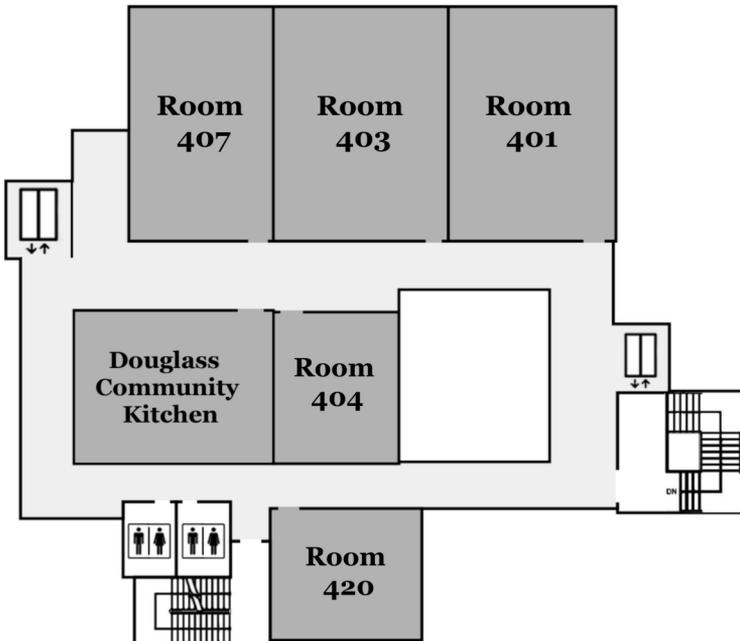
Navigating Douglass Commons



Douglass Commons, Floor 3



Douglass Commons, Floor 4

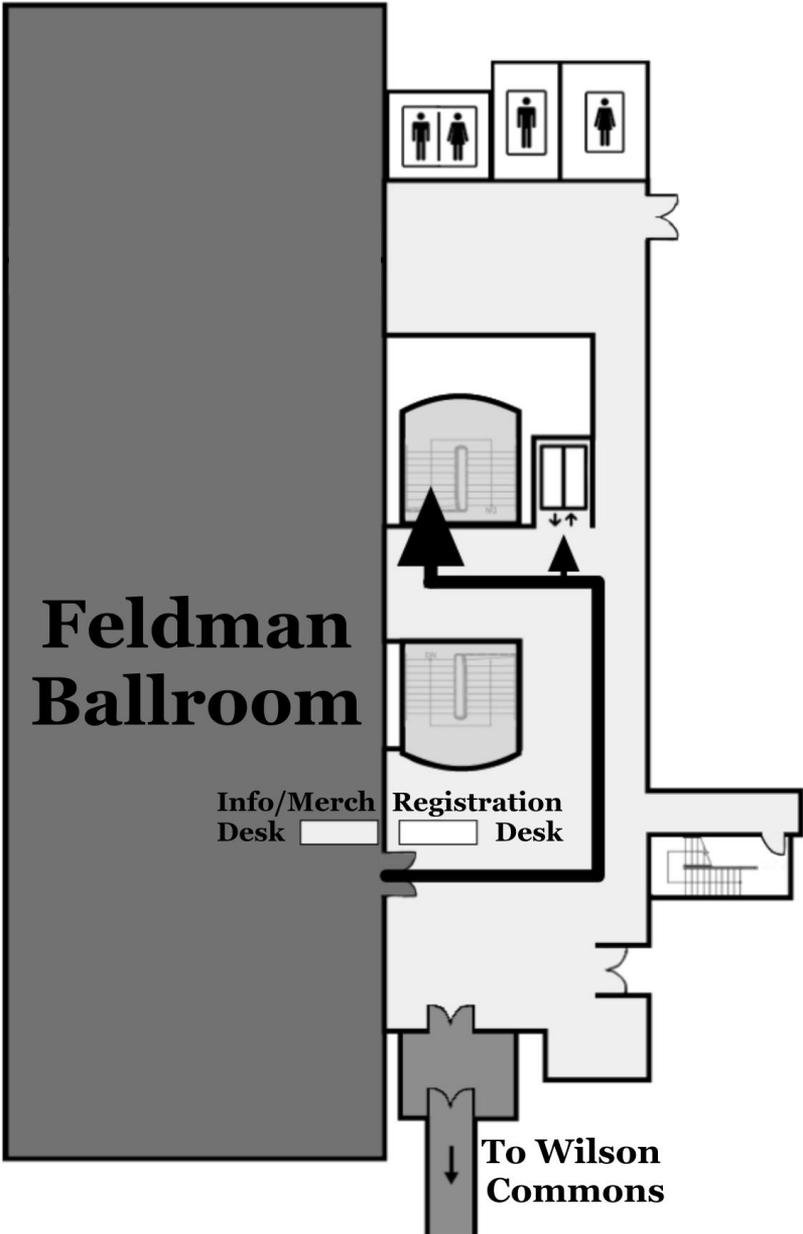




Navigating to Rush Rhees



Douglass Commons, Floor 2

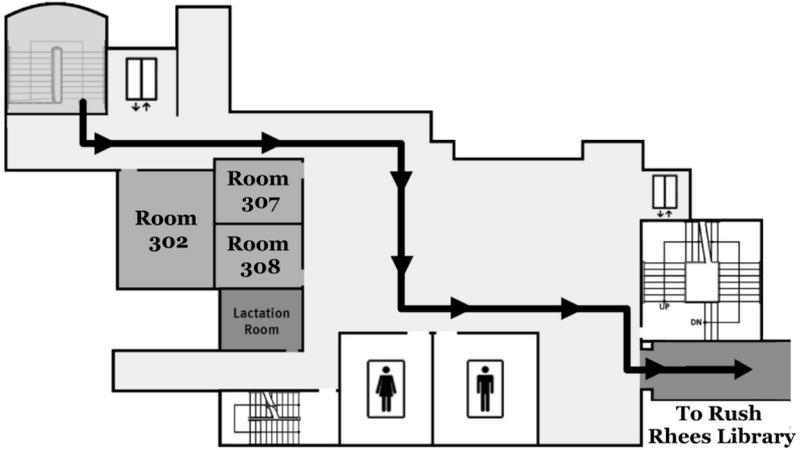




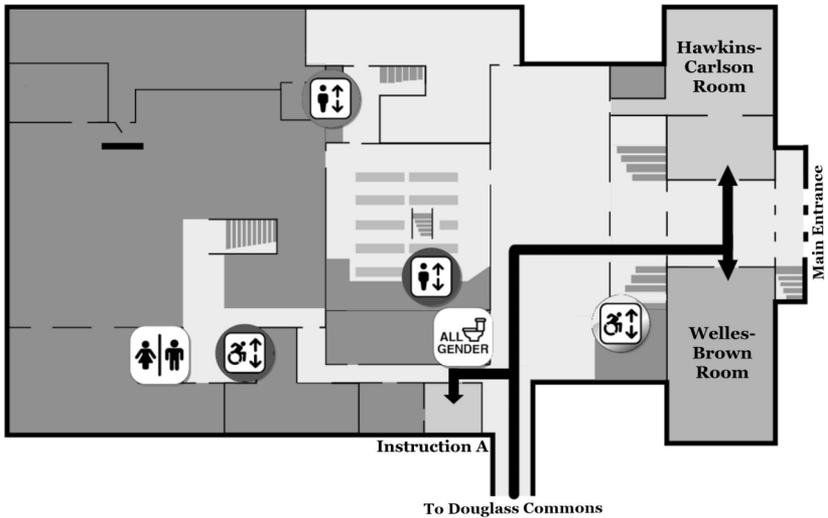
Navigating to Rush Rhees



Douglass Commons, Floor 3



Rush Rhees, Main Floor





Event Schedule



All Day Board Games

Board games are available 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 section, which immediately follows the convention schedule. Simply follow the page number for the event you want!

Please note the following event-type abbreviations:

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

Limited-Space Events

Some events are 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! Space in these events is first-come, first-served, and may only be filled day-of.



Event Schedule - Friday



Name	Start	End	Location	LS	Type	Page
Judge's Tower: Wordy Cube Edition	6 PM	8 PM	Feldman Ballroom	*	MTG	42
When the Lights Go Out: A Survival RPG Demo	6 PM	9 PM	Douglass 308	*	RPG	28
Color UR Pokémon	6 PM	10 PM	Feldman Ballroom		FE	17
Crown of the Goblin King	6 PM	11 PM	Douglass 302		RPG	28
Untold Tales of Middle Earth	6 PM	12 AM	Douglass 404	*	RPG	28
Escape the Bookshelf!	6 PM	12 AM	Feldman Ballroom		FE	17
Wings Of Glory!	7 PM	9 PM	Feldman Ballroom		WG	40
SIMCON Murder Mystery	7 PM	10 PM	Welles-Brown Room		FE	17
Heirs to Olympus	7 PM	11 PM	Feldman Ballroom	*	GD	26
Knightmare Chess Tournament	7 PM	11 PM	Douglass 403	*	FE	18
TKS Presents: Sword in the Jungle Deep Remastered!	7 PM	11 PM	Feldman Ballroom	*	RPG	29
Magh Slécht: The Field that Kneels	7 PM	12 AM	Instruction Suite A	*	RPG	29
Planechase Commander	7 PM	12 AM	Douglass 401		MTG	42
Ghost Hunting at White Ladies Priory	8 PM	12 AM	Douglass 307	*	RPG	29
Skies Over Rochester	8 PM	12 AM	Douglass 407	*	RPG	30
Play-to-Win! Origin Story	9 PM	11 PM	Feldman Ballroom	*	BG	20



Event Schedule - Saturday



Name	Start	End	Location	LS	Type	Page
Soccer Chess	10 AM	12 PM	Feldman Ballroom		GD	26
Wacky Draft	10 AM	1 PM	Feldman Ballroom	*	MTG	42
Final Descent	10 AM	3 PM	Douglass 308	*	RPG	30
Learn to play in a Battletech Grinder!	10 AM	7 PM	Feldman Ballroom	*	WG	40
Escape the Bookshelf!	10 AM	12 AM	Feldman Ballroom		FE	17
Blood on the Clocktower	11 AM	2 PM	Douglass 407	*	BG	20
The Mystery of Cinnabar Island	11 AM	2 PM	Douglass 307	*	RPG	30
D&D 5e	11 AM	2 PM	Douglass 404	*	RPG	31
High Octane Adventuring!!!	11 AM	5 PM	Douglass 302	*	RPG	31
Imperial	12 PM	2 PM	Feldman Ballroom	*	BG	20
When Gods Collide	12 PM	2 PM	Feldman Ballroom		GD	26
A Land Once Magic: World Building Workshop	12 PM	2 PM	Douglass 420		FE	18
Saturday Scrabblefest	12 PM	4 PM	Feldman Ballroom	*	BG	26
Bakto's Terrifying Cuisine	12 PM	4 PM	Douglass 403	*	RPG	31
Impossible 50 Level Dungeon	12 PM	8 PM	Feldman Ballroom	*	RPG	31



Event Schedule – Saturday (cont.)



Name	Start	End	Location	LS	Type	Page
On The Edge of Time	1 PM	3 PM	Feldman Ballroom	*	BG	21
SIMCON x UNYP Pauper Tournament	1 PM	7 PM	Douglass 401	*	MTG	43
Games from MetaDreams	2 PM	4 PM	Feldman Ballroom		GD	26
Mini-Painting 101	2 PM	5 PM	Hawkins-Carlson	*	FE	18
Makers Amalgamation!	2 PM	6 PM	Feldman Ballroom		BG	21
Root Hypercube!	2 PM	6 PM	Feldman Ballroom	*	BG	21
The Tower on the Hill	2 PM	6 PM	Douglass 404	*	RPG	32
His Brother's Keeper	2 PM	6 PM	Douglass 307	*	RPG	32
Play-to-Win! Stable Times	3 PM	4 PM	Feldman Ballroom	*	BG	21
Roll for Rice Krispies	3 PM	5 PM	Douglass Kitchen	*	FE	18
The Mystery of Camargue	3 PM	7 PM	Douglass 420	*	RPG	32
The Flower City Compact	3 PM	7 PM	Douglass 407	*	RPG	33
Tic Tac Rally, and Other Games	4 PM	5 PM	Feldman Ballroom		GD	26
Witch Hunt	4 PM	6 PM	Douglass 403	*	BG	22
Legacy at Sea	4 PM	6 PM	Feldman Ballroom	*	BG	22
Break-in and Bear It	4 PM	7 PM	Douglass 308	*	RPG	33
Puzzle Board Chess	5 PM	6 PM	Feldman Ballroom		GD	27
Yazeba's Bed and Breakfast...	5 PM	9 PM	Feldman Ballroom		RPG	33
Casual 2000 pt Warhammer 40k Tournament!	5 PM	11 PM	Douglass 302	*	WG	40
Imperial 2030	6 PM	8 PM	Feldman Ballroom	*	BG	22
Captain Sonar	6 PM	9 PM	Douglass 307	*	BG	22
Heirs to Olympus	6 PM	10 PM	Feldman Ballroom	*	GD	26
SIMCON Puzzle Room	7 PM	10 PM	Douglass 403		FE	18
Magpie	7 PM	11 PM	Douglass 401	*	RPG	34
Battletech Salvage Event	7 PM	11 PM	Feldman Ballroom	*	WG	41
Blood On The Clocktower – Whalebuffet	8 PM	12 AM	Douglass 407	*	BG	23
The Amazing Box Draft	8 PM	12 AM	Feldman Ballroom	*	MTG	43
Play-to-Win! Jewel Box (A Tile-laying Beetle Game)	9 PM	10 PM	Feldman Ballroom	*	BG	23
Tarot Reading	10 PM	12 AM	Feldman Ballroom	*	FE	18



Event Schedule - Sunday



Name	Start	End	Location	LS	Type	Page
MTG Rules Trivia	10 AM	11 AM	Douglass 401		MTG	43
Ghosts of the Masquerade	11 AM	1 PM	Douglass 420	*	RPG	34
Lethal Company Chaos	10 AM	2 PM	Douglass 404	*	VG	39
Casual 2000 pt Warhammer 40k Tournament!	10 AM	2 PM	Douglass 302	*	WG	40
Escape the Bookshelf!	10 AM	10 PM	Feldman Ballroom		FE	17
Dead Man's Hand Demo	11 AM	3 PM	Feldman Ballroom		WG	41
Ark Nova	11 AM	4 PM	Feldman Ballroom	*	BG	23
Terror in Paradise	11 AM	4 PM	Douglass 407	*	RPG	34
Adventure and Exploration in Middle Earth	11 AM	5 PM	Douglass 307	*	RPG	35
Design a Character for Amazing Space Adventures	12 PM	2 PM	Feldman Ballroom		RPG	35
Behind the Scenes	12 PM	3 PM	Douglass 308	*	RPG	35
Solaris 5: Great Novice Race	12 PM	3 PM	Feldman Ballroom	*	WG	41
Twisted Blokus	12 PM	4 PM	Feldman Ballroom	*	BG	23
Royal Rumble: Vintage	1 PM	7 PM	Douglass 401	*	MTG	43
Homemade Jam: Videogames Showcase	1 PM	7 PM	Feldman Ballroom		VG	39
Sidereal Confluence	2 PM	6 PM	Douglass 404	*	BG	24
Hand over Fist TCG — Sealed Play Release	2 PM	6 PM	Douglass 403	*	GD	27
Companion's Tale x A Land Once Magic	2 PM	6 PM	Douglass 420	*	RPG	36
Makers Amalgamation!	2 PM	6 PM	Feldman Ballroom		BG	21
Play-to-Win! Euphoria: Build a Better Dystopia	3 PM	5 PM	Feldman Ballroom	*	BG	24
Rescue on Europa	3 PM	6 PM	Feldman Ballroom	*	RPG	36
Battle for Zora's Domain	3 PM	6 PM	Douglass 308	*	RPG	36
Betrayal Legacy	3 PM	7 PM	Feldman Ballroom	*	BG	24
Corporate Rush	4 PM	7 PM	Douglass 302	*	GD	27
TKS Early Access: Caravan to Caster's Crossing	4 PM	8 PM	Feldman Ballroom	*	RPG	36
Blood on the Clocktower — Murder Your Friends!	4 PM	10 PM	Douglass 407	*	BG	25
It's Alive!: Cat in the Box	5 PM	8 PM	Feldman Ballroom	*	BG	25
Twisted Nonlinear Stories	5 PM	9 PM	Douglass 307	*	RPG	36
Play-to-Win! Tokaido Duo	6 PM	7 PM	Feldman Ballroom	*	BG	25
The Bloodworth Soirée	6 PM	10 PM	Douglass 404	*	RPG	37
The Broken Tower	6 PM	10 PM	Douglass 420	*	RPG	37
Call of Cthooby-Doo	6 PM	10 PM	Douglass 308	*	RPG	37
Heirs to Olympus	6 PM	10 PM	Feldman Ballroom	*	GD	26
A Totally Normal American Small Town	7 PM	10 PM	Douglass 302	*	RPG	38
MTG Outlaws of Thunder Junction Draft	7 PM	10 PM	Feldman Ballroom	*	MTG	43



Featured Events



Escape the Bookshelf!

Friday, Saturday, Sunday, all times | Feldman Ballroom

Ebullient Escapists: Labyrinthian Mysteries

Got time between longer events? Come try an escape room on a bookshelf! This is an escape room for 1-3 players designed to fit entirely on a single bookshelf. This year we have 2 escape rooms to choose from: The Witch's Bookcase or The Secret Laboratory. In the former, find your friend's soul before the witch returns. In the latter, match wits with the evil genius of Dr. Enigma as you attempt to stop his plans to unleash a doomsday device. Fastest teams across the weekend earn a prize!

Color UR^{rochester} Pokémon

Friday, 6 PM - 10 PM | Feldman Ballroom

Terrific Trainers: University of Rochester Pokémon Club

Come relax and color with the University of Rochester Pokémon Club! We have art supplies and lots of dark and ghost type Pokémon coloring pages for you to choose from. While supplies last, we also have Pokémon TCG cards for you to keep!

SIMCON Murder Mystery

Friday, 7 PM - 10 PM | Rush Rhees, Welles-Brown Room

Cursed Creators: The (Murder) Mystery Crew

They say a vengeful ghost haunts the campus, lurking in an abandoned basement. Tom Hawke, amateur YouTuber, planned to hunt it for a video with a few friends by his side. Alas, poor Tom was stabbed in the tunnels, either by one of the other humans down there with him...or maybe the ghost? Come try your hand at solving the whodunit by interviewing suspects and finding clues!



Featured Events



Knightmare Chess Tournament

Friday, 7 PM - 11 PM | Douglass 403

Checkmate Champions: University of Rochester Chess Club

In this Nightmare edition of Chess, the board becomes a graveyard. Any captured pieces come back from the dead as your own. Chaotic, fast-paced, and open to all skill levels — come try the Crazyhouse variant!

A Land Once Magic: World Building Workshop

Saturday, 12 PM - 2 PM | Douglass 420

Legendary Leader: Sophia King

Immerse yourself in the realm of 'post-fantasy' world building and build a world "that shakes off the dull colors of traditional fantasy and invites the full spectrum of your imagination." Using the structures of "A Land Once Magic", we will be collaboratively building a fantasy world while simultaneously interrogating what we want our fantasy worlds to look like — and what they can look like. Bring your own world ideas to follow along, or come see what new ideas come to the surface.

Mini-Painting 101

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

Artistic Advisors: Towers and Tabletops

Join Towers & Tabletops for Mini-Painting 101! Come learn the joys of painting and leave with your very own mini. There will be two sessions, the first from 2-3:30 PM and the second from 3:30-5:00 PM.

Roll for Rice Krispies

Saturday, 3 PM - 5 PM | Douglass Community Kitchen

Bashful Bakers: University of Rochester Baking Club

Come join Baking Club as we create and decorate all kinds of hauntingly delicious Rice Krispy treats! Two sessions of baking will be held, the first from 3-4 PM and the second from 4-5 PM.



Featured Events



SIMCON Puzzle Room

Saturday, 7 PM - 10 PM | Douglass 403

Passionate Puzzlers: SIMCON Staff

Search for clues and solve puzzles in a room full of board games to discover the identity of the SIMCON monster! Guess right and vanquish the evil creature; guess wrong and join the ranks of its victims.

Tarot Reading

Saturday, 10 PM - 12 AM | Feldman Ballroom

Magical Mystic: Claire Syverson

Have an event coming up? Need romantic advice? Concerned about the impending doom of the future? Consult with fate in a tarot reading!



Board Games



Play to Win! Origin Story

Friday, 9 PM - 11 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Play for a chance to win Origin Story, a game by Stonemaier Games! Your inner superhero is ready to emerge in this engine-building, trick-taking game. Reveal your backstory, gather gadgets and allies, develop a grudge against your archenemy, and unleash an ultimate ability as you transform. Use a combination of brains, love, speed, and strength to craft your origin story!

Blood on the Clocktower

Saturday, 11 AM - 2 PM | Douglass 407

Game Guru: Kathryn Page

Blood on the Clocktower is a complex social deception game that fits 15 players. If you're looking for an experience more complex than other social deception games, you should try Blood. The script will be decided based on how many new players we have.

Imperial

Saturday, 12 PM - 2 PM | Feldman Ballroom

Game Guru: Donald Glance

Simulation of conflicts in and around World War I. When one army attacks another, both are no more. The Swiss banker may win in the end.

Saturday Scrabblefest

Saturday, 12 PM - 4 PM | Feldman Ballroom

Game Guru: James Donnelly

Come and enjoy a few games of Scrabble, one of the most beloved and tactical word games out there. Enjoy a casual game with your friends or test your skills against seasoned club players until the last tile. Win enough games and have the chance to face the Scrabble final boss. If you know how to speak English, this event is for you!



Board Games



On the Edge of Time

Saturday, 1 PM - 3 PM | Feldman Ballroom

Game Guru: Dan Hundycz

The year is 2301. Scientists discovered that the Altuli have begun to change the time stream. You will need to send Agents, Soldiers, and Embedded back in time to straighten things out. A cooperative 1-3 player game.

Makers Amalgamation!

Saturday & Sunday, 2 PM - 6 PM | Feldman Ballroom

Game Guru: University of Rochester Makers Club

Come check out Makers' large handmade chess board! This unique chess board's artistic flair is in its glass soldering and wood burned spaces. You can come play against the creators or against your friends!

Root Hypercube!

Saturday, 2 PM - 6 PM | Feldman Ballroom

Game Guru: Kathryn Page

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 experience will be very experimental and silly.

Play to Win! Stable Times

Saturday, 3 PM - 4 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Play for a chance to win Stable Times, a cozy game of horses and harmony by Lovemore Games!

As a skilled trainer, it's your job to guide a herd of show horses back to the stable, arranging each one just right to keep them content. Each horse has its own personality; some are shy, some are social, and some just want their favorite stall. Use smart planning and a bit of intuition to corral the perfect layout. With strategic Grouping, Placing, and Scoring, the stable is where champions are made!



Board Games



Witch Hunt

Saturday, 4 PM - 6 PM | Douglass 403

Game Guru: Claire Syverson

A coven of murderous witches has been discovered in your town! Use your investigative skills and unique character abilities to reveal the villains among villagers in this large-group social deduction game.

Legacy at Sea

Saturday, 4 PM - 6 PM | Feldman Ballroom

Game Guru: Dan Hundycz

Set sail in a historical fiction adventure as a daring pirate captain who must brave brutal seas, scarcity, and constant danger to carve out your legend. Choose how you plunder, upgrade your ship and crew, and adapt as a living world reacts to your rise through powerful Story Cards. Fortune favors the bold — but only the skilled will be remembered.

Imperial 2030

Saturday, 6 PM - 8 PM | Feldman Ballroom

Game Guru: Donald Glance

Simulation of big money influencing global politics. Plays like a cross between Monopoly and Risk.

Captain Sonar

Saturday, 6 PM - 9 PM | Douglass 307

Game Guru: Yasha Rubhaka

Captain Sonar is a 4v4 game where each player has a different role in contributing to the team's goal of sinking the enemy submarine before the enemy sinks yours. It's similar to Battleship, but much more elaborate, speed-based, and very intense. We'll play somewhere between 2 and 4 games — each game takes 8 people and about 45 minutes, and people can rotate between games.



Board Games



Blood On The Clocktower — Whalebuffet

Saturday, 8 PM - 12 PM | Douglass 407

Game Guru: Joe Cassidy

Whalebuffet is a special script for Blood on the Clocktower with every official and experimental character! Players are assigned a character type and choose any character of that type before the game begins. The games are chaotic, possibly unbalanced, and, importantly, a lot of fun. Not recommended for inexperienced players.

Play-to-Win! Jewel Box (A Tile-Laying Beetle Game)

Saturday, 9 PM - 10 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Play for a chance to win Jewel Box, a game from Lovemore Games! This gorgeous tile-laying game lets you become an entomologist, strategically scooping up dazzling jewel-toned beetles and placing them in your own miniature museum. Each family of beetles has unique quirks, demanding clever placement to maximize your score. But beware — while your magnifying glass and trusty forceps might help you bend the rules, true victory lies in masterful Collecting, Placing, and Scoring!

Ark Nova

Sunday, 11 PM - 4 PM | Feldman Ballroom

Game Guru: Rob VanDyke

Ark Nova is a dense and rich resource allocation, tile-laying, worker-placement, engine-building mess of a game! Ideally attendees have played before, but attendees of all skill levels are welcome!

Twisted Blokus

Sunday, 12 PM - 4 PM | Feldman Ballroom

Game Guru: Callen Silverberg and Abhiram Kanandati

The ghosts haunting SIMCON have put a curse on the classic game Blokus, to change it from a Tetris-like strategy game to now include... cards? Come join us as we explore this quirky new way to play the game, with no prior experience needed!



Board Games



Sidereal Confluence

Sunday, 2 PM - 6 PM | Douglass 404

Game Guru: Sidereal Confluence

Nine alien races wheel, deal, plan, and develop to be the best leader of the galaxy. While technically a competitive game, Sidereal Confluence has a cooperative feel during the trading phase as no race has the ability to thrive on its own.

Play-to-Win! Euphoria: Build a Better Dystopia

Sunday, 3 PM - 5 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Play for a chance to win Euphoria: Build a Better Dystopia, a game by Stonemaier Games!

Euphoria is a worker-placement game in which your workers are dice, and the numbers represent their knowledge of their twisted society. Your path to victory is paved with the sweat of your workers, the strength of your allegiances, and the tunnels you dig to infiltrate other areas of the world, but the destination is area control. What are you willing to sacrifice to build a better dystopia?

Betrayal Legacy

Sunday, 3 PM - 7 PM | Feldman Ballroom

Game Guru: Mackey Fish

Calling all scions and descendants of the House! The time has come for the next generation to enter the House and attempt to uncover its secrets. Join as the newest member of the original five families obsessed with the House. Play a completed edition of Betrayal of House on the Hill: Legacy. Surely we'll all exit safely this time...



Board Games



Blood on the Clocktower — Murder Your Friends!

Sunday, 4 PM - 10 PM | Douglass 407

Game Guru: Cel Jikhars

Blood on the Clocktower is the best social deception game in the universe. If you've ever enjoyed Among Us, Mafia, or Werewolf, come try out an even better game where everyone gets an ability to use, and everyone can participate, even when dead!

It's Alive!!: Cat in the Box

Sunday, 5 PM - 8 PM | Feldman Ballroom

Game Guru: Emerson Davis

Do you ever wish Bridge/Euchre/Spades didn't have that annoying betting system? Have you ever wished that a card game could include paradoxes? Well now it can! Cat in the Box is a fun strategic card game where you declare the suit of a card and hope you aren't the first person to run out of suits. Do the cards exist? Do they not? Come find out by playing Cat in the Box and let's hope you don't paradox first!

Play-to-win! Tokaido Duo

Sunday, 6 PM - 7 PM | Feldman Ballroom

Game Guru: SIMCON Staff

Play for a chance to win Tokaido Duo, a game by Stonemaier Games! Welcome, travelers, to the Japanese island of Shikoku! Two players discover the smallest of Japan's four main islands through a three-faceted spiritual journey: as the pilgrim, visit shrines, gardens, seashores, and hot springs; as the merchant, collect and sell traditional souvenirs; as the artist, paint a variety of beautiful vistas and gift your paintings to locals. Discover to gain points and live each journey to the fullest!



Game Demos



Heirs To Olympus

Friday, 7 PM - 11 PM; Saturday & Sunday, 6 PM - 10 PM | Feldman Ballroom
Mechanics Maestro: Stephen Dertinger

Come demo Heirs To Olympus, where you play as Achilles, Theseus, Hercules, or Macaria — mortal children of the gods. Lead a band of allies to defend your divine parent's sacred relic while shattering your rival's. Gods bless or curse the battlefield, heroes unleash unique powers, and a single card or bold move can change fate. Strategic, mythic, and brought to life with stunning miniatures.

Soccer Chess

Saturday, 10 AM - 12 PM | Feldman Ballroom
Mechanics Maestro: Ed Bond

Play soccer with chess pieces in this prototype game.

When Gods Collide

Saturday, 12 PM - 2 PM | Feldman Ballroom
Mechanics Maestro: Ed Bond

Play as Zeus, Marduk, Odin, or Amun-Ra to win dominance over humankind.

Games from MetaDreams

Saturday, 2 PM - 4 PM | Feldman Ballroom
Mechanics Maestro: Ed Bond

Try out a variety of games from MetaDreams, including MetaCheckers, Madcap Knights, Madcap Pets, When Gods Collide, etc.

Tic Tac Rally, and Other Games

Saturday, 4 PM - 5 PM | Feldman Ballroom
Mechanics Maestro: Ed Bond

Try out some innovative games from MetaDreams: a Tic-Tac-Toe game that keeps going, a tower stacking game with pieces that spin and change shape, and more!



Game Demos



Puzzle Board Chess

Saturday, 5 PM - 6 PM | Feldman Ballroom

Mechanics Maestro: Ed Bond

Puzzle Board Chess: the chess board that changes shape. Includes a 4-player version.

Hand over Fist TCG — Sealed Play Release

Sunday, 2 PM - 6 PM | Douglass 403

Mechanics Maestro: Samuel Gordon

Hand over Fist is a one-on-one card game where players duel each other in martial arts bouts, attempting to break their opponent's stance and knock them out three times to win. To do so, players build up exchanges of offensive and defensive moves, iterating on previous exchanges.

For \$5, players will receive 6 sealed packs of 10 cards each, build a deck, and play 3 rounds against other players. Participants will keep all cards they open, in addition to prizes for the top 3 players!

Corporate Rush

Sunday, 4 PM - 7 PM | Douglass 302

Mechanics Maestro: Karp Fellowship

Corporate rush is a cooperative, corporate-parody board game inspired by Mario Party and The Office. Players take on quirky workplace archetypes, manage resources (Spoons, Coffee Cups, and Morality), and survive a week of chaotic 'workdays' filled with Human Resource dilemmas and silly corporate minigames. We have the card game addition that keeps the Kaos and fun but a quicker pace.



RPGs



When the Lights Go Out: A Survival RPG Demo

Friday, 6 PM - 9 PM | Douglass 308

Game Master: Leif Hardison

Test your survival instincts in Last Lights On, a tabletop RPG where tension matters more than power. Manage stress, scavenge supplies, and navigate dangerous encounters as society collapses. No experience required — just step in, play, and see how long your group lasts.

Crown of the Goblin King

Friday, 6 PM - 11 PM | Douglass 302

Game Master: Luke Villanueva

Summerfield stands on the brink! Once a haven of harvest feasts and lantern-lit nights, it now trembles beneath endless goblin hordes. Will the heroes of this land rise, cross cursed waters, brave haunted woods, and end this madness once and for all? Do you have what it takes to take down the all-powerful goblin king?

Join us for a beginner-friendly RPG one-shot of magic, mayhem, and heroic glory!

Untold Tales of Middle Earth

Friday, 6 PM - 12 AM | Douglass 404

Game Master: Peter LaMonaca

A TTRPG one-shot set in the greatest fantasy setting of all time — Middle Earth! Using The One Ring system by indie publisher Free League, the adventure will highlight the unique aspects of the system including its rules for journeys, councils, and the effect of the shadow of the dark lord Sauron. If you like a gritty, low-magic setting where danger looms over every hill, the vast lands of Middle Earth are your place to explore.



RPGs



TKS Presents: Sword in the Jungle Deep Remastered!

Friday, 7 PM - 11 PM | Feldman Ballroom

Game Master: The Keep Studios

Survive the Zero-Level adventure that puts YOU, the player, in the action alongside your character as a Spirit of the Resistance. You and your party have been imprisoned by a regime for a slew of unjust, trumped up, or downright cruel reasons, and it's your job to find the Sword they are after and use it to bring down the tyrants! Welcoming all players new and old, whether they have loved Dungeon Crawl Classics for years or want to dive into old-school RPGs for the first time.

Magh Slécht: The Field that Kneels

Friday, 7 PM - 12 AM | Rush Rhees, Instruction Suite A

Game Master: Alexander Chatterjee

The standing stones have begun to hum, the bog exhales warm breath at night, and unseen footsteps circle the village after sunset. An old name returns to frightened lips: Crom Cruach, the pagan god who once ruled Magh Slécht before a holy man cast him down. As the party investigates, visions of famine, sacrifice, and ancient Ireland surface like bones through peat. Saint Patrick marches to the hill to finish what he began, but the truth lies beneath the soil — a truth older than church or kingdom. When the final choice comes, the party will not simply face a monster, but determine what Ireland itself will become: a land ruled by faith, by the old powers, or by the consequences of breaking both.

Ghost Hunting at White Ladies Priory

Friday, 8 PM - 12 AM | Douglass 307

Game Master: Thomas Walters

Beyond the Supernatural is a Palladium Books RPG set in modern times, but where ghosts and goblins are there to be discovered and the veil between our world and the fairy realms is thin. Pre-generated character sheets will be available.



RPGs



Skies Over Rochester

Friday, 8 PM - 12 AM | Douglass 407

Game Master: David Kendig

It's 1936. Zeppelins rule the skies and sky pirates raid the Great Lakes cargo routes. The Rochester Museum has just unveiled a Mayan artifact from the Yucatan — a jade mask said to hold the voice of a god. Now, dangerous men with airships and bad intentions are coming to take it. You're the only ones standing between a priceless relic and a whole lot of trouble at 10,000 feet. Pre-generated characters provided. No experience needed.

Final Descent

Saturday, 10 AM - 3 PM | Douglass 308

Game Master: Aster Cummins

When the sun went out, all flights were grounded, trapping you in the airport. Ten days later, Terminals B and C have gone dark. Their windows are broken; strange shapes are moving in the wreckage. At least in Terminal A, the backup generators have held — for now. Ten Candles is a tragic horror game. It is not about survival — everyone will die in the end. It is a game about hope and loss, about people trying to find the light in the last few hours of their lives before the darkness consumes them.

The Mystery of Cinnabar Island

Saturday, 11 AM - 2 PM | Douglass 307

Game Master: Jeremy Reguer

Space-time rifts have started to appear all across Cinnabar Island. Players will investigate the happenings at an abandoned mansion and partner with their Pokémon to uncover the source of these strange happenings.



RPGs



The Mysteriously Mysterious Mystery

Saturday, 11 AM - 2 PM | Douglass 404

Game Master: Alexis Barrientos

There is something off about this town; it is bleak and the people live in fear. The sun does not shine here. Discover the history of this town and find out what's really going on in this roleplay-heavy one shot.

High Octane Adventuring!!!

Saturday, 11 AM - 5 PM | Douglass 302

Game Master: Serena Ward

Join us for a Pathfinder adventure!

Bakto's Terrifying Cuisine

Saturday, 12 PM - 4 PM | Douglass 403

Game Master: Jed Locquiao

You find yourself whisked away to a hellish inter/intra-dimensional culinary competition of hubris and hate. Many enter, but only one will stand the heat. Allez cuisine! Bakto vult! Slay flambe!

Impossible 50 Level Dungeon

Saturday, 12 PM - 8 PM | Feldman Ballroom

Game Master: Chel

Do you call yourself a master dungeon crawler? Is your DM always complaining you solve the puzzle too fast? Well, put your skills to the test in this never before (in 4 years) cleared 50 Level Dungeon. No dice needed — we just need you and your will to beat this dungeon.



RPGs



The Tower on the Hill

Saturday, 2 PM - 6 PM | Douglass 404

Game Master: Charlotte Caldwell

In the year 1360, Death abandoned the world. Now, the only final fate is to be marked with strange mutations until one is lost to violent madness. In such a world, the only hope is Quintessence, for only through its miracles can cities provide their peoples with a true death. As a former criminal, you have been given the job of recovering more Quintessence to keep the light of your city burning bright — or lose yourself trying. For lovers of zombies, medieval history, or both. Bring a full set of dice.

His Brother's Keeper

Saturday, 2 PM - 6 PM | Douglass 307

Game Master: Mike Sprague

Eleanor White has asked for your help to find her kidnapped son, but something seems off. Why have the police not been informed? Can our pulp heroes solve the mystery in this Deadlands Noir scenario, set in 1930s New Orleans?

The Mystery of Camargue

Saturday, 3 PM - 7 PM | Douglass 420

Game Master: Jeremy Reguer

It is 1807; magic is real, and the masses don't know. You are one of the major players in a coastal town of France. It's your job, amongst other things, to cover mages' tracks lest the masses riot. Will an ill-timed murder upend the society you once knew, or will you be able to solve the case while keeping out of sight?



RPGs



The Flower City Compact

Saturday, 3 PM - 7 PM | Douglass 407

Game Master: David Kendig

The bombs never hit Rochester, but the world ended here all the same. Now a tough ex-sheriff holds the last working settlement in western New York together with hydroelectric power and sheer will. You're a bunch of stragglers who arrive just as a vital supply convoy vanishes, a traitor feeds intel to the enemy, and the whole place threatens to tear itself apart. She needs outsiders she can trust. Pre-generated characters provided. No experience needed.

Break-in and Bear It

Saturday, 4 PM - 7 PM | Douglass 308

Game Master: Dee Farrell

With natural honey production at an all-time low, genetically engineered superbees have granted their creator a monopoly over honey. You have been tasked with stealing a queen superbee from the YumHoney™ factory to ensure that your employer, BearCo, will never have to buy overpriced honey again. Also, you're all bears (wearing hats, of course).

Yazeba's Bed and Breakfast: Drop In and Out Fantasy RPG

Saturday, 5 PM - 9 PM | Feldman Ballroom

Game Master: Lila Voytek

Yazeba's Bed and Breakfast is a cozy modern fantasy GMless TTRPG. It's great for beginner TTRPG players, full of silly hijinks and emotional character studies. The game can take any number of players and welcomes players dropping in and out, so feel free to pop by any time!



RPGs



Magpie

Saturday, 7 PM - 11 PM | Douglass 401

Game Master: Shannon Hayes

What started as a high school field trip into the woods went horribly, horribly wrong. This module is meant for beginners to Dread and written by Kyle Evans.

Dread is a Horror RPG played with a Jenga tower. For every action characters take, players must pull a block. If your pull is successful, your character succeeds. If you refuse to pull, your character fails. But if the tower falls, your character dies.

Ghosts of the Masquerade

Sunday, 10 AM - 1 PM | Douglass 420

Game Master: Kylie Stives

Every All Hallows Eve, the Prince of London holds an extravagant masquerade ball. Whispers, chills, and unseen eyes unsettle the guests, growing stronger as midnight nears. What begins as a night of revelry slowly turns tense and uncanny, as if the past itself has slipped into the ballroom, watching, waiting, and reminding each guest of sins they thought long buried.

Terror in Paradise

Sunday, 11 AM - 4 PM | Douglass 407

Game Master: Aster Cummins

A vacation on a private island — sun, sand, and sea, a perfect paradise. Until the sun went out. Ten days later, strange things lurk in the water. People are going missing; food and fuel are running low. Rescue from the mainland is unlikely. Panic is setting in.

Ten Candles is a tragic horror game. It is not about survival — everyone will die in the end. It is a game about hope and loss, about people trying to find the light in the last few hours of their lives before the darkness consumes them.



RPGs



Adventure and Exploration in Middle Earth

Sunday, 11 AM - 5 PM | Douglass 307

Game Master: Peter LaMonaca

Enter the world of Middle Earth in a TTRPG one-shot using The Lord of the Rings Roleplaying system by indie publisher Free League. The system is a faithful adaptation of Middle Earth to the well-known rules of D&D 5th Edition. The adventure will focus on the vast unexplored and untold stories of Middle Earth, with specific rules for journeys, councils, and the effect of the looming shadow of Sauron. Expect a gritty, low-magic game where real danger lurks in all corners of the land.

Design a Character for Amazing Space Adventures

Sunday, 12 PM - 2 PM | Feldman Ballroom

Game Master: Rochester Fantasy Fans

A beginner adventure for Amazing Space Adventures! Create a character and go on a short adventure to get you used to the rules of the game.

Behind the Scenes

Sunday, 12 PM - 3 PM | Douglass 308

Game Master: Lila Voytek

A TTRPG about playing the cast and crew of a long running TV show that is finally getting shut down. Explore their stories, histories, and feelings about the show, concentrated in one final day.

Companion's Tale x A Land Once Magic

Sunday, 2 PM - 6 PM | Douglass 420

Game Master: Sophia King

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 constructing the world around them. This session is blended with the A Land Once Magic world building system to create a unique and unexpected story. No materials, prep, or experience necessary — just come prepared to tell a new story!



RPGs



Rescue on Europa

Sunday, 3 PM - 6 PM | Feldman Ballroom

Game Master: Rochester Fantasy Fans

You are a team of corporate operatives sent to Europa, one of Jupiter's moons, to investigate a research station that has lost contact with the company.

Battle for Zora's Domain

Sunday, 3 PM - 6 PM | Douglass 308

Game Master: Claire Syverson

Take on the monsters of Zora's Domain with your fellow Hyrulian adventurers. Can you take back Vah Ruta from the calamity's grasp? A one-shot based on the Legend of Zelda video game franchise.

TKS Early Access: Caravan to Caster's Crossing

Sunday, 4 PM - 8 PM | Feldman Ballroom

Game Master: The Keep Studios

A Double Sneak Peek! Face the very author of this 1st level Dungeon Crawl Classics adventure Caravan to Caster's Crossing; Oops! All Clerics edition. Survive and earn a free VIP backer pass! Dodge the law as you race to the city of Caster's Crossing with both the treasure and history in your hands. Be a Priest of The Divine Resistance with a pantheon from the upcoming TKS Compendium of Powers and Patrons paying homage to Indigenous southwest and Mesoamerican cultures.

Twisted Nonlinear Stories

Sunday, 5 PM - 9 PM | Douglass 307

Game Master: Lila Voytek

"The Invisible Labyrinth is a game for 2-5 players about branching timelines, uncertain futures, and escaping what seems inevitable." This game uses tarot cards and mind mapping to tell a nonlinear story with one beginning and many possible endings. Come if you want to tell a story with no singular canon path.



RPGs



The Bloodworth Soirée

Sunday, 6 PM - 10 PM | Douglass 404

Game Master: Charlotte Caldwell

The Bloodworth family is soon to host their yearly Soirée. Camelia Bloodworth has just recently gained access to the family fortune, and rumor has it that she hopes to end the night engaged. But the Silverfangs have also heard tell of the party — and as the Bloodworths' sworn rivals, who can tell what kind of trouble they may bring.

Thirsty Sword Lesbians is a game focused on romance and adventure. For fans of vampires, werewolves, and anyone who was too gay to get into Twilight. We begin at dusk. Bring two d6s.

The Broken Tower

Sunday, 6 PM - 10 PM | Douglass 420

Game Master: Axel

You've been riding in pursuit of the thieves that stole a large portion of your family's cattle — one of the tribe's greatest sources of wealth. In the course of their heinous crime, the thieves slew two of your kin and wounded another. You are close to avenging your honour and your fallen clan members when the chase takes you into the cursed Land of the Broken Tower. Can you survive to exact justice?

Call of Cthooby-Doo

Sunday, 6 PM - 10 PM | Douglass 308

Game Master: Shannon Hayes

When a rival snack company opens its doors in Coolsville, Mystery Incorporated must get to the bottom of their tastiest case yet. Come play as one of your favorite Scooby-Doo characters! This module was pre-written by DangerDanJerz.

Dread is a Horror RPG played with a Jenga tower. For every action characters take, players must pull a block. If your pull is successful, your character succeeds. If you refuse to pull, your character fails. But if the tower falls, your character dies.



RPGs



A Totally Normal American Small Town

Sunday, 7 PM - 10 PM | Douglass 302

Game Master: Dee Farrell

Saint Seven's Creek is an exceptionally normal town ruled with an iron fist by the City Council, with quirky traditions like Any Meat Goes BBQ, honoring the several millennia worth of town records, and patriotically not allowing anyone but the council to vote. Community Radio is an improv-based system, with players roleplaying slice-of-life scenes interspersed with concerning messages from the town's radio host.



Video Games



Lethal Company Chaos

Sunday, 10 AM - 2 PM | Douglass 404

Controller Conductor: University of Rochester Computer Interest Floor

The Computer Interest Floor invites you and 5 others to enjoy a chaotic game of Lethal Company. Computer and game provided — all we need is you!

Homemade Jam: Videogames Showcase

Sunday, 1 PM - 7 PM | Feldman Ballroom

Controller Conductor: University of Rochester Video Game Development Club

The Video Game Development Club is proud to showcase videogames made by our members during Gamejams throughout the academic year. The games vary in genres and styles, ranging from horror to platformers to RPGs. Please feel free to stop by and play some games!



War Games



Wings Of Glory!

Friday, 7 PM - 9 PM | Feldman Ballroom

Battle Baron: LingSter Games

Wings of Glory puts you in the cockpit of a World War I ace, where daring maneuvers and split-second decisions decide who rules the skies. Easy to learn and thrilling to master, each dogfight feels like a cinematic aerial duel. Step up, pick your plane, and see if you have what it takes to become a legend of the air!

Learn to Play in a BattleTech Grinder!

Saturday, 10 AM - 7 PM | Feldman Ballroom

Battle Baron: LingSter Games

Step into the cockpit and drop into the chaos of a BattleTech Grinder! Start with a light 'Mech and fight your way up; every kill upgrades you into something bigger, meaner, and more explosive. It's fast, furious, and perfect for newcomers and veterans alike. No experience needed — just grab a record sheet, roll some dice, and see how long you can survive the battlefield.

Casual 2000 pt Warhammer 40k Tournament!

Saturday, 5 PM - 11 PM & Sunday, 10 AM - 2 PM | Douglass 302

Battle Baroness: Tamako Oi

Have you ever wanted to play Warhammer 10th ed. in person, but never had the chance? Well now you can! This event is a casual tournament, open to 8 players. Ideally attendees have at least a bare grasp of the basic rules, but there will be a judge present to help. Proxies are welcome, and one army will be available to borrow, first come first serve.



War Games



BattleTech Salvage Event

Saturday, 7 PM - 11 PM | Feldman Ballroom

Battle Baron: LingSter Games

Join our BattleTech Salvage Event for a \$20 entry and fight for more than just bragging rights. Every fallen 'Mech is a chance to claim battlefield prizes, build your force, and outmaneuver your rivals. When the smoke clears, you'll walk away with two 'Mechs for your collection. Tactical, unpredictable, and packed with explosive action — come salvage your victory.

Dead Man's Hand Demo

Sunday, 11 AM - 3 PM | Feldman Ballroom

Battle Baron: LingSter Games

Dead Man's Hand is a fast-playing skirmish game set in the gunfights of the Old West. Players command small bands of Lawmen, Outlaws, and Desperados in a cinematic showdown inspired by classic westerns. Quick turns, tense decisions, and dramatic moments make every game feel like a scene from a Spaghetti Western!

Solaris 5: Great Novice Race

Sunday, 12 PM - 3 PM | Feldman Ballroom

Battle Baron: Boldo's Armory

Solaris 5 is famous for its grand events for the best of the best mech pilots. It is also the home of the yearly great race. Rather than great pilots, this is for the newbies who compete for a mech of their own. Join a game of BattleTech with predetermined mechs as they try to cross the board and take out other mechs. Rules will be taught.



Magic: The Gathering



Judge's Tower: Wordy Cube Edition

Friday, 6 PM - 8 PM | Feldman Ballroom

Mana Mage: Ryan Zorzi

Judge's Tower is a Magic: The Gathering format where players play from a communal library. Players can neither win nor lose the game through conventional ways. Instead, players lose the game by committing rules infractions. As such, Judges Tower is a highly technical format that rewards an extensive understanding of the game and incredible attention to detail.

Planechase Commander

Friday, 7 PM - 12 AM | Douglass 401

Mana Mage: Jakob Riches

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

Wacky Draft

Saturday, 10 AM - 1 PM | Feldman Ballroom

Mana Mage: Boldo's Armory

We invite you to join us for a wacky draft. This is a standard Magic: The Gathering booster draft, but each player should bring 3 booster packs of their choosing. If they choose a pack with fewer than 12 cards in it, then they need to have 2 of these packs. Players will then draft cards and make a deck of these cards. Land will be provided and there will be prizes.

SIMCON x UNYP Pauper Tournament

Saturday, 1 PM - 7 PM | Douglass 401

Mana Mage: Upstate NY Pauper

Upstate NY Pauper returns for its second year to host a Pauper tournament with more and better prizes! Try out Magic's best format and win a custom medal and booster packs for your performance! Loaner decks will be available and proxies permitted at this event.



Magic: The Gathering



The Amazing Box Draft

Saturday, 8 PM - 12 AM | Feldman Ballroom

Mana Mage: Boldo's Armory

At every SIMCON since 2007, Boldo has run a box draft. It is the best way to play Magic ever. There is, in fact, a box, and it is full of cards. You will be drafting from these cards in said box, following rules of Boldo's choosing. This will be followed by group games with special rules, which will be fun for all. While there is no charge for this, you may want to brush up on your Magic history and bring some things to bribe Boldo.

MTG Rules Trivia

Sunday, 10 AM - 11 AM | Douglass 401

Mana Mage: Simon Krasnow

Test your knowledge of the comprehensive and tournament rules of Magic: The Gathering! Even if you are a new player, questions in a category will start easy and increase in difficulty, so everyone can still learn.

Royal Rumble: Vintage

Sunday, 1 PM - 7 PM | Douglass 401

Mana Mage: Rochester Royals

Have you ever wanted to play Magic: The Gathering's most powerful format or use cards like Black Lotus, Ancestral Recall, and Mishra's Workshop? The Rochester Royals are running a Royal Rumble: Vintage edition! Join us for four rounds of Full Proxy Vintage! If you have access to a printer or spare cards and a sharpie, you have everything you need to play Vintage with us! We will have stamped prize cards at the door for every player.

MTG Outlaws of Thunder Junction Draft

Sunday, 7 PM - 10 PM | Feldman Ballroom

Mana Mage: Talal Al-Zubi

Join us for a fun casual Magic: The Gathering Draft Event set in the lawless deserts of Outlaws of Thunder Junction, where villains and planeswalkers alike clash in a battle for fortune and fame. Build your deck by drafting, outplay your opponents, and win prizes!



Vendors



Avongale Art

linktr.ee/avongaleart

Instagram: @avongaleart

Hello, my name is AvongaleArt! I am a daydreamer who builds high fantasy worlds and stories.

Boldo's Armory

www.boldo.com

Boldo's Armory started 32 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.

The CephaloDen

Instagram: @cyan.cephalopod

The CephaloDen sells hand-made metal jewelry for a multitude of fandoms! Stop by to find something shiny or to listen to me yap about video games. Think your niche media is too niche? Wrong, I take commissions! I hope to see you at my booth!

Certainly Something Creations

www.etsy.com/shop/certainlysomethingco

Certainly Something Creations is made for and by queer, scrappy nerds. We specialize in nerdy treasures crafted from second-hand materials. You can be sure you'll find something truly unique every encounter!



Vendors



DPH Games Inc.

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.

Goblin Parlour Games

Facebook: Goblin Parlour Games

Goblin Parlour Games is a small, basement business dedicated to bringing you affordable historical board games, resin dice, stickers, assorted gaming accessories, and whatever else we feel like making at the time. Our products are handmade, homemade, and 100% made by amateurs. Guaranteed!

Jabberwock Emporium

www.jabberwockemporium.com

Unique geekery! Original art and prints by Dave Daniel, whose work has been seen in Dave Arneson's Blackmoor (D&D 3.5/Goodman Games), Rifts, Traveller, Hero Games Champions, and more. Upcycled unique creations from Andi Daniel — monsters and fairy decor made using upcycled post-consumer materials; quirky jewelry; fantasy “wet specimens” of cryptids and creatures, game potions, and more. Stop by and make us your Upcycled Geek Art Boutique!

Kami and Mooba Krafts

Facebook: Kami and Mooba Krafts

Kami and Mooba Krafts is a small 3D printing company owned and operated by veteran Eric Rounsville and wife Angela. We 3D print all sorts of fun things and have other crafted items as well. We love the gaming and anime communities and enjoy interacting with vendors and patrons alike. We are based in Mt Morris, NY.



Vendors



The Keep Studios

www.thekeepstudios.com

The Keep Studios is an indie adventure-production company specializing in Dungeon Crawler Classics quests, as well as handmade dice and other TTRPG related crafts. Located out of Rochester NY, we are also home to many talented artists from all over the globe all working together to make our passion projects into playable ones. With our adventures, we want to make sure all of our adventurers have a place to celebrate themselves and connect with others. We want to practice what we preach, and are also big believers in putting our money where our mouth is, which is why we are partnered with Full Hearts Cat Rescue, to put good back into the world wherever we can.

LingSter Games

www.lingstergames.com

LingSter Games is a friendly neighborhood hub for tabletop adventure. We're a retail game store and creator of custom accessories built by gamers, for gamers — born from a love of board games and the communities that grow around them. From sleeves and dice to miniatures and TCGs, our goal is simple: help people unplug, discover great games, and roll more natural 20s together.

Obsidian Creations

www.tiny.cc/obsidiancreations

Obsidian Creations combines my love of embroidery with my love of cute and practical art pieces. I specialize in cross-stitch pins, jewelry and other accessories with themes of nature, queerness, and pop culture. If you're looking for something unique, cute, and hand-made, Obsidian Creations is the place for you!



Vendors



Studio Cadco

www.studiocadco.com/

Just two chicks, chilling in an office, making art of cool stuff.

Trina's Trinket Trove

www.trinatrinkettrove.etsy.com

Greetings! My name is Katrina and I am the owner of Trina's Trinket Trove. My love for table top gaming inspired many of the items you will find in my shop. I also have a passion for upcycling materials into stylish new clothing! My items are all handmade with lots of love, and I strive to encourage self-expression through my creations. You can find a little something for everyone in the Trove!



Happy Birthday!



Happy 50th Birthday to the University of Rochester Simulation Gaming Association

This year marks URSGA's 50th anniversary! What started as a wargaming club in 1976 has now become a wonderful club filled with board game lovers, RPG enthusiasts, Magic: The Gathering players, and general nerdy folk. We could not have made it this far without the support of those from URSGA's past. From the people who organized the very first meeting 50 years ago, to the people who come back year after year, long after graduation, to those with us now, we couldn't have done it without you. Thank you for an incredible 50 years!



**SIMULATION SPACE, FANTASY
& HISTORICAL BOARD GAMES**





URSGA

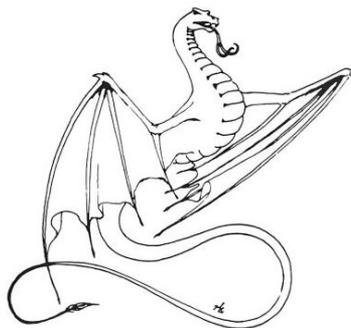


Founded in 1976, the University of Rochester Simulation Gaming Association is a community for University of Rochester students, faculty, and staff to come together over tabletop role-playing games, board games, trading card games, simulation games, and more!

Membership is open to all University of Rochester Students and Staff

URSGA Executive Board

Jacob "Hat Jacob" Greenberg	President, Co SIMCON Director
Maya Scotkin	Vice-President, Co SIMCON Director
Louisa Van Rompay	Business Manager
Dee Farrell	Secretary
Alex Trauben	Publicity Officer
Ryan Zorzi	TCG Chair
Lila Voytek	TTRPG Chair
Callen Silverberg	Office Manager
KC Kymissis	Office Manager



URSGA is an Agency Group of the Students' Association
URSGA is NOT SA-Funded



Credits



Jacob "Hat Jacob" Greenberg SIMCON 47 Co-Director, PA
 Maya Scotkin SIMCON 47 Co-Director, MM
 Joe Cassidy Director of Event Programming
 Louisa Van Rompay Director of Vendor Relations, Volunteers, PA
 Rob VanDyke Director of Propaganda, MM
 Dee Farrell Director of the Murder Mystery
 Miriam Steinberg PA
 Jakob "Blue Jakob" Riches EP, PR
 Callen Silverberg EP, MM, PR
 Alex Trauben AA
 Kathryne Page EP, MM
 Lila Voytek AA
 Ryan Zorzi EP
 Jay Zeng AA
 Justin Kenneally EP, MM, PR
 KC Kymissis AA

VR = Vendor Relations Assistant
 AA = Propaganda Assistant
 EP = Event Programming Assistant
 PA = Publications Assistant
 MM = Murder Mystery Assistant
 PR = Puzzle Room Assistant

Acknowledgements

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The University of Rochester
 UR^{rochester} Student Activities
 UR^{rochester} Student Centers and Services
 UR^{rochester} Libraries: Towers and Tabletops
 UR^{rochester} Students' Association
 UR^{rochester} Computer Interest Floor
 UR^{rochester} Makers
 UR^{rochester} Pokémon Club
 UR^{rochester} Chess Club
 UR^{rochester} Baking Club
 UR^{rochester} Video Game Development Club
 All SIMCON 47 General Staff
 All SIMCON 47 Vendors
 All SIMCON 47 Event Runners

Stonemaier Games
 Lovemore Games
 Alligators
 Geneseo Area Gaming Group (GAGG)
 Organizers of the annual Running GAGG
 Gaming Convention at SUNY Geneseo
 Rochester Fantasy Fans
 Organizers of the annual Astronomicon
 Gaming Convention
 Maren Cooke
 Designer of the SIMCON Dragon
 Cat Crawford
 Advisor of URSGA, and overall exquisite
 person :)

