

# MCFC 2015 GAMING SCHEDULE

## Friday Afternoon 3-7:

[Blame it on Samuel L. Jackson](#) – A D&D 5<sup>th</sup> Edition adventure for 5 Players – GM: Sara Shughart  
Promenade 2, Table 1

Something has happened. Something horrible, but you can't remember what. You awaken in a small room, no memory of how you got there. You are not alone. Four others awaken alongside you, and from the only door, you hear noises, like nothing you've ever heard; the most frightening a long slow drone that fills the air with noise. Materials provided. PG-13 Rating.

[Dungeons and Dragons 5e Surprise](#) – A D&D 5<sup>th</sup> Edition adventure for 6 Players – GM: Gwen Maxwell  
Promenade 2, Table 2

Everything is a mystery. The secrets of life, death, and the afterlife are mysteries. Does alien life exist? Also a mystery. But no mystery is as big as the mystery the players of this game will be solving. They'll solve the biggest mystery of all, and answer the question: "What's the plot of this game, exactly?"

[Welcome to Nodak](#) – A Nodak d20 RPG adventure for 3 -6 Players – GM: Frank Daniels  
Promenade 2, Table 3

Imagine yourself playing the part of the lead character in science fiction movies like the Fifth Element, or even the Running Man. How would you survive in that futuristic society? Your job might be a bit boring – maybe you're a lowly nodak-herder. The laws sometimes protect you and sometimes overwhelm you. You're surrounded by technology everywhere, and you have adapted to its existence, but no one can truly call you its master. Suddenly an opportunity for adventure opens up. Will you be exploring a newly-found star system? Uncovering secret information from an enemy civilization? Taming a planet that is populated with monsters? Escorting a freighter through a region invested with pirates?

The Nodak d20 Role-Playing Game represents life in the future. Will this be the life of one of your own descendants? Guided by the imaginations of several players and a Game Master (GM), events of the future unfold for you as you play. Every player will portray a character in the game – a human being, a member of an alien race, or even an android – a character living in what might very well be our future. As a player, you'll overcome the challenges that (s)he faces. Will you wind up running an interstellar corporation, or just keep herding nodaks? Your only real limit is your imagination.

In order to play the d20 Nodak Role-Playing Game, the player should bring a set of polyhedral dice: (d4, d6, d8, d10, d12, d20).

[Ticket to Ride](#) – Promenade 3, Table 1 – 2-5 Players – 3PM – 5PM – Larry Roachelle

Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

The longer the routes, the more points they earn.

Additional points come to those who can fulfill their Destination Tickets by connecting two distant cities, and to the player who builds the longest continuous railway.

[Lords of Waterdeep](#) – Promenade 3, Table 1 – 2-5 Players – 5PM – 7PM – Larry Roachelle

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

In *Lords of Waterdeep*, a strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. Expand the city by purchasing new buildings that open up new actions on the board, and hinder – or help – the other lords by playing Intrigue cards to enact your carefully laid plans.

During the course of play, you may gain points or resources through completing quests, constructing buildings, playing intrigue cards or having other players utilize the buildings you have constructed. At the end of 8 rounds of play, the player who has accrued the most points wins the game.

## Friday Night 8-12:

[R-Gen](#) – A mutant LARP for 28 Players – GM: Patrick Chipman

Character Pick-up at 7 PM

Promenade 1, 2 & 3

The streets have been running red with the blood of mutants -- the consequence of a gang war. In the wake of some unexplained murders, these four gangs have gathered together to hammer out their differences and find out who's picking them off before it's too late.

## Saturday Morning 10-2:

[The Sanctuary of the Dead](#) – A D&D 5<sup>th</sup> Edition adventure for 4 Players – GM: Sara Shughart

Promenade 2, Table 1

A gnome witch is missing and is up to you and your three siblings to find her. Explore her village and find out more about what has happened to her, but beware; while the small forest hamlet seems quaint and friendly, nearby, there is legend of a lost church of Dorn Fraguh, the bestial one. Where is the witch? What mysteries lie in the forest? What haunts the church of Dorn Fraguh? Materials Provided. PG Rating.

[Dungeons and Dragons 5e Surprise](#) – A D&D 5<sup>th</sup> Edition adventure for 6 Players – GM: Gwen Maxwell

Promenade 2, Table 2

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[RA](#) – Promenade 2, Table 3 – 2-5 Players – 12 PM – 2PM – Denise Bowman

The game spans 1500 years of Egyptian history in less than an hour!

The players seek to expand their power and fame and there are many ways to accomplish this: Influencing Pharaohs, Building monuments, Farming on the Nile, Paying homage to the Gods, Advancing the technology and

culture of the people. Ra is an auction and set collecting game where players may choose to take risks for great rewards or... And all this is for the glory of the Sun God Ra!

**Pandemic** – Promenade 3, Table 1 – 2-4 Players – 10 AM – 12PM – Larry Roachelle

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for these diseases before mankind is wiped out. Players must work together playing to their characters' strengths and planning their strategy of eradication before the diseases overwhelm the world with ever-increasing outbreaks.

**Star Trek Catan** – Promenade 3, Table 1 – 3-4 Players – 12PM – 2PM – Larry Roachelle

Star Trek Catan transports the timeless game concept of the world's most acclaimed board game—The Settlers of Catan—into the exciting Star Trek universe. The popular characters of the Starship Enterprise come into play through novel new “support cards.” Build, trade and settle where no one has gone before! Since 1966, millions of Star Trek® fans all over the world have watched the adventures of the Starship Enterprise, Captain Kirk, and Mr. Spock. And since 1995, millions of enthusiastic players all over the world have played Klaus Teuber's The Settlers of Catan—a board game classic. It's time to bring them all together on the Final Frontier!

**Ogre Designer's Edition** – Promenade 3, Table 2 – 1-3 Players – 10AM – 2PM – Alan Pool

**Ogre** was Steve Jackson's first game. Originally published in 1977, it became a hit as the first "Microgame," and is now considered a classic. Over 25 years after its release, it earned a spot in James Lowder's popular book "Hobby Games: The 100 Best."

Now the Ogre is back . . . in a gigantic new "designer's edition" that will be the crown of any game collection. The rules from the original **Ogre** and **G.E.V.**, plus material from later supplements, have been completely revised and reorganized into a rulebook, a separate scenario book, and a handy player reference sheet.

The game features 5 giant mapboards . . . more than 500 oversized full-color unit counters . . . plus 72 Ogres and buildings, which are 3-D constructible models!

Yet **Ogre** is still easy to learn and quick to play. The basic game takes only a half-hour . . . but you'll want to play again and again. And, with the geomorphing maps and hundreds of new overlays, an infinite number of scenarios are possible.

**Zombies!!!** – Promenade 3, Table 1 – 2-6 Players – 10 AM – 12PM – Jerry Hager

Players take on the role of a survivor amid city streets sprawling with Zombies. Movement is determined by dice roll as is combat when the player's piece is in the same square as a Zombie. Players must conserve bullets and protect their life counters. At the end of the turn a dice roll directs the player to move a number of Zombies one square (because they are the slow George Romero type).

First player to reach the center of the Helipad tile and kill the Zombie there, or kill a total of 25 Zombies wins. When a player is killed they move back to the starting tile and lose half their Zombie kills.

## Saturday Afternoon 2-6:

**Adventures in Tomorrow** – A D&D 5<sup>th</sup> Edition adventure for 5 Players – GM: Sara Shughart

Promenade 2, Table 1

Phineas and Jacob have recently invented an object they have only been thus far able to call “The Device”. However, the two brothers, activated their invention, an object of unknowable capabilities and madness, and it has changed the very fabric of reality around it and removed the brothers from their home. With the help of

their dearest companions, they must now venture forth into their altered laboratory to discover the location of "The Device" and terminate its effects upon reality. Materials provided. PG Rating.

[Dungeons and Dragons 5e Surprise](#) – A D&D 5<sup>th</sup> Edition adventure for 6 Players – GM: Gwen Maxwell  
Promenade 2, Table 2

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[An Introduction to Fifth Edition Dungeons and Dragons](#)– A D&D 5<sup>th</sup> Edition adventure for 8 Players  
– GM: Douglas Gray  
Promenade 2, Table 3

A step by step walkthrough of how to play the oldest new game. Recommended for beginners.  
All materials provided.

[Small World](#) – Promenade 3, Table 1 – 2-5 Players – 2PM – 4PM – Denise Bowman

Conquer surrounding lands and carve out your empire in a world filled with dwarves, wizards, Amazonians, giants, orcs, and humans in the Days of Wonder Small World Board Game. This fun civilization board game features a world too small for everyone in it, with each race vying for conquest. Pick your race and play with 20 unique special powers to expand your territory. Defeat enemies, push them off the face of the earth, and become victorious! Designed by Philippe Keyaerts, as the fantasy follow-up to his award-winning Vinci, Small World marks the return of the Days of Wonder line of heavily-themed, big-box sized games featuring evocative illustrations, high-quality European components and a compelling, fun theme.

[Splendor](#) – Promenade 3, Table 1 – 2-4 Players– 4PM – 6PM – Denise Bowman

As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Create the most fantastic jewelry to become the best-known merchant of them all! Acquire precious stones to trade them for development cards. Use development cards to acquire more gem stones. Use your gems and gold to create the most fantastic jewelry, and appeal to the nobles to gain the prestige you need to win.

[Lords of Vegas](#) – Promenade 3, Table 2 – 2-4 Players – 2PM – 4PM – Jerry Hager

Roll the Dice and Build Paradise. Las Vegas. The Strip. To the untrained eye, it's a sleepy desert crossroads. A wasteland of cheap hotels, gas stations, and dust. But to you, it is Paradise. Your brilliant plan? You will construct a magnificent chain of casinos and fill them with light. You will manufacture the ultimate dream of easy money and impossible luxury. You will sell-basically-nothing. You are not alone in this plan. In Lords of Vegas, you and your friends play rival developers, building on the Las Vegas Strip. You can get ahead by building the glitziest, most glamorous, and most popular casinos. But you can fall behind by letting your enemy become your boss. Lords of Vegas is a clever strategy game with all the thrills, risks, and rewards of the casino business. You start out with empty lots, build small casinos, and expand them as your bankroll grows. Your rivals can build next door, and they just might take you over with a clever paint job or a lucky roll of the dice. Buy, sell, trade, and gamble your way to the top as you build your empire along the storied Strip. So come on, roll the dice, and build your piece of Paradise.

[One Night Ultimate Werewolf](#) – Promenade 3, Table 2 – 3-10 Players – 4PM – 6PM – Jerry Hager

One Night Ultimate Werewolf is a fast-paced game where everyone gets to be a different role. In the course of only one night and the following morning, the players will determine who among them is a werewolf...hopefully. One Night Ultimate Werewolf is a micro game of the party game Ultimate Werewolf that doesn't need a moderator. There's no elimination and each game lasts about 10 minutes.

[Sentinels of the Multiverse](#) – Promenade 3, Table 3 – 1-5 Players – 2PM – 6PM – Corbit Stallings

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a faraway galaxy brings his limitless army of bizarre minions to conquer the planet. A giant rampaging robot cuts a swath of destruction across the coast, destroying major population centers. And who will stand in their way? A team of heroes, all with impressive powers and abilities stand between the world and the forces of evil. Will you help them? Answer the call to protect the multiverse! Sentinels of the Multiverse is a cooperative, fixed deck card game with a comic book flavor. Each player plays as one of ten heroes, against one of four villains, and the battle takes place in one of four different dynamic environments.

## Saturday Night 7-12:

[Riverside Opera](#) – A Vampire: The Masquerade LARP for 54 Players – GM: David Glore

Character Pick-up at 6 PM

Promenade 1, 2 & 3

The Black Sabbat has been destroyed. Their leader, Elise Coleman had infiltrated the city with extreme prejudice, converting even the Sheriff, Deacon Rourke, to her side. With the Sabbat finally and truly destroyed, the Camarilla has called a Conclave in Memphis to honor those who died in the war, namely Nicolae Vaedus.

Dignitaries from all over the country, as well as Nicolae's old friends, will descend upon Memphis to say their farewells one final time and celebrate, with somber remembrance, those who met their Final Deaths.

Will the Roman make another appearance? Will anyone catch the Butcher before he can breach the Masquerade again? What could possibly go wrong with so many Archons and Princes in the same place at the same time?