

## **MGX Gaming Schedule:**

### **9am**

Early session signups and character pick-up for the *DRESDEN LIVES: Council LARP*

### **10am**

#### **Zombie Dice -**

All Expansions are Available - As seen on Table Top with Wil Wheaton

Player cap - 10

Age Restrictions - All Ages

Eat brains. Don't get shotgunned.

You are a zombie. You want braaaains. More brains than any of your zombie buddies.

Zombie Dice is fun for any zombie fan (or the whole zombie family). The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn!

Two or more can play. Each game takes 10 to 20 minutes, and can be taught in a single round.

#### **King of Tokyo**

As seen on Tabletop! King of Tokyo is a game from Richard Garfield in which you will be able to play mutant monsters gigantic robots and other aliens all of whom are happily whacking each other in a joyous atmosphere in order to become the one and only King of Tokyo. Are you monster enough to control the city while others try to usurp your territory? Come and find out!

Number of Players: 3-8

All materials provided!

#### **Bandit Hunters - A Dungeons & Dragons 3.5 Campaign**

Baron Eric Von Barren has secretly hired an elite group of adventurers to hunt and destroy a local hive of bandits. These bandits have been preying on caravans that use both the waterways and roadways. Certain low ranking merchant families have complained to the Baron that they are being targeted as they do not have the same protection the larger merchant companies have. And they are forced to travel less traveled merchant routes.

Game System: Dungeons & Dragons

Rules Edition: 3.5

Minimum Number of Players: 4

Maximum Number of Players: 8

Minimum Age: Teen (13+)

Experience Required: Some (You've played it a bit and understand the basics)

Materials Provided: Pre-Gen Characters and required source material. Other materials you must bring your own.

Duration: 4 hours

## **The Rise of Anarchy X!**

System: Blood of Heros

Nowadays this city is quiet, citizens go about their business, children play in the park, sun rises and sun sets. The people think they are safe, they think that their "heros" will protect them from what harm may come. But they never saw us coming. This city deserves a better class of super villain and we are going to give it to them. Now is the time of Anarchy X! This game allows the players to play super villains who terrorize a city and do battle with its heros.

## **Everyone Is John**

Everyone is John is a humorous, competitive roleplaying game about playing the various personalities of John, an insane man from Minneapolis.

Skill Level: Beginner

Materials: Provided

Players: Min. 3 - Max. 6

## **Dresden Lives: Council**

The White Council has been all but obliterated. The Fomor have vanished without a trace. The Memphis supernatural community has devolved into a power vacuum with the destruction of the White Court House Skavis. Representatives of the various supernatural groups in Memphis are meeting tonight to form a High Council to govern and protect. Yet some want to drop the cloak of secrecy that has persisted for as long as anyone can remember. They want to reveal themselves to humanity. Join us for a session of intrigue, cloak and daggers, which will likely devolve into the fireball slinging wackiness that we've come to expect from the Dresden Universe.

### **10:30a**

Registration for the *Warmachine/Hordes tournament*.

### **11a**

#### **Warmachine/Hordes 35pt Steamroller Tournament.**

Open to 16 players. Must have all models and be familiar with the game. Prizes will be offered, as well as support from Privateer Press

### **2pm**

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Rules Edition: 3.5

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Maximum Number of Players: 8

Minimum Age: Teen (13+)

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Materials Provided: Pre-Gen Characters and required source material. Other materials you must bring your own.

Duration: 4 hours

### **3pm**

Character Pickup for *Riverside Opera*

### **5pm**

#### **Riverside Opera**

Game System: Mind's Eye Theatre, Revised Edition

Age Restriction: 16 and up. Under 16 if parent is playing (and with ST approval).

Time Needed: 5 Hours

Maximum Number of Players: 50

Memphis is a city home to the ragged, the poor, and the starving. The crime rates are legendary, as is the political corruption. It shouldn't surprise anyone that Memphis has been a Sabbat city for as long as most Kindred can remember. Until Now.

A strike force entered Memphis and conquered the Sabbat, claiming it for the Camarilla. Now, Kindred from all around are converging on the city to take their own piece of the glory.

You are summoned to appear before Nikolai Vedas, Prince of Memphis, to share in the joy of his victory and swear fealty to the new regime.

Riverside Opera is a game of political intrigue, run on Vampire: the Masquerade Mind's Eye Theatre, Revised Edition.

### **6pm**

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## **Shadows are Magic** - MLP/Shadowrun Crossover

System: Savage Worlds

Description: In the year 2065, the return of magic and advancement of technology has completely changed our world. Governments have shattered, Corporations rule the cities, and normal people are lost in the shuffle. But a brave group of 6 female shadowrunners are out to change the world. With the help of their fixer, Spike, the girls are ready to take on the world with the power of friendship... and probably a bit of ultraviolence.

## **Iwo Jima Bunker Assault**

Bolt Action

The Japanese are dug in, the Marines hit the beach. See if the units of the 1st Mar Div., can storm it's way up the beach and make it to safety. or Play the IJA, and defend one of the last strongholds of the Pacific!