

| Event Number | Cost | Event Name | Event Description | Game System | Rules Edition | Event Date | Event Time | Length |
|--------------|---------|--|---|----------------------------|---------------|------------|------------|---------|
| TT0001 | \$0.00 | TGA Tournaments | The Puffing Billy consists of three tournaments -- Café Games, Empire Builder International, and the overall Puffing Billy. People who want to do well in the overall tournament should play in as many different categories of games as possible. | N/A | N/A | 9-Feb | 16:00 | N/A |
| TT0002 | \$3.75 | Rail Baron | Race from destination to destination while amassing railroad deeds and cash in this classic train game. | Rail Baron | Current | 9-Feb | 16:00 | 6 hours |
| TT0003 | \$2.50 | British Rails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is of the United Kingdom. | Empire Builder | Current | 9-Feb | 16:00 | 4 hours |
| TT0004 | \$1.25 | TransAmerica/Europe | A very simple railway game. Each player races to connect 5 cities strung across the US or Europe. The player who can make the best use of the other players' networks is generally victorious. Players will choose between the American and European maps. | TransAmerica | Current | 9-Feb | 16:00 | 2 hours |
| TT0111 | \$1.25 | Heroscape - Winter Holdout Scenario | Build your battlefield, gather your armies and wage war against your enemies. Will you be cunning enough to crush your enemies and claim victory. Learn to play or bring your own 300 point army. | Heroscape | Current | 9-Feb | 16:00 | 2 hours |
| TC0001 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 9-Feb | 18:00 | 4 hours |
| TCC001 | \$2.50 | Hero Clix Constructed | TBD | HC | Current | 9-Feb | 18:00 | 4 hours |
| TCC002 | \$2.50 | Mech Warrior Constructed | Faction Pure | MW | Current | 9-Feb | 18:00 | 4 hours |
| TCC003 | \$0.00 | Race Day Demo | Learn to play Race Day | RD | Current | 9-Feb | 18:00 | 2 hours |
| TM0001 | \$1.25 | Star Wars Miniatures | Miniatures battles in a galaxy far far away - bring your own 100 point squad, or bring nothing and learn how to play. | Star Wars Miniatures | Current | 9-Feb | 18:00 | 2 hours |
| TR0040 | \$2.50 | Serenity RPG | New Players Welcome. Learn to play the RPG based on Firefly!!!. Experience players welcome but new players are encouraged. Group will have the choice to play new characters or the serenity crew | Serenity | 1st | 9-Feb | 18:00 | 4 hours |
| TT0005 | \$1.25 | Union Pacific | Build track for various railroads while building the most valuable stock portfolio. | Union Pacific | Current | 9-Feb | 18:00 | 2 hours |
| TT0131 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 9-Feb | 18:00 | 1 hour |
| TT0161 | \$1.25 | Early American Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through early American history, doing all those things people have always dreamed of using a time machine to do! | Early American Chrononauts | Current | 9-Feb | 18:00 | 2 hours |
| TT0189 | \$1.25 | Squint Junior | Picture this! Players use transparent shape cards to build simple pictures. Other players guess what the picture might be. Young players learn how pictures are created from shapes and improve their perception skills. Everyone plays on every turn...the fun never stops! A great family game for three to eight players! | Squint Junior | Current | 9-Feb | 18:00 | 1 hour |
| TT0200 | \$5.00 | Poker Dealers Choice State Championships | Players choose from Hold em, 5 card stud, 7 card stud or draw. Finals on Sunday | Poker | Current | 9-Feb | 18:00 | 4 hours |
| TT0210 | \$3.75 | Puerto Rico round 1 State Championship | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? 3-Round Tournament, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Puerto Rico | Current | 9-Feb | 18:00 | 4 hours |
| TC0002 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 9-Feb | 19:00 | 4 hours |
| TR0001 | \$2.50 | Taboo | A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure | Living Arcanis | D&D 3.5 | 9-Feb | 19:00 | 5 Hours |
| TR0002 | \$2.50 | Devil and the Deep Blue Sea | The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure | Living Arcanis | D&D 3.5 | 9-Feb | 19:00 | 5 hours |

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|--------|---------|--|---|--|---------|-------------|---------|
| TR0016 | \$2.50 | COR5-18 Kusnir | The Lady of Fate is a cruel and terrible mistress, but some scholars believe that she also has a sense of irony. Kusnir is one such example - where the slavers are now the slaves. Part One of "Under an Iron Fist." A one-round Core adventure set in the Hold of the Sea Princes for APLs 2-8. | Living Greyhawk | D&D 3.5 | 9-Feb 19:00 | 5 hours |
| TT0187 | \$1.25 | Run for Your Life, Candyman! - Variant | It's every gingerbreadman for themselves in this game of confectionary horror and friendly backstabbing. You're in a mad dash for the border to avoid being eaten and if you have to snap a few ginger limbs to save yourself, well... that's the way the cookie crumbles! | Run for Your Life, Candyman! - Variant | Current | 9-Feb 19:00 | 1 hour |
| TT0217 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 9-Feb 19:00 | 2 hours |
| TC0003 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 9-Feb 20:00 | 4 hours |
| TT0006 | \$2.50 | 1830 | Try the U.S. Eastern Seaboard game of railbuilding and stock market manipulation that started the 18xx craze in North America. Once the players have taken their seats, there are no more random events in the entire game. | 18xx | Current | 9-Feb 20:00 | 4 hours |
| TT0007 | \$2.50 | Empire Builder | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is of North America. | Empire Builder | Current | 9-Feb 20:00 | 4 hours |
| TT0112 | \$1.25 | Nuclear War | The comical cataclysmic card game of global destruction with a tongue in cheek view of international diplomacy, propaganda, and finally: holocaust! Basic game plus the Weapons of Mass Destruction expansion. | Nuclear War | Current | 9-Feb 20:00 | 1 hour |
| TT0176 | \$1.25 | Hex-Hex | C'mon over, have some fun, and stab a friend in the back! In this non-collectable card game, magical backstabbing hexes are strengthened and tossed every which way until they finally explode. Can you avoid the damage? | Hex-Hex | Current | 9-Feb 20:00 | 1 hour |
| TT0180 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | 9-Feb 20:00 | 2 hours |
| TT0182 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | 9-Feb 20:00 | 2 hours |
| TC0004 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 9-Feb 21:00 | 4 hours |
| TT0132 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 9-Feb 21:00 | 1 hour |
| TC0005 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 9-Feb 22:00 | 4 hours |
| TT0008 | \$1.25 | Ticket to Ride America/Europe | The game of fulfilling tickets! Score for rails placed and for connecting cities on 'tickets' (think contracts). Players will choose between the American and European maps. | Ticket to Ride | Current | 9-Feb 22:00 | 2 hours |
| TT0151 | \$1.25 | Are You A Werewolf? | A mind game for 8-15 players, in which a vengeful group of villagers must figure out who among them is secretly a werewolf (before it's too late...) Each "night" the werewolves eat a villager, and each "day" the surviving villagers attempt to rid the town of werewolves by lynching one of their own. | Are You A Werewolf? | Current | 9-Feb 22:00 | 3 hours |
| TT0172 | \$1.25 | Formula Dé Mini | Formula Dé Mini is a 1st step into the world of Formula Racing. This new introductory version of Formula Dé celebrates the competitive spirit and camaraderie of motor racing, while integrating all the risks of true competition in an easy-to-play game. | Formula Dé Mini | Current | 9-Feb 22:00 | 2 hours |
| TT0225 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | 9-Feb 22:00 | 2 hours |
| TR0015 | \$10.00 | RPGA Weekend Ribbon | Play in any RPGA event, all weekend long for one flat fee. | RPGA | | 9-Feb 0:00 | varies |
| TT0039 | \$10.00 | Puffing Billy Ribbon | Play in as many Puffing Billy Events, over the course of the weekend, as you want for just one flat fee. | All | Current | 9-Feb 0:00 | varies |
| TT0110 | \$10.00 | Family/Youth Gamin Ribbon | Play all the youth and family games for the whole weekend at one set price! | Various | Current | 9-Feb 0:00 | varies |

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| RP0027 | \$2.50 | Sparks Classic #16 | "Twilight World", by Charles Brown. A secret cargo destined to a secret Rebel research facility turns up missing. Local rebel headquarters is greatly concerned that this cargo will fall into the hands of the Empire. On an inhospitable world, the PC's race ruthless bounty hunters to obtain the important cargo held by a bizarre local warlord. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 10-Feb 8:00 | 4 hours |
| TC0006 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 8:00 | 4 hours |
| TT0068 | \$2.50 | Settlers of Catan | Mayfair Game of Settling & Building a Continent | Settlers of Catan | Current | 10-Feb 8:00 | 4 hours |
| TT0069 | \$2.50 | Rail Baron | Historic Game of Rail Company Acquisition in the Age of the Robber Baron. | Rail Baron | 1st Edition | 10-Feb 8:00 | 4 hours |
| TT0072 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | Varies | Varies | 10-Feb 8:00 | 2-4 hours |
| TT0102 | \$2.50 | Robo Rally | Robots gone wrong. Capture the flag by card programming industrial Robots. | Robo Rally | WotC Edition | 10-Feb 8:00 | 4 hours |
| TC0007 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 9:00 | 4 hours |
| TR0003 | \$2.50 | Castle by the Sea | The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 through 15). Character not within this level range may not be played in this scenario | Living Arcanis | D&D 3.5 | 10-Feb 9:00 | 5 hours |
| TR0004 | \$7.50 | Bloody Sands of Sicaris | Living Arcanis adventure for 4th to 11th-level characters. Characters not within this level range may not be played in this scenario | Living Arcanis | D&D 3.5 | 10-Feb 9:00 | 12 hours |
| TR0005 | \$7.50 | City of Secrets | At the heart of Canceri, like a spider in a vast web, sits Nishanpur, the City of Secrets. Here powerful figures, living and undead vie for dominance in an unending power struggle that has lasted millennia. The average man must walk a treacherous tightrope, courting the favor of the powerful while attempting to avoid becoming a pawn in the endless games of conquest. This is a STANDARD LIVING ARCANIS adventure, designed for 1st to 14th level characters (APL 2 through 12). Characters not within this level range may not be played in this scenario. | Living Arcanis | D&D 3.5 | 10-Feb 9:00 | 12 hours |
| TR0006 | \$2.50 | Taboo | A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure | Living Arcanis | D&D 3.5 | 10-Feb 9:00 | 5 Hours |
| TR0017 | \$2.50 | COR5-18 Kusnir | The Lady of Fate is a cruel and terrible mistress, but some scholars believe that she also has a sense of irony. Kusnir is one such example - where the slavers are now the slaves. Part One of "Under an Iron Fist." A one-round Core adventure set in the Hold of the Sea Princes for APLs 2-8. | Living Greyhawk | D&D 3.5 | 10-Feb 9:00 | 5 Hours |
| TR0018 | \$2.50 | VTF5-04 Secrets and Lies | Falsridge has regained its status as the western trading hub of Veluna. A request from the church of Saint Cuthbert brings you to the world of Secrets and Lies. Can you survive the secrets and expose the lies? An investigative adventure especially suited for members of the Pack and Alliance metaorgs. APL 4-14 | Living Greyhawk | D&D 3.5 | 10-Feb 9:00 | 5 Hours |
| TT0133 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 10-Feb 9:00 | 1 hour |
| TT0166 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 10-Feb 9:00 | 1 hour |
| TC0008 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 10:00 | 4 hours |
| TC0009 | \$17.00 | Magic - Extended | Extended Constructed sanctioned Magic: The Gathering tournament. Prizes TBA. Signups begin two hours before tournament starts. | Magic the Gathering | Current | 10-Feb 10:00 | 8 hours |
| TCC004 | \$3.75 | Hero Clix Constructed | Bring on the BIG GUYS! (4actions per turn) | HC | Current | 10-Feb 10:00 | 6 hours |

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| TCC005 | \$3.75 | Mech Warrior Tricentric Championship Event | Tricentric Championship - standard constructed | MW | Current | 10-Feb 10:00 | 5 hours |
| TT0009 | \$3.75 | Silverton | Build railroads and buy & operate mines to haul freight in the Colorado area. | Silverton | Current | 10-Feb 10:00 | 6 hours |
| TT0010 | \$2.50 | Russian Rails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. Watch out for when communism falls! This map is of Russia and nearby countries. | Empire Builder | Current | 10-Feb 10:00 | 4 hours |
| TT0011 | \$1.25 | Hell Rails | Connect the gates of hell with railroad track. Be the player to deliver the most doomed souls. | Hell Rails | Current | 10-Feb 10:00 | 2 hours |
| TT0070 | \$1.25 | San Juan | Card Game on the Settlement and Development of the Colonial City San Juan, Puerto Rico. Training Game for Puerto Rico | San Juan | Current | 10-Feb 10:00 | 2 hours |
| TT0071 | \$1.25 | Condottiere | The Age of the Italian Renaissance brought a new meaning to the word - Mercenary. You are on and may you be the best. | Condoretti | | 10-Feb 10:00 | 2 hours |
| TT0113 | \$1.25 | Heroscape - Forgotten Forest Scenario | Build your battlefield, gather your armies and wage war against your enemies. Will you be cunning enough to crush your enemies and claim victory. Learn to play or bring your own 500 point army. | Heroscape | Current | 10-Feb 10:00 | 2 hours |
| TT0128 | \$1.25 | 10 Days In The USA | You have 10 Days in the USA – Travel the country by jet, car, and on foot. Plan your trip from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The first traveler to make connections for their 10 day journey wins the game. | 10 Days In The USA | Current | 10-Feb 10:00 | 2 hours |
| TT0154 | \$1.25 | Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through semi-recent history, doing all those things people have always dreamed of using a time machine to do! | Chrononauts | Current | 10-Feb 10:00 | 2 hours |
| TT0206 | \$3.75 | Puerto Rico round 1 State Championship | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? 3-Round Tournament, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Puerto Rico | Current | 10-Feb 10:00 | 4 hours |
| TC0010 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 11:00 | 4 hours |
| TT0134 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism Qualifier State Championship | Current | 10-Feb 11:00 | 1 hour |
| TT0213 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 10-Feb 11:00 | 2 hours |
| RP0021 | \$2.50 | Battlestations | RPG/Boardgame. Everyone plays part of a crew aboard a ship | Battlestations Gorill 1st | | 10-Feb 12:00 | 3 hours |
| RP0028 | \$2.50 | Sparks Classic #17 | "General Recruiting", by Jim Mills. A famed Imperial General has just retired. Will he have any interest in joining the Rebellion? Grab your Sparks's character and find out. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 10-Feb 12:00 | 4 hours |
| TC0011 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 12:00 | 4 hours |
| TCC006 | \$2.50 | Pirates Sealed | 3 boosters, any expansion. Require additional fees for Sealed product | POTSM | Current | 10-Feb 12:00 | 4 hours |
| TCC007 | \$2.50 | Race Day Sealed | 3 boosters, any expansion Require additional fees for Sealed product | RD | Current | 10-Feb 12:00 | 4 hours |
| TM0002 | \$2.50 | Blood Bowl | Blood Bowl is the game in which Orcs, Elves, Trolls, Humans and many other fantastical creatures participate in the sport of football. Learn to play, or bring your own team with a rating of 100. | Blood Bowl | Current | 10-Feb 12:00 | 3 hours |
| TT0012 | \$1.25 | TrainSport: Austria/Switzerland | Build track through the Alps and compete for contracts in this fast-paced railroading game. Players will choose whether to play on the Austrian or Switzerland map. | TrainSport | Current | 10-Feb 12:00 | 2 hours |
| TT0073 | \$2.50 | Victory - Blocks of War | Columbia Game of W.W.II technology in a made up land. Training scenario emphasizing different strategies. | Victory | 1st Edition | 10-Feb 12:00 | 4 hours |
| TT0074 | \$2.50 | Civilizations | Raise Cities & Expend drachmas on the building of Civilization in this old Avalon Hill Classic | Civilizations | 1st Ed. | 10-Feb 12:00 | 4 hours |
| TT0075 | \$2.50 | Origins of WWII | Classic Avalon Hill Game of Political Influence and the major power maneuverings in Pre-WWII Europe | Origins of WWII | 1st Ed. | 10-Feb 12:00 | 4 hours |
| TT0076 | \$1.25 | Carcassonne | Every Feudal Lord should have a plan. Build your estate in this strategic tile placement game. | Carcassonne | River Edition | 10-Feb 12:00 | 2 hours |

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|--------|----------|--|--|-----------------------|--------------|--------------|-----------|
| TT0078 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | Varies | Varies | 10-Feb 12:00 | 2-4 hours |
| TT0126 | \$1.25 | 10 Days In Africa | You have 10 Days in Africa – Travel the country by jet, car, and on foot. Plan your trip from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The first traveler to make connections for their 10 day journey wins the game. | 10 Days In Africa | Current | 10-Feb 12:00 | 2 hours |
| TT0148 | \$1.25 | Aquarius | Aquarius is the groovy hippie card game that's kinda like dominoes (sorta). Using fire, water, sky, earth, and aether, can you connect seven? | Aquarius | Current | 10-Feb 12:00 | 1 hour |
| TT0199 | \$2.50 | Kingmaker with miniatures | The large 4'x4' board with 25mm Miniatures. A Gen Con and Origins Classic now comes to Northeast Indianan | Kingmaker | 2nd Edition | 10-Feb 12:00 | 4 hours |
| TT0221 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | 10-Feb 12:00 | 2 hours |
| TT0226 | \$1.25 | Runebound 2nd Edition | Learn how to play this awesome fantasy boardgame | Runebound | 2nd | 10-Feb 12:00 | 2 Hours |
| TT0226 | \$2.50 | Battlestations | RPG/Boardgame. Everyone plays part of a crew aboard a ship | Battlestations Gorill | 1st | 10-Feb 12:00 | 3 hours |
| RP0001 | \$2.50 | Shadow of the Dragon 00 | "Dragon's Shadow" by Verne Wetherholt. An adventure for new players. A dark shadow had descended over the frontier and the village of your birth is no longer safe. Men come for to lead you away. Your journey will take great courage, a strong sword arm, or knowledge arcane... | DragonQuest | 3rd | 10-Feb 13:00 | 4 hours |
| RP0011 | \$2.50 | Song of the Sea 01 | "Recruitment" by Verne Wetherholt. A 7th Sea adventure for beginning players. The Explorer's Guild is hiring on a crew in southern Castille for a journey to the south sea. The journey is being funded by a group of Vendel merchants. The captain is from Avalon. There are only a few openings and there are a lot of people wanting the job. Things could get ugly... | 7th Sea | 1st | 10-Feb 13:00 | 4 hours |
| TC0012 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 13:00 | 4 hours |
| TT0194 | \$1.25 | Alhambra State Championship | Can you build the most prestigious palace, full of gardens, tower, mezzanines, and more? | Alhambra | Current | 10-Feb 13:00 | 2 hours |
| TC0013 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 14:00 | 4 hours |
| TCC009 | \$3.75 | Mage Knight Constructed | TBD | MK | Current | 10-Feb 14:00 | 5 hours |
| TR0007 | \$2.50 | Devil and the Deep Blue Sea | The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure | Living Arcanis | D&D 3.5 | 10-Feb 14:00 | 5 hours |
| TR0019 | \$2.50 | COR5-19 Retribution | An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for APLs 2-8. | Living Greyhawk | D&D 3.5 | 10-Feb 14:00 | 5 Hours |
| TR0020 | \$2.50 | VTF5-05: Whispering Harm | <i>by Michael Maenza, Rob Silva, and Vernon L. Vincent.</i> A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10. | Living Greyhawk | D&D 3.5 | 10-Feb 14:00 | 5 Hours |
| TT0013 | \$2.50 | Volldampf | You build track segments that are pre-printed on the map by playing cards that you bid for. You then gain income as freight is moved over each segment. The most income, not cash in hand, wins the game. | Volldampf | Current | 10-Feb 14:00 | 4 hours |
| TT0014 | \$1.25 | Express | A fast-paced card game of train formation. Score points by assembling your own trains from the cards you draw. | Express | Current | 10-Feb 14:00 | 2 hours |
| TT0077 | \$1.25 | CarWars The Card Game | Non-CCG of the Famed Battle Car Game | CarWars | Card Version | 10-Feb 14:00 | 2 hours |
| TT0135 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 10-Feb 14:00 | 1 hour |
| TT0181 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | 10-Feb 14:00 | 2 hours |

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| TT0208 | \$3.75 | Puerto Rico round 1 State Championship | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? 3-Round Tournament, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Puerto Rico | Current | 10-Feb 14:00 | 4 hours |
| TC0014 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 15:00 | 4 hours |
| TT0191 | \$1.25 | Tutankhamen | Follow the trail of rare artifacts to the pyramid of Tutankhamen. Golden statues, jeweled scarabs, and stunning masks await discovery. But beware - other players may snatch up the most valuable treasures right before your eyes. Wealth and fame await the archeologist who selects the best path. | Tutankhamen | Current | 10-Feb 15:00 | 2 hours |
| TT0214 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 10-Feb 15:00 | 2 hours |
| TT0240 | \$1.25 | Car Wars: The Card Game | Car Wars: The Card Game is the hilarious card game of car-to-car combat. In the near-future, combat between armed and armored cars will be an arena sport. You shoot at the other cars, trying to destroy their tires and armor. The last player with an operating car is the winner. | Car Wars | Current | 10-Feb 15:00 | 1 hour |
| TT0241 | \$1.25 | Munchkin Surprise | Munchkin is the hilarious satire game that makes fun of the dungeon experience... or the Sci-Fi, Kung Fu, Vampire, or Superhero experiences. It really depends on which version you play. Which version do we have? We don't know! At least, not yet. You'll have to show up to find out. Come join us for a fresh, steamy slice of Munchkin pie and discover what's under the crust! | Munchkin | Current | 10-Feb 15:00 | 1 hour |
| TC0015 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 16:00 | 4 hours |
| TM0003 | \$2.50 | Classic Battletech Headhunters | Draw your target and stalk them across the battlefield. But Beware! Someone else is hunting you as well. The hunt continues until someone is the last faction standing | Battletech | Current | 10-Feb 16:00 | 3 Hours |
| TM0023 | \$2.50 | The Reven Threat | Description: The Orcs push ever closer to Aizen Krahl and the Dwarven patrols must be ever diligent. A patrol has been cut off by a raiding force and an abandoned outpost is their only hope. Can they hold until reinforcements arrive? Experience Level: New players welcome. | Warlord (Reaper M Warlord | | 10-Feb 16:00 | 4 hours |
| TT0015 | \$2.50 | Eurorails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is naturally that of Europe. | Empire Builder | Current | 10-Feb 16:00 | 4 hours |
| TT0016 | \$1.25 | Locomotive Werks | Players own factories producing what they hope will be the locomotives most in demand. Changes in technology force you to scrap old factories and build new. | Locomotive Werks | Current | 10-Feb 16:00 | 2 hours |
| TT0040 | \$1.25 | Family/ Parent with child | Family Block 1, Fluxx, Sorry, Puerto Rico, Dungeon, Gold Digger, Dread Pirate (Bookshelf Edition) and Munchkin | Various | Current | 10-Feb 16:00 | 2 hours |
| TT0054 | \$1.25 | Youth Gaming | Family Block 1, Fluxx, Sorry, Puerto Rico, Dungeon, Gold Digger, Dread Pirate (Bookshelf Edition) and Munchkin | Various | Current | 10-Feb 16:00 | 2 hours |
| TT0114 | \$1.25 | Aladdin's Dragons | The dragons have the jewels, but have left their caves to travel. The players loot the dragons' caves of jewels and use them to acquire powerful artifacts in the palace. | Alladin's Dragons | Current | 10-Feb 16:00 | 2 hours |
| TT0136 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 10-Feb 16:00 | 1 hour |
| TT0158 | \$1.25 | Cosmic Coasters | You've transported a ship to an enemy planet -- now what? Their teleport pad is under tight control. Looks like you'll have to overwhelm them with sheer numbers and do battle to the death to even send a single ship back home. You'll need cunning, and a good dose of luck to get through this alive -- and don't forget that special power you have up your sleeve... | Cosmic Coasters | Current | 10-Feb 16:00 | 1 hour |
| TT0167 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 10-Feb 16:00 | 1 hour |
| TT0179 | \$1.25 | My Word! | My Word! is the first word game that plays like a party game! Quickly search for words while single and double letter cards are dealt on to the table. The first player to call out a word using at least three cards wins those cards. This event combines My Word! and My Word! Junior. | My Word! | Current | 10-Feb 16:00 | 1 hour |

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| TT0224 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | 10-Feb 16:00 | 2 hours |
| TT0226 | \$6.25 | Formula De - "Indy 75" | Can you survive 30 laps around the Indianapolis Motor Speedway? A new TriCentric Signature event. Modified rules used. | Formula De | Current | 10-Feb 16:00 | 6 hours |
| TC0016 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 17:00 | 4 hours |
| TCC008 | \$2.50 | <i>HeroClix Draft</i> | 3 Booster Draft-Any Expansion Require additional fees for Sealed product | HC | Current | 10-Feb 17:00 | 5 Hours |
| TCC010 | \$3.75 | <i>Mech Warrior Sealed</i> | 2 Boosters-Any Expansion Require additional fees for Sealed product | MW | Current | 10-Feb 17:00 | 5 hours |
| TT0115 | \$2.50 | Nobody But Us Chickens Tournaments | The foxes and rats are hungry, and the chickens sure look appetizing! It's up to Galahad, the trusty guard dog, to keep the predators at bay. Qualify for the tournament final which will be played on Saturday night. | Nobody Bus Us Chickens | Current | 10-Feb 17:00 | 1 hour |
| TT0137 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism Qualifier State Championship | Current | 10-Feb 17:00 | 1 hour |
| TT0197 | \$1.25 | Alhambra State Championship | Can you build the most prestigious palace, full of gardens, tower, mezzanines, and more? | Alhambra | Current | 10-Feb 17:00 | 2 hours |
| TT0242 | \$1.25 | Battle Cattle | Battle Cattle, the hilarious game of cow-to-cow combat, is now a card game. America's finest beefsteak puts on armor, grabs the big guns, and goes at it hoof and horn. It includes six full-color cow cards, 110 full-color playing cards, and short, easy rules. Fast, fun, quick to learn . . . and your foes are hamburger. | Battle Cattle | Current | 10-Feb 17:00 | 1 hour |
| RP0002 | \$2.50 | Shadow of the Dragon 26 | "Trouble in the Deep" by Mark Perkins. Must have played a prior SD module. The characters are asked by the barons of the Kalinor Plains to accompany an important merchant caravan to a Khuzani settlement in the North Makiddo Mountains. But when they arrive, things are not quite right... | DragonQuest | 3rd | 10-Feb 18:00 | 4 hours |
| RP0003 | \$2.50 | Shadow of the Dragon 29 | "Murder in Silence" by Verne Wetherholt. Must have played a prior SD module. The Western Plains are being overrun. The western army is the last hope. But men are dying at night in the middle of camp and the sentries report no one entering... | DragonQuest | 3rd | 10-Feb 18:00 | 4 hours |
| RP0012 | \$2.50 | Song of the Sea 09 | "Going Native" by Amber Wetherholt. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned to look for a lost crew far out in the Western Sea. There are islands out there that few have explored and fewer still have returned to tell of... | 7th Sea | 1st | 10-Feb 18:00 | 4 hours |
| TC0017 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 18:00 | 4 hours |
| TC0018 | \$10.00 | Magic - Friday Night Magic | Standard Constructed ("Type 2") sanctioned Magic: The Gathering tournament. This is an official Friday Night Magic tournament, and promo foils will be awarded as prizes. Signups begin two hours before tournament starts. | Magic the Gathering | Current | 10-Feb 18:00 | 8 hours |
| TCC011 | \$2.50 | Hero Clix Constructed | TBD | HC | Current | 10-Feb 18:00 | 4 hours |
| TM0004 | \$1.25 | Star Wars Miniatures | Miniatures battles in a galaxy far far away - bring your own 100 point squad, or bring nothing and learn how to play. | Star Wars Miniatur | Current | 10-Feb 18:00 | 2 hours |
| TR0039 | \$2.50 | Classic Deadlands RPG | Come play in the WEIRD WEST. Pregen Characters Provided. New player encouraged | Classic Deadlands | 1st/2nd | 10-Feb 18:00 | 4 Hours |
| TT0017 | \$3.75 | 1835 | An 18xx game set in Germany, 1835 offers track growth and stock manipulation all without random events. | 18xx | Current | 10-Feb 18:00 | 6 hours |
| TT0018 | \$1.25 | Ticket to Ride America/Europe | The game of fulfilling tickets! Score for rails placed and for connecting cities on 'tickets' (think contracts). Players will choose between the American and European maps. | Ticket to Ride | Current | 10-Feb 18:00 | 2 hours |
| TT0041 | \$1.25 | Family/ Parent with child | Family Block 3, Mlle. Bournes, Life, Elixer, Settlers of Catan, Halunken and Spelunken, All Wound Up, Munchkin Fu | Various | Current | 10-Feb 18:00 | 2 hours |
| TT0055 | \$1.25 | Youth Gaming | Family Block 2, Aquarius, Trouble, Zombies, Lord of the Fries, Snorta, Munchkin Bites | Various | Current | 10-Feb 18:00 | 2 hours |
| TT0079 | \$2.50 | War at Sea | Avalon Game of the Battle for the Atlantic. Simple format and the French/So Atlantic Variant from the General | War at Sea | 1st Ed. | 10-Feb 18:00 | 4 hours |
| TT0080 | \$2.50 | Trainsport | The other Crayon Rail Game. Winsome Games Contract Series. Both Austria and Switzerland. Separate or as one game | Trainsport | 1st Ed. | 10-Feb 18:00 | 4 hours |
| TT0081 | \$2.50 | Goa | Ah, Spice - For over two hundred years it drove the age of European Exploration. Set up and build a Spice Trading House | Goa | 1st Ed. | 10-Feb 18:00 | 4 hours |

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| TT0082 | \$2.50 | Kingmaker | The War of the Roses - It is NOT good to be the King. For, it is the Nobles who control things | Kingmaker | Philmar/Aerial | 10-Feb 18:00 | 4 hours |
| TT0083 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | | | 10-Feb 18:00 | 2-4 hours |
| TT0162 | \$1.25 | Early American Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through early American history, doing all those things people have always dreamed of using a time machine to do! | Early American Chrononauts | Current | 10-Feb 18:00 | 2 hours |
| TT0201 | \$5.00 | Poker Dealers Choice State Championships | Players choose from Hold em, 5 card stud, 7 card stud or draw. Finals on Sunday | Poker | Current | 10-Feb 18:00 | 4 hours |
| TC0019 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 19:00 | 4 hours |
| TCC012 | \$2.50 | High Stakes Drifter Constructed | Bring it on!!! \$500.00 worth of chips | HSD | Current | 10-Feb 19:00 | 4 hours |
| TR0008 | \$2.50 | Castle by the Sea | The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 through 15). Character not within this level range may not be played in this scenario | Living Arcanis | D&D 3.5 | 10-Feb 19:00 | 5 hours |
| TR0021 | \$2.50 | COR5-20 Phantoms on the Brig | "The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and so needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. APLs 2-16." | Living Greyhawk | D&D 3.5 | 10-Feb 19:00 | 5 Hours |
| TR0022 | \$2.50 | VTF5-06: Faith and Hope | TBA APL 4-14 | Living Greyhawk | D&D 3.5 | 10-Feb 19:00 | 5 Hours |
| TR0023 | \$2.50 | COR6-01 | Cancelled | Living Greyhawk | D&D 3.5 | 10-Feb 19:00 | 5 Hours |
| TT0138 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 10-Feb 19:00 | 1 hour |
| TT0177 | \$1.25 | Hex-Hex | C'mon over, have some fun, and stab a friend in the back! In this non-collectable card game, magical back-stabbing hexes are strengthened and tossed every which way until they finally explode. Can you avoid the damage? | Hex-Hex | Current | 10-Feb 19:00 | 1 hour |
| TT0227 | \$6.25 | Icehouse Qualifier - Full Block 1 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. | Icehouse | Various | 10-Feb 19:00 | 3 hours |
| TT0228 | \$2.50 | Icehouse Qualifier - Hour 1 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. Play 1 hour at \$2.50 or 3 hours at \$6.25; look for "Icehouse Qualifier - Full Block 1". | Icehouse | Various | 10-Feb 19:00 | 1 hour |
| RP0017 | \$2.50 | An Engaging Escapade | His honor Killum wishes to engage Madam Corona in a congenial conversation, preferably some place private and safe. Her worthiness Corona requires some components for the enchanting of her new sword is asking for some help. Let's see if we can't get these two crazy kids together. High level characters provided. | AD&D | 2nd | 10-Feb 20:00 | 4 hours |
| RP0029 | \$2.50 | Sparks Classic #18 | "Bacta Run", by Joe Miller. The group is assigned the task of moving 6 Y-wing fighters to the rebel base on Arcwen IV. While there a mercy mission compels the rebels to do something about the high number of wounded and dying. Now where to get the needed Bacta! Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 10-Feb 20:00 | 4 hours |
| TC0020 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 20:00 | 4 hours |
| TM0005 | \$2.50 | Classic Battletech Headhunters | Draw your target and stalk them across the battlefield. But Beware! Someone else is hunting you as well. The hunt continues until someone is the last faction standing | Battletech | Current | 10-Feb 20:00 | 3 Hours |
| TT0019 | \$2.50 | Lunar Rails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is of the complete lunar sphere, in a science fiction setting. | Empire Builder | Current | 10-Feb 20:00 | 4 hours |

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| TT0020 | \$1.25 | Union Pacific | Build track for various railroads while building the most valuable stock portfolio. | Union Pacific | Current | 10-Feb 20:00 | 2 hours |
| TT0116 | \$1.25 | Bohnanza | Bean farming has never been so much fun! In Bohnanza, you have two or three bean fields and a handful of bean cards to plant in those fields. Trade away the beans you don't want and earn the most gold to be the winner. | Bohnanza | Current | 10-Feb 20:00 | 1 hour |
| TT0129 | \$1.25 | 30 Days On Earth | You have 30 days in Europe, Africa, and the USA – Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The game contains three games into one super-game: 10 Days In Europe, 10 Days In The USA, & 10 Days In Africa. | 30 Days On Earth | Current | 10-Feb 20:00 | 1 hour |
| TT0229 | \$2.50 | Icehouse Qualifier - Hour 2 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. Play 1 hour at \$2.50 or 3 hours at \$6.25; look for "Icehouse Qualifier - Full Block 1". | Icehouse | Various | 10-Feb 20:00 | 1 hour |
| TC0021 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 21:00 | 4 hours |
| TT0117 | \$1.25 | Der Untergang von Pompeji | Who will survive the eruption of Vesuvius unscathed? Get your relatives into the city, and then get them out before the lava overtakes Pompeii. | Der Untergang Von Pompeji | Current | 10-Feb 21:00 | 1 hour |
| TT0230 | \$2.50 | Icehouse Qualifier - Hour 3 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. Play 1 hour at \$2.50 or 3 hours at \$6.25; look for "Icehouse Qualifier - Full Block 1". | Icehouse | Various | 10-Feb 21:00 | 1 hour |
| TC0022 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 10-Feb 22:00 | 4 hours |
| TT0021 | \$1.25 | TransAmerica/Europe | A very simple railway game. Each player races to connect 5 cities strung across the US or Europe. The player who can make the best use of the other players' networks is generally victorious. Players will choose between the American and European maps. | TransAmerica | Current | 10-Feb 22:00 | 2 hours |
| TT0152 | \$1.25 | Are You A Werewolf? | A mind game for 8-15 players, in which a vengeful group of villagers must figure out who among them is secretly a werewolf (before it's too late...) Each "night" the werewolves eat a villager, and each "day" the surviving villagers attempt to rid the town of werewolves by lynching one of their own. | Are You A Werewolf? | Current | 10-Feb 22:00 | 3 hours |
| RP0024 | \$2.50 | Force #1 | "Recruitment", by Stephen Tucker. The InterStellar Force, a secret Republic agency tasked with g | Star Wars D20 | Revised | 10-Feb 16:00 | 4 hours |
| TT0042 | \$1.25 | Family/ Parent with child | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 11-Feb 8:00 | 2 hours |
| TT0056 | \$1.25 | Youth Gaming | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 11-Feb 8:00 | 2 hours |
| TT0084 | \$2.50 | Wizard Kings | Columbia Games Blocks of War brought to Fantasy. Lead a race/culture to victory over them other savages. | Blocks of War | Only | 11-Feb 8:00 | 4 hours |
| TT0085 | \$2.50 | Serenissima | Ocean Commerce in the Renaissance Age when Venice was Queen of the Mediterranean. Or so she thought. | Serenissima | 1st Ed. | 11-Feb 8:00 | 4 hours |
| TT0086 | \$1.25 | Ticket to Ride | Simple but entertaining game of Rail Line connections and route building by Days of Wonder | Ticket to Ride | New Cards | 11-Feb 8:00 | 2 hours |
| TT0087 | \$1.25 | Titan the Arena | Wager on the Fantasy Creature who Will Survive with a bit of Help from the Gods. | Titan the Arena | | 11-Feb 8:00 | 2 hours |
| TT0090 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | | | 11-Feb 8:00 | 2-4 hours |
| TT0193 | \$1.25 | Alhambra State Championship | Can you build the most prestigious palace, full of gardens, tower, mezzanines, and more? | Alhambra | Current | 11-Feb 8:00 | 2 hours |
| TT0198 | \$2.50 | Kingmaker with miniatures | The large 4'x4' board with 25mm Miniatures. A Gen Con and Origins Classic now comes to Northeast Indianan | Kingmaker | 2nd Edition | 11-Feb 8:00 | 4 hours |
| RP0004 | \$2.50 | Shadow of the Dragon 00 | "Dragon's Shadow" by Verne Wetherholt. An adventure for new players. A dark shadow had descended over the frontier and the village of your birth is no longer safe. Men come for to lead you away. Your journey will take great courage, a strong sword arm, or knowledge arcane... | DragonQuest | 3rd | 11-Feb 8:00 | 4 hours |
| RP0005 | \$2.50 | Shadow of the Dragon 30 | "A Time for Change" by Verne Wetherholt. Must have played a prior SD module. The characters are surrounded by the dark forces. The western army's general is considering surrender. It appears that time has run out... | DragonQuest | 3rd | 11-Feb 8:00 | 4 hours |

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| RP0013 | \$2.50 | Song of the Sea 02 | "Captain's Conundrum" by Tim Bruns. A 7th Sea adventure for beginning players. The Misty Maiden has laid to port for three days to re-supply and take on additional crew. The characters will either have liberty or an opportunity to join the crew. But first the Captain must be found... | 7th Sea | 1st | 11-Feb 8:00 | 4 hours |
| RP0030 | \$2.50 | Sparks Classic #19 | "The Heist", by Stephen Tucker. The rebels have the people and the heart. Now they need the firepower. Are you up to helping them acquire it? Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 11-Feb 8:00 | 4 hours |
| TC0023 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 8:00 | 4 hours |
| TT0300 | \$1.25 | Dead Hand Chaos Poker | An Unholy Union of Poker and Russian Roulette. This otherwise standard Poker deck hides a maddening twist; an almost imperceptible presence within the card face veneer – the hand of death. A deathly presence that may well kill one of the hands at the table. Point is... after all the bets are down, after all hands are revealed, a final card is drawn from the deck. Maybe all remains as it was. Maybe the pair of Aces is dead. Perhaps the low club is the kiss of death. So give a moment's pause before folding. Your opponent's hand may not be long for this world. Or then again, maybe you hold the DEAD HAND. | Poker | Verious | 11-Feb 8:00 | 2 hours |
| TC0024 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 9:00 | 4 hours |
| TM0006 | \$2.50 | Classic Battletech: Dawn of Jihad Avalon is Burning | The World of Blake is assaulting New Avalon! Join the WoB or Defend the capital in a massive battle using Mechs, tanks, and battlearmor units. | Battletech | Current | 11-Feb 9:00 | 4 Hours |
| TR0009 | \$7.50 | Carnival of Swords | In the depths of the Shadowed Age, Yeolin, ancient King of Coryan made a terrible oath sealed in the blood of the val'Assante line. For millenia the val'Assante have paid this debt to keep the ancient God of the Hills appeased with rites of blood and sacrifice by his Horned King. Without this payment, the land would know blight until the role of Horned King was again filled. The Horned King now lies dead and only the blood of the first among the val'Assante can set things aright. The module is listed for levels 1-9, but is tiered only for levels 1-7 in combat. | Living Arcanis | D&D 3.5 | 11-Feb 9:00 | 12 hours |
| TR0010 | \$7.50 | Bloody Sands of Sicaris | Living Arcanis adventure for 4th to 11th-level characters. Characters not within this level range may not be played in this scenario | Living Arcanis | D&D 3.5 | 11-Feb 9:00 | 12 hours |
| TR0011 | \$7.50 | City of Secrets | At the heart of Canceri, like a spider in a vast web, sits Nishanpur, the City of Secrets. Here powerful figures, living and undead vie for dominance in an unending power struggle that has lasted millennia. The average man must walk a treacherous tightrope, courting the favor of the powerful while attempting to avoid becoming a pawn in the endless games of conquest. This is a STANDARD LIVING ARCANIS adventure, designed for 1st to 14th level characters (APL 2 through 12). Characters not within this level range may not be played in this scenario. | Living Arcanis | D&D 3.5 | 11-Feb 9:00 | 12 hours |
| TR0012 | \$2.50 | Taboo | A Nawal of the Ying Hir calls upon a group of travelers to retrieve the body of his dead son from a place where no Horseman may ride. An introductory Living Arcanis adventure designed for 1st and 2nd level characters (APL 1 and 2). Characters not within this level range may not be played in this adventure | Living Arcanis | D&D 3.5 | 11-Feb 9:00 | 5 Hours |
| TR0024 | \$2.50 | COR5-15 Immortal Longings | The agents of the Whispered One are everywhere! Too much is happening around the Flanaess for all things to be merely coincidental. A grand plot has spawned, clawed its way past infancy, and seems ready for a horrific emergence. The Voice of Vecna has gained in power, what is next? A one-round Core adventure set throughout the Flanaess for APLs 10 to 16. | Living Greyhawk | D&D 3.5 | 11-Feb 9:00 | 5 hours |
| TR0025 | \$2.50 | VER6-01 | TBA | Living Greyhawk | D&D 3.5 | 11-Feb 9:00 | 5 hours |
| TR0026 | \$2.50 | VTF5-04 Secrets and Lies | Falsridge has regained its status as the western trading hub of Veluna. A request from the church of Saint Cuthbert brings you to the world of Secrets and Lies. Can you survive the secrets and expose the lies? An investigative adventure especially suited for members of the Pack and Alliance metaorgs. APL 4-14 | Living Greyhawk | D&D 3.5 | 11-Feb 9:00 | 5 Hours |
| TS0001 | \$0.00 | Coffee & Conversation: Portfolio Review with Susan Van Camp | Artists are invited to bring their work to this session of critique and coffee. Sue will discuss style, technique and design with panel attendees. Please limit your portfolio to 10 pieces. | N/A | N/A | 11-Feb 9:00 | 1 hour |

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| TT0118 | \$1.25 | Heroscape - Volcarren Wasteland Scenario | Build your battlefield, gather your armies and wage war against your enemies. Will you be cunning enough to crush your enemies and claim victory. Learn to play or bring your own 500 point army. | Heroscape | Current | 11-Feb 9:00 | 2 hours |
| TT0139 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 11-Feb 9:00 | 1 hour |
| TT0168 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 11-Feb 9:00 | 1 hour |
| TT0220 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | 11-Feb 9:00 | 2 hours |
| TC0025 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 10:00 | 4 hours |
| TC0026 | \$17.00 | Magic - Standard | Standard Constructed ("Type 2") sanctioned Magic: The Gathering tournament. Prizes TBA. Signups begin two hours before tournament starts. | Magic the Gathering | Current | 11-Feb 10:00 | 8 hours |
| TCC013 | \$3.75 | HeroClix Tricentric Championship Event | Tricentric Championship/Battle for Dark Phoenix | HC | Current | 11-Feb 10:00 | 6 Hours |
| TCC014 | \$3.75 | Mech Warrior Tricentric Championship Event | Iron Man | MW | Current | 11-Feb 10:00 | 6 Hours |
| TT0022 | \$3.75 | 1870 | An 18xx game set in the lower Mississippi valley, 1870 offers track growth and stock manipulation, all without random events. | 18xx | Current | 11-Feb 10:00 | 6 hours |
| TT0023 | \$2.50 | Australian Rails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is naturally of Australia. | Empire Builder | Current | 11-Feb 10:00 | 4 hours |
| TT0024 | \$1.25 | Union Pacific | Build track for various railroads while building the most valuable stock portfolio. | Union Pacific | Current | 11-Feb 10:00 | 2 hours |
| TT0043 | \$1.25 | Family/ Parent with child | Family Block 1, Fluxx, Sorry, Puerto Rico, Dungeon, Gold Digger, Dread Pirate (Bookshelf Edition) | Various | Current | 11-Feb 10:00 | 2 hours |
| TT0057 | \$1.25 | Youth Gaming | Family Block 1, Fluxx, Sorry, Puerto Rico, Dungeon, Gold Digger, Dread Pirate (Bookshelf Edition) and Munchkin | Various | Current | 11-Feb 10:00 | 2 hours |
| TT0088 | \$1.25 | Trans America | How does one build the quickest route between 4 cities. Oh course, borrow from a friend. But finish before they do. | Trans America | 1st Ed. | 11-Feb 10:00 | 2 hours |
| TT0089 | \$1.25 | Mini-Formula De | Scaled down version of the wildly popular Formula De. Smaller tracks, more laps and easier damage assessment. | Formula De | Mini | 11-Feb 10:00 | 2 hours |
| TT0212 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 11-Feb 10:00 | 2 hours |
| TT0155 | \$1.25 | Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through semi-recent history, doing all those things people have always dreamed of using a time machine to do! | Chrononauts | Current | 11-Feb 10:00 | 2 hours |
| TT0164 | \$1.25 | Easy Come, Easy Go | Win Fabulous Prizes with a simple roll of the dice. Win the game by holding on to your prizes as other players attempt to beat the odds and take them from you. | Easy Come, Easy Go | Current | 11-Feb 10:00 | 1 hour |
| TC0027 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 11:00 | 4 hours |
| TCC015 | \$2.50 | Rocketmen Constructed | 30 pt starting fleet /30pt reserve | RM | Current | 11-Feb 11:00 | 4 hours |
| TM0007 | \$2.50 | Classic Battletech: Dawn of Jihad Avalon is Burning | The World of Blake is assaulting New Avalon! Join the WoB or Defend the capital in a massive battle using Mechs, tanks, and battlearmor units. | Battletech | Current | 11-Feb 11:00 | 4 Hours |
| TT0119 | \$2.50 | Nobody But Us Chickens Tournaments | The foxes and rats are hungry, and the chickens sure look appetizing! It's up to Galahad, the trusty guard dog, to keep the predators at bay. Qualify for the tournament final which will be played on Saturday night. | Nobody Bus Us Chickens | Current | 11-Feb 11:00 | 1 hour |
| TT0140 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism Qualifier State Championship | Current | 11-Feb 11:00 | 1 hour |

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| TT0207 | \$3.75 | Puerto Rico round 1 State Championship | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? 3-Round Tournament, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Puerto Rico | Current | 11-Feb 11:00 | 4 hours |
| TT0243 | \$1.25 | Car Wars: The Card Game | Car Wars: The Card Game is the hilarious card game of car-to-car combat. In the near-future, combat between armed and armored cars will be an arena sport. You shoot at the other cars, trying to destroy their tires and armor. The last player with an operating car is the winner. | Car Wars | Current | 11-Feb 11:00 | 1 hour |
| RP0018 | \$2.50 | An Engaging Escapade | Gather components for enchanting swords while getting friends together. High level characters provided. | AD&D | 2nd | 11-Feb 12:00 | 4 hours |
| RP0025 | \$2.50 | Force #2 | "Capture the Flag", by Chris Ahnsbrak. A distress signal from Panais IV leads to the burned-out remains of a crashed courier ship. But the important cargo within is missing, and signs suggest that someone has indeed survived the crash. Can you find both the wreck's survivor and cargo before the natives find you? Game Base 7's D20 ongoing Star Wars campaign. Start a character or bring an existing Force campaign character. Sponsored by: Game Base 7. | Star Wars D20 | Revised | 11-Feb 12:00 | 4 hours |
| TC0028 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 12:00 | 4 hours |
| TCC016 | \$2.50 | <i>High Stakes Drifter Sealed</i> | High Noon! 6 boosters Require additional fees for Sealed product | HSD | Current | 11-Feb 12:00 | 4 Hours |
| TM0008 | \$2.50 | A Meeting In Tennessee | | Johnny Reb | 3rd | 11-Feb 12:00 | 4 Hours |
| TM0009 | \$2.50 | Blood Bowl | Blood Bowl is the game in which Orcs, Elves, Trolls, Humans and many other fantastical creatures participate in the sport of football. Learn to play, or bring your own team with a rating of 100. | Blood Bowl | Current | 11-Feb 12:00 | 3 hours |
| TM0019 | \$2.50 | Water, Water Everywhere | BladeRunner-Press presents its original game of Survival Horror in miniature. This time, your team of police specialists and civilians have to fight their way through an underground tunnel system filled with lakes and streams and who knows what else? Many monsters can be inhabiting these tunnels, including members of a previous expedition. The imagination of your GD may be as dark as the world you explore, so keep your weapons handy and your survival instincts honed. | Endless Terrors | Current | 11-Feb 12:00 | 4 hours |
| TM0021 | \$2.50 | That's No Moon, It's a Space Station | A "what if" scenario at the battle of the first Death Star. See what would have happened if the rebels had attacked the Death Star with the entire Rebel fleet instead of just their fighters. Would Luke and the Rebel Alliance actually survived and won the day? Join the folks from BladeRunner-Press and find out!! New rules, new sheets, new ships, and a new name for the game that used to be titled Miniature Space Combat. 1:10,000 scale | Enemy Engaged | Current | 11-Feb 12:00 | 4 hours |
| TM0024 | \$2.50 | The Reven Threat | Description: The Orcs push ever closer to Aizen Krahl and the Dwarven patrols must be ever diligent. A patrol has been cut off by a raiding force and an abandoned outpost is their only hope. Can they hold until reinforcements arrive? Experience Level: New players welcome. | Warlord (Reaper M Warlord | | 11-Feb 12:00 | 4 hours |
| TR0038 | \$2.50 | Serenity RPG | New Players Welcome. Learn to play the RPG based on Firefly!!!. Experience players welcome and new players encouraged. Group will have the choice to play new characters or the serenity crew | Serenity | 1st | 11-Feb 12:00 | 4 hours |
| TT0025 | \$2.50 | Santa Fe | You have a mercantile interest in cities across the western US; the more railroads that enter your cities, the more money you'll make. But the railroads can only expand in a few directions, and your competitors influence them, too! | Santa Fe | Current | 11-Feb 12:00 | 4 hours |
| TT0044 | \$1.25 | Family/ Parent with child | Family Block 2, Aquarius, Trouble, Zombies, Lord of the Fries, Snorta, Munchkin Bites | Various | Current | 11-Feb 12:00 | 2 hours |
| TT0058 | \$1.25 | Youth Gaming | Family Block 2, Aquarius, Trouble, Zombies, Lord of the Fries, Snorta, Munchkin Bites | Various | Current | 11-Feb 12:00 | 2 hours |
| TT0091 | \$2.50 | Lord of the Rings Risk | Risk with a twist. The goal is be able to claim the leadership of Middle Earth. | Risk | Trilogy Edition | 11-Feb 12:00 | 4 hours |
| TT0092 | \$2.50 | Puerto Rico | Yes, by popular demand - the resource management game on the building of the colony of Puerto Rico. | Puerto Rico | 1st American | 11-Feb 12:00 | 4 hours |
| TT0093 | \$2.50 | Robo Rally | Robots gone wrong. Or do humans have a torturous thought system. Capture the flag in an industrial site w/ Robots | Robo Rally | WotC Edition | 11-Feb 12:00 | 4 hours |
| TT0094 | \$1.25 | Citadels Card Game | Card Game on the Building of Middle Age City. Take different roles to secure the nicest buildings for self. | Citadels | 2nd American | 11-Feb 12:00 | 2 hours |
| TT0096 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | | | 11-Feb 12:00 | 2-4 hours |
| TT0149 | \$1.25 | Aquarius | Aquarius is the groovy hippie card game that's kinda like dominoes (sorta). Using fire, water, sky, Aquarius earth, and aether, can you connect seven? | | Current | 11-Feb 12:00 | 1 hour |

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| TT0192 | \$1.25 | Tutankhamen | Follow the trail of rare artifacts to the pyramid of Tutankhamen. Golden statues, jeweled scarabs, and stunning masks await discovery. But beware - other players may snatch up the most valuable treasures right before your eyes. Wealth and fame await the archeologist who selects the best path. | Tutankhamen | | | 11-Feb 12:00 | 2 hours |
| TT0203 | \$5.00 | Poker Texas Hold Em Championships | The Poker classic. Play until eliminated. Winner gets prizes | Poker | Current | | 11-Feb 12:00 | 6 hours |
| TT0222 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | | 11-Feb 12:00 | 2 hours |
| TT0231 | \$5.00 | Icehouse Qualifier - Full Block 2 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. | Icehouse | Various | | 11-Feb 12:00 | 2 hours |
| RP0006 | \$2.50 | Shadow of the Dragon 27 | "Heart of Ice" by Mark Perkins. Must have played a prior SD module. The characters are asked by the Khuzani King to explore a recently opened pass in the North Makiddo Mountains. There are rumors of an ancient palace abandoned for a couple centuries... | DragonQuest | 3rd | | 11-Feb 13:00 | 4 hours |
| RP0007 | \$2.50 | Shadow of the Dragon 31 | "Heart of Gold" by Mark Perkins. Must have played a prior SD module. The characters are surrounded by darkness and something approaches. The time has come to choose battles carefully. It appears that time is short... | DragonQuest | 3rd | | 11-Feb 13:00 | 4 hours |
| RP0014 | \$2.50 | Song of the Sea 10 | "To Ussura With Love" by Mark Perkins. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned to help someone escape a Montaigne occupied port in Ussura. The only thing standing in the way is the Montaigne army... | 7th Sea | 1st | | 11-Feb 13:00 | 4 hours |
| TC0029 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | | 11-Feb 13:00 | 4 hours |
| TM0010 | \$2.50 | Stopping the Centaur Horde | From the east they came, by the thousandsm Centaurs with their Orc allies ravaging the civilized nations. Now the free peoples, Dwarves, Elves and Men, are prepared to stop them once and for all | Hordes of the Thin | 2nd | | 11-Feb 13:00 | 3 Hours |
| TT0188 | \$1.25 | Run for Your Life, Candyman! - Variant Rules Edition | It's every gingerbreadman for themself in this game of confectionary horror and friendly backstabbing. You're in a mad dash for the border to avoid being eaten and if you have to snap a few ginger limbs to save yourself, well... that's the way the cookie crumbles! | Run for Your Life, Candyman! - Variant Rules Edition | Current | | 11-Feb 13:00 | 1 hour |
| TT0174 | \$1.25 | Harry's Grand Slam Baseball | In Harry's Grand Slam Baseball Game, each player manages a team & plays cards to simulate actual baseball plays. His easy to learn game can be played in under twenty minutes. | Harry's Grand Slam Baseball | Current | | 11-Feb 14:00 | 1 hour |
| TT0183 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | | 11-Feb 14:00 | 2 hours |
| TC0030 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | | 11-Feb 14:00 | 4 hours |
| TCC017 | \$3.75 | HeroClix Draft | Cancelled | HC | Current | | 11-Feb 14:00 | 5 Hours |
| TCC018 | \$2.50 | Pirates of the Spanish Main Constructed | 40pt Fleet | POTSM | Current | | 11-Feb 14:00 | 4 hours |
| TM0011 | \$2.50 | Bolt Out of the Barracks | | Armor Heavy Tear | Current | | 11-Feb 14:00 | 4 Hours |
| TR0013 | \$2.50 | Devil and the Deep Blue Sea | The adventuring life is difficult and dangerous. What could be more enjoyable than a pleasant sea voyage to take your mind off the travails of the road? This adventure supports 1st through 8th level characters (APL 1, 2, 3, 5, and 7). This is an excellent module for new Living Arcanis players who are playing their first adventure | Living Arcanis | D&D 3.5 | | 11-Feb 14:00 | 5 hours |
| TR0027 | \$2.50 | COR5-19 Retribution | An old map purporting to show the location of a hitherto unknown tomb and an eccentric cartographer have sent you tramping around the Cairn Hills for a week of fruitless searching. Your expedition ending in failure you have returned to the Free City; perhaps there adventure can be found! A one-round Core adventure set in the Free City of Greyhawk for APLs 2-8. | Living Greyhawk | D&D 3.5 | | 11-Feb 14:00 | 5 Hours |
| TR0028 | \$2.50 | COR6-01 | TBA | Living Greyhawk | D&D 3.5 | | 11-Feb 14:00 | 5 Hours |

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| TR0029 | \$2.50 | VTF5-05: Whispering Harm | by Michael Maenza, Rob Silva, and Vernon L. Vincent. A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10. | Living Greyhawk | D&D 3.5 | 11-Feb 14:00 | 5 Hours |
| TT0026 | \$1.25 | Ticket to Ride America/Europe | The game of fulfilling tickets! Score for rails placed and for connecting cities on 'tickets' (think contracts). Players will choose between the American and European maps. | Ticket to Ride | Current | 11-Feb 14:00 | 2 hours |
| TT0045 | \$1.25 | Family/ Parent with child | Family Block 3, Mlle. Bournes, Life, Elixer, Settlers of Catan, Halunken and Spelunken, All Wound Up, Munchkin Fu | Various | Current | 11-Feb 14:00 | 2 hours |
| TT0059 | \$1.25 | Youth Gaming | Family Block 3, Mlle. Bournes, Life, Elixer, Settlers of Catan, Halunken and Spelunken, All Wound Up, Munchkin Fu | Various | Current | 11-Feb 14:00 | 2 hours |
| TT0095 | \$1.25 | Tigris & Euphrates | Tile Placement Game for the Greatest Ancient Civilization | | | 11-Feb 14:00 | 2 hours |
| TT0120 | \$2.50 | Nobody But Us Chickens Tournaments | The foxes and rats are hungry, and the chickens sure look appetizing! It's up to Galahad, the trusty guard dog, to keep the predators at bay. Qualify for the tournament final which will be played on Saturday night. | Nobody Bus Us Chickens | Current | 11-Feb 14:00 | 1 hour |
| TT0195 | \$1.25 | Alhambra State Championship | Can you build the most prestigious palace, full of gardens, tower, mezzanines, and more? | Alhambra | Current | 11-Feb 14:00 | 2 hours |
| TC0031 | \$25.00 | Magic - 10 Proxy Vintage | Vintage Constructed ("Type 1") Magic: The Gathering tournament. Players are allowed to have up to 10 proxy cards between their deck and sideboard. Signups begin two hours before tournament starts. | Magic the Gathering | Current | 11-Feb 15:00 | 8 hours |
| TC0032 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 15:00 | 4 hours |
| TM0012 | \$2.50 | Classic Battletech: Dawn of Jihad Avalon is Burning | The World of Blake is assaulting New Avalon! Join the WoB or Defend the capital in a massive battle using Mechs, tanks, and battlearmor units. | Battletech | Current | 11-Feb 15:00 | 4 Hours |
| TT0147 | \$1.25 | Apples To Apples UberGame - Rules Variant Event | Apples To Apples, the customizable card game of comparisons & declarations, is the one of best selling independent game of all time. This is a Rules Variant - why play the traditional rules things can be so much more interesting? | Apples To Apples | Current | 11-Feb 15:00 | 2 hours |
| TT0223 | \$3.75 | Zombies round 1 State Championships | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, finals Feb 12 at 2:00 pm. | Zombies | 1st | 11-Feb 15:00 | 2 hours |
| TT0244 | \$1.25 | SPANC | Life is good when you're a Space Pirate Amazon Ninja Catgirl . Enjoy a life of larcent & mayhem as you embark on one caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys, grab the most loot, and watch your tail... because the other catgirls want what you've got! | SPANC | Current | 11-Feb 15:00 | 1 hour |
| RP0031 | \$2.50 | Sparks Classic #20 | "Return to Shiva", by Jim Mills. Something is wrong on Shiva. The Imperials seem to know every move that the Rebels are making. Can you help them to discover the spy in their midst? Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 11-Feb 16:00 | 4 hours |
| TC0033 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 16:00 | 4 hours |
| TT0027 | \$2.50 | Railroad Tycoon | This is a loose interpretation of the computer game. You own connections between cities that you created by placing track tiles on the map. You then gain income as freight is moved over each connection. The most income, not cash in hand, wins the game. | Railroad Tycoon | Current | 11-Feb 16:00 | 4 hours |
| TT0028 | \$2.50 | Iron Dragon | Like other Empire Builder games, you build track and move your train from city to city to deliver freight. This map offers a fantasy setting where foremen of different fantasy races offer advantages for the extremely varied terrain. | Empire Builder | Current | 11-Feb 16:00 | 4 hours |
| TT0029 | \$1.25 | Station Master | Attempt to influence the value of departing trains by secretly assigning passengers and openly assigning carriages with a positive or negative value. | Station Master | Current | 11-Feb 16:00 | 2 hours |
| TT0046 | \$1.25 | Family/ Parent with child | Family Block 5, Phase Ten, Clue Jr., Ra, Heroquest, Snits, Super Munchkin | Various | Current | 11-Feb 16:00 | 2 hours |
| TT0060 | \$1.25 | Youth Gaming | Family Block 5, Phase Ten, Clue Jr., Ra, Heroquest, Snits, Super Munchkin | Various | Current | 11-Feb 16:00 | 2 hours |
| TT0141 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 11-Feb 16:00 | 1 hour |

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| TT0159 | \$1.25 | Cosmic Coasters | You've transported a ship to an enemy planet -- now what? Their teleport pad is under tight control. Looks like you'll have to overwhelm them with sheer numbers and do battle to the death to even send a single ship back home. You'll need cunning, and a good dose of luck to get through this alive -- and don't forget that special power you have up your sleeve... | Cosmic Coasters | Current | 11-Feb 16:00 | 1 hour |
| TT0169 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 11-Feb 16:00 | 1 hour |
| TT0215 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 11-Feb 16:00 | 2 hours |
| TT0232 | \$1.25 | Just Desserts | Preview a game that is yet to be released!!! It's a dessert party, and the players are waiters. Everyone gets a handful of tasty Dessert cards, to be offered to the finicky Guests in attendance at the party. When the food's all gone, the party ends, and whoever has served the most Desserts to the most Guests wins! | Just Desserts | Current Beta Rule | 11-Feb 16:00 | 1 hour |
| TC0034 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 17:00 | 4 hours |
| TCC019 | \$3.75 | HeroClix Constructed | TBA | HC | Current | 11-Feb 17:00 | 6 Hours |
| TCC020 | \$3.75 | Mech Warrior Sealed | 1000 points, Mech (and pilot/gear/Faction abilities) only | MW | Current | 11-Feb 17:00 | 5 hours |
| TM0013 | \$1.25 | Star Wars Miniatures | Miniatures battles in a galaxy far far away - bring your own 100 point squad, or bring nothing and learn how to play. | Star Wars Miniatur | Current | 11-Feb 17:00 | 2 hours |
| TM0020 | \$2.50 | Water, Water Everywhere | BladeRunner-Press presents its original game of Survival Horror in miniature. This time, your team of police specialists and civilians have to fight their way through an underground tunnel system filled with lakes and streams and who knows what else? Many monsters can be inhabiting these tunnels, including members of a previous expedition. The imagination of your GD may be as dark as the world you explore, so keep your weapons handy and your survival instincts honed. | Endless Terrors | Current | 11-Feb 17:00 | 4 hours |
| TM0022 | \$2.50 | That's No Moon, It's a Space Station | A "what if" scenario at the battle of the first Death Star. See what would have happened if the rebels had attacked the Death Star with the entire Rebel fleet instead of just their fighters. Would Luke and the Rebel Alliance actually survived and won the day? Join the folks from BladeRunner-Press and find out!! New rules, new sheets, new ships, and a new name for the game that used to be titled Miniature Space Combat. 1:10,000 scale | Enemy Engaged | Current | 11-Feb 17:00 | 4 hours |
| TT0209 | \$3.75 | Puerto Rico round 1 State Championship | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? 3-Round Tournament, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Puerto Rico | Current | 11-Feb 17:00 | 4 hours |
| RP0008 | \$2.50 | Shadow of the Dragon 28 | "Into the Abyss" by Verne Wetherholt. Must have played a prior SD module. The characters are shown an ancient and safer way through the Makiddo Mountains to the Western Plains. But the ghosts of the deep haunt their dreams... | DragonQuest | 3rd | 11-Feb 18:00 | 4 hours |
| RP0009 | \$2.50 | Shadow of the Dragon 32 | "Under the Pale Blue Moons" by Verne Wetherholt. Must have played a prior SD module. The characters journey into the Nordwald where danger deadly and invisible stalks them. But allies come in the oddest forms... | DragonQuest | 3rd | 11-Feb 18:00 | 4 hours |
| RP0015 | \$2.50 | Song of the Sea 12 | "Curse of Curiosity" by Daniel Weber. A 7th Sea adventure for players who have played at least one prior SS event. Starting in a small southern port of Avalon the Misty Maiden has been commissioned to carry an emergency cargo to a small island. However, the destination is a place of death and the crew must solve its puzzle or never leave alive... | 7th Sea | 1st | 11-Feb 18:00 | 4 hours |
| TC0035 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 18:00 | 4 hours |
| TC0036 | \$30.00 | Magic - Two-Headed Giant | | Magic the Gathering | Current | 11-Feb 18:00 | 8 hours |
| TCC021 | \$2.50 | Race Day Constructed | Bring your favorite drivers, multiple races? | RD | Current | 11-Feb 18:00 | 4 hours |
| TT0030 | \$3.75 | Tracks to Titicaca | Build railroads and buy mines to haul freight in the South American Andes. Railroads are usually short, non-contiguous runs from the coast up into the mountains. | Tracks to ... | Current | 11-Feb 18:00 | 6 hours |
| TT0047 | \$1.25 | Family/ Parent with child | Family Block 6, Guillotine, Monopoly, Settlers of Catan, Munchkin, Cloud 9, Pirates of the Spanish Main | Various | Current | 11-Feb 18:00 | 2 hours |

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| TT0061 | \$1.25 | Youth Gaming | Family Block 6, Guillotine, Monopoly, Settlers of Catan, Munchkin, Cloud 9, Pirates of the Spanish Main | Various | Current | 11-Feb 18:00 | 2 hours |
| TT0097 | \$2.50 | Victory in the Pacific | Simple yet dynamic Naval game over the struggles in the Pacific Ocean in WWII. Same format as War at Sea. | War at Sea | 1st Ed. | 11-Feb 18:00 | 4 hours |
| TT0098 | \$2.50 | Settlers of Catan | Mayfair Game of Settling & Building a Continent | Settlers of Catan | 3rd Print | 11-Feb 18:00 | 4 hours |
| TT0099 | \$2.50 | El Grande | The Moors are gone. Now the real battle begins when the Caballeros jostle for control of the throne of Spain | El Grande | 1st Ed. | 11-Feb 18:00 | 4 hours |
| TT0100 | \$2.50 | Acquire | Hotel Building & Empire Building by Merging The Chains | Acquire | 1st Ed. | 11-Feb 18:00 | 4 hours |
| TT0101 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | varies | varies | 11-Feb 18:00 | 2-4 hours |
| TT0163 | \$1.25 | Early American Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through early American history, doing all those things people have always dreamed of using a time machine to do! | Early American Chrononauts | Current | 11-Feb 18:00 | 2 hours |
| TT0165 | \$1.25 | Fish Eat Fish | In a wave of challenges and bluffs, players compete for control of the sea. Play your cards right, and watch your stack of fish grow. But just when you think you're the big fish... a bigger fish comes along. Gobble up the most fish and you win! | Fish Eat Fish | Current | 11-Feb 18:00 | 2 hours |
| TT0202 | \$5.00 | Poker Dealers Choice State Championships | Players choose from Hold em, 5 card stud, 7 card stud or draw. Finals on Sunday | Poker | Current | 11-Feb 18:00 | 4 hours |
| TT0216 | \$2.50 | Settlers of Catan round 1 State Championship | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Three round event, semi-finals Feb 12 at 8:00 am, finals Feb 12 at 10:00 am. | Settlers of Catan | Current | 11-Feb 18:00 | 2 hours |
| TT0233 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be "Fluxx 3.1" | Fluxx | 3.1 | 11-Feb 18:00 | 1 hour |
| TC0037 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 19:00 | 4 hours |
| TM0014 | \$2.50 | Classic Battletech: Dawn of Jihad Avalon is Burning | The World of Blake is assaulting New Avalon! Join the WoB or Defend the capital in a massive battle using Mechs, tanks, and battlearmor units. | Battletech | Current | 11-Feb 19:00 | 4 Hours |
| TR0014 | \$2.50 | Castle by the Sea | The nephew of a Milandisian Duke has been accused of a vile crime-murder in the capital city of Naeraanth. The duke believes his nephew to be innocent, but the young knight refuses to speak to anyone about the night in question. Now the evil of human machinations resides within the shadow of the castle by the sea, and while the heroes search for a killer, they must ask themselves "What secret is grave enough that to protect it a knight would hang for crime he did not commit? This Living Arcanis Standard adventure is designed for 1st to 16th level characters (APLs 2 though 15). Character not within this level range may not be played in this scenario | Living Arcanis | D&D 3.5 | 11-Feb 19:00 | 5 hours |
| TR0030 | \$2.50 | COR5-20 Phantoms on the Brigs | "The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and so needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. APLs 2-16." | Living Greyhawk | D&D 3.5 | 11-Feb 19:00 | 5 Hours |
| TR0031 | \$2.50 | VER6-01 | TBA | Living Greyhawk | D&D 3.5 | 11-Feb 19:00 | 5 Hours |
| TR0032 | \$2.50 | VTF5-06: Faith and Hope | TBA APL 4-14 | Living Greyhawk | D&D 3.5 | 11-Feb 19:00 | 5 Hours |
| TR0041 | \$2.50 | Call of Cthulhu BRP RPG | Experience players welcome and new players encouraged. Characters provided | Call of Cthulhu | 5th/6th | 11-Feb 19:00 | 4 Hours |
| TT0121 | Finals | Nobody But Us Chickens Tournaments | The foxes and rats are hungry, and the chickens sure look appetizing! It's up to Galahad, the trusty guard dog, to keep the predators at bay. Qualify for the tournament final which will be played on Saturday night. | Nobody Bus Us Chickens | Current | 11-Feb 19:00 | 1 hour |
| TT0142 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 11-Feb 19:00 | 1 hour |
| TT0234 | \$0.00 | Dragon Storm with Susan Van Camp | The world is full of warped magic; the weather has gone mad; the necromancers are hunting you; and, to top it off, you're a shapeshifter! Play Dragon Storm with Susan Van Camp, one of the game's designers. See Sue at her dealer's table for a free demo or play in an earlier event for basic game knowledge before the event. Preference is given to Dragon Storm gamemasters. | Dragon Storm | Current | 11-Feb 19:00 | 3 hours |

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| RP0033 | \$2.50 | Sparks #88 | Sparks Premier Module. Come and play the newest module available in the Sparks universe. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 11-Feb 20:00 | 4 hours |
| TC0038 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 20:00 | 4 hours |
| TT0027 | \$3.75 | MegaCarcassone | Play Carcassone using every expansion officially released and two basic sets. A new TriCentric Signature event! | Carcassone | Current | 11-Feb 20:00 | 3 hours |
| TT0027 | \$3.75 | MegaCarcassone | Play Carcassone using every expansion officially released and two basic sets. A new TriCentric Signature event! | Carcassone | Current | 11-Feb 20:00 | 3 hours |
| TT0031 | \$2.50 | India Rails | Build track to connect the cities you need for the contracts you hold in your hand. Move your train to deliver freight and make the big bucks. This map is naturally that of India | Empire Builder | Current | 11-Feb 20:00 | 4 hours |
| TT0032 | \$1.25 | TransAmerica/Europe | A very simple railway game. Each player races to connect 5 cities strung across the US or Europe. The player who can make the best use of the other players' networks is generally victorious. Players will choose between the American and European maps. | TransAmerica | Current | 11-Feb 20:00 | 2 hours |
| TT0033 | \$1.25 | Express | A fast-paced card game of train formation. Score points by assembling your own trains from the cards you draw. | Express | Current | 11-Feb 20:00 | 2 hours |
| TT0048 | \$1.25 | Family/ Parent with child | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 11-Feb 20:00 | 2 hours |
| TT0062 | \$1.25 | Youth Gaming | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 11-Feb 20:00 | 2 hours |
| TT0173 | \$1.25 | Gold Digger | Gold Digger sets anxious prospectors on a quest to find their fortunes in gold. Picking the right claims will yield a cornucopia of riches... but beware of fool's gold! The player that outwits all the others, wins! | Gold Digger | Current | 11-Feb 20:00 | 1 hour |
| TT0184 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | 11-Feb 20:00 | 2 hours |
| TT0235 | \$5.00 | Icehouse Qualifier - Full Block 3 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. | Icehouse | Various | 11-Feb 20:00 | 2 hours |
| TT0245 | \$1.25 | Munchkin Surprise | Munchkin is the hilarious satire game that makes fun of the dungeon experience... or the Sci-Fi, Kung Fu, Vampire, or Superhero experiences. It really depends on which version you play. Which version do we have? We don't know! At least, not yet. You'll have to show up to find out. Come join us for a fresh, steamy slice of Munchkin pie and discover what's under the crust! | Munchkin | Current | 11-Feb 20:00 | 1 hour |
| TC0039 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 21:00 | 4 hours |
| TT0122 | \$1.25 | Nuclear War | The comical cataclysmic card game of global destruction with a tongue in cheek view of international diplomacy, propaganda, and finally: holocaust! Basic game plus the Weapons of Mass Destruction expansion. | Nuclear War | Current | 11-Feb 21:00 | 1 hour |
| TT0143 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism Qualifier State Championship | Current | 11-Feb 21:00 | 1 hour |
| TT0190 | \$1.25 | Squint Junior | Picture this! Players use transparent shape cards to build simple pictures. Other players guess what the picture might be. Young players learn how pictures are created from shapes and improve their perception skills. Everyone plays on every turn...the fun never stops! A great family game for three to eight players! | Squint Junior | Current | 11-Feb 21:00 | 1 hour |
| TC0040 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 11-Feb 22:00 | 4 hours |
| TT0146 | \$1.25 | Apples To Apples UberGame - 17+ Rules Variant Event | This super-popular playing of Apples To Apples will be admissible by people aged 17 and up ONLY and will use the "Prize-Winning Apples" rules variant found at http://www.com-www.com/applestoapples/ but the humor is up to the participants' discretion - be prepared! | Apples To Apples | Current | 11-Feb 22:00 | 2 hours |

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| RP0010 | \$2.50 | Shadow of the Dragon 33 | "A Friend in the Dark" by Scott Smith. Must have played a prior SD module. A part of the Nordwald has awakened and creatures of nightmare emerge. The characters must solve the mystery to save a border village... | DragonQuest | 3rd | 12-Feb 8:00 | 4 hours |
| RP0016 | \$2.50 | Song of the Sea 11 | "Under the Crescent Moon" by Verne Wetherholt. A 7th Sea adventure for players who have played at least one prior SS event. The Misty Maiden has been commissioned by the Explorers Guild to look for a hidden ancient site and bring back something as proof. However, the desert is unforgiving and the Crescent warriors even less... | 7th Sea | 1st | 12-Feb 8:00 | 4 hours |
| RP0026 | \$2.50 | Force #6 | "Prisoners of Knowledge", by Stephen Tucker. The once open people of Retella have suddenly withdrawn from the Galactic community and have become isolationists. Their unique gifts made them great scientists and researchers. What could possibly influence an entire planet? Game Base 7's D20 ongoing Star Wars campaign. Start a character or bring an existing Force campaign character. Sponsored by: Game Base 7. | Star Wars D20 | Revised | 12-Feb 8:00 | 4 hours |
| TC0041 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 8:00 | 4 hours |
| TT0049 | \$1.25 | Family/ Parent with child | Family Block 2, Aquarius, Trouble, Zombies, Lord of the Fries, Snorta | Various | Current | 12-Feb 8:00 | 2 hours |
| TT0063 | \$1.25 | Youth Gaming | Family Block 2, Aquarius, Trouble, Zombies, Lord of the Fries, Snorta, Munchkin Bites | Various | Current | 12-Feb 8:00 | 2 hours |
| TT0103 | \$2.50 | Axis & Allies | WW II with a Simple and Elegant Regional Control with Production issues. | Axis & Allies | 1st Ed. | 12-Feb 8:00 | 4 hours |
| TT0104 | \$1.25 | Carcassonne | Every Feudal Lord should have a plan. Build your estate in this strategic tile placement game. | Carcassonne | River Edition | 12-Feb 8:00 | 2 hours |
| TT0106 | 2.5/1.25 | Library | Any game not in Play at GB7 area is open for Pick Up. Come on over. One slot one loan. | varies | varies | 12-Feb 8:00 | 2-4 hours |
| TT0218 | Semi | Settlers of Catan semi-round | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Semi-final round, finals Oct 30 at 10:00 am. | Settlers of Catan | Current | 12-Feb 8:00 | 2 hours |
| TT0246 | \$1.25 | Battle Cattle | Battle Cattle, the hilarious game of cow-to-cow combat, is now a card game. America's finest beefsteak puts on armor, grabs the big guns, and goes at it hoof and horn. It includes six full-color cow cards, 110 full-color playing cards, and short, easy rules. Fast, fun, quick to learn . . . and your foes are hamburger. | Battle Cattle | Current | 12-Feb 8:00 | 1 hour |
| TC0042 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 9:00 | 4 hours |
| TM0015 | \$1.25 | Star Wars Miniatures | Miniatures battles in a galaxy far far away - bring your own 100 point squad, or bring nothing and learn how to play. | Star Wars Miniatures | Current | 12-Feb 9:00 | 2 hours |
| TR0033 | \$2.50 | VTF5-05: Whispering Harm | by Michael Maenza, Rob Silva, and Vernon L. Vincent. A simple task of accompanying a merchant turns into a chaos. Do you have what it takes to go from prey to predator? An adventure for APLs 4 -10. | Living Greyhawk | D&D 3.5 | 12-Feb 9:00 | 5 hours |
| TR0034 | \$2.50 | COR6-01 | TBA | Living Greyhawk | D&D 3.5 | 12-Feb 9:00 | 5 hours |
| TR0035 | \$2.50 | VER6-01 | TBA | Living Greyhawk | D&D 3.5 | 12-Feb 9:00 | 5 hours |
| TT0170 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 12-Feb 9:00 | 1 hour |
| TT0178 | \$1.25 | Hex-Hex | C'mon over, have some fun, and stab a friend in the back! In this non-collectable card game, magical back-stabbing hexes are strengthened and tossed every which way until they finally explode. Can you avoid the damage? | Hex-Hex | Current | 12-Feb 9:00 | 1 hour |
| TC0043 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 10:00 | 4 hours |
| TC0044 | \$17.00 | Magic - Legacy | Legacy Constructed ("Type 1.5") sanctioned Magic: The Gathering tournament. Prizes TBA. Signups begin two hours before tournament starts. | Magic the Gathering | Current | 12-Feb 10:00 | 8 hours |
| TCC022 | \$2.50 | Hero Clix Constructed | Rookies Only! | HC | Current | 12-Feb 10:00 | 4 hours |
| TCC023 | \$2.50 | Mech Warrior | Straight-up 450 point standard. | MW | Current | 12-Feb 10:00 | 4 hours |
| TCC024 | \$2.50 | Race Day Constructed | Maybe another demo? | RD | Current | 12-Feb 10:00 | 4 hours |
| TM0016 | \$2.50 | A Meeting In Tennessee | | Johnny Reb | 3rd | 12-Feb 10:00 | 4 Hours |
| TM0017 | \$2.50 | Bolt Out of the Barracks II | | Armor Heavy Tear | Current | 12-Feb 10:00 | 4 Hours |
| TT0035 | \$0.00 | Café Games Semi-Final: Ticket to Ride | See game description above. Everyone who wins a Café Game will qualify. | Ticket to Ride | Current | 12-Feb 10:00 | 2 hours |

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| TT0050 | \$1.25 | Family/ Parent with child | Family Block 5, Phase Ten, Clue Jr., Ra, Heroquest, Snits | Various | Current | 12-Feb 10:00 | 2 hours |
| TT0064 | \$1.25 | Youth Gaming | Family Block 5, Phase Ten, Clue Jr., Ra, Heroquest, Snits, Super Munchkin | Various | Current | 12-Feb 10:00 | 2 hours |
| TT0105 | \$1.25 | Pirates Cove | Arrrghh, Matey. Race to become the most "famousest" pirate in the inner sea. | Pirates Cove | 1st Ed. | 12-Feb 10:00 | 2 hours |
| TT0123 | \$1.25 | Bohnanza | Bean farming has never been so much fun! In Bohnanza, you have two or three bean fields and a handful of bean cards to plant in those fields. Trade away the beans you don't want and earn the most gold to be the winner. | Bohnanza | Current | 12-Feb 10:00 | 1 hour |
| TT0211 | Finals | Settlers of Catan final round | Turn sheep into cities! A fun game of gathering resources and building cities. Trade commodities with other players to build your roads and cities. Final round. | Settlers of Catan | Current | 12-Feb 10:00 | 2 hours |
| TT0156 | \$1.25 | Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through semi-recent history, doing all those things people have always dreamed of using a time machine to do! | Chrononauts | Current | 12-Feb 10:00 | 2 hours |
| TT0186 | \$1.25 | Qwitch | Qwitch is the exciting game in which three to five players race to play cards in sequence. But watch out! Letters and numbers can go up, down, or stay the same... and switch at any time. Be the first player out of cards, and win! | Qwitch | Current | 12-Feb 10:00 | 1 hour |
| TT0144 | \$1.25 | Anachronism Qualifier State Championship | Plucked from history, warriors from Greek, Roman, Japanese, Norse, British, Mongol, Chinese, & Egyptian legend do battle in this historically accurate, non-collectable card game. This event begins with a demo and continues as a tournament qualifier. | Anachronism | Current | 12-Feb 11:00 | 1 hour |
| TC0045 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 11:00 | 4 hours |
| TT0124 | \$1.25 | Aladdin's Dragons | The dragons have the jewels, but have left their caves to travel. The players loot the dragons' caves of jewels and use them to acquire powerful artifacts in the palace. | Alladin's Dragons | Current | 12-Feb 11:00 | 2 hours |
| TT0226 | \$1.25 | Shadows Over Camleot | Learn how to play this boardgame of Knights and Quests | SOC | 1st | 12-Feb 11:00 | 2 Hour |
| RP0032 | \$2.50 | Sparks #83 | "Uprising on Lytus", by Stephen Tucker. Trouble has broken out within the Stenax tribe on Lytus. They have started attacking citizens without regard and their lawlessness will surely attract the attention of the Empire. Can our heroes get to the bottom of the situation before the Imperials step in. Game Base 7's WEG ongoing Star Wars campaign. Start a character or bring an existing Sparks character. Sponsored by: Game Base 7. | Star Wars West End Games | Second Edition Revised and Expanded | 12-Feb 12:00 | 4 hours |
| TC0046 | \$5.00 | Magic - "MEGADraft" | What if you could draft with a booster pack built from every expansion ever printed? Test your knowledge, skill and ingenuity. A Simply Magic Signature event. 3 MEGADraft booster packs. Swiss rounds + 1. No finals. | Magic the Gathering | Current | 12-Feb 12:00 | 4 hours |
| TC0047 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 12:00 | 4 hours |
| TT0036 | \$0.00 | Café Games Final: Union Pacific | See game description above. The winners of each table from the Semi-Final will advance. | Union Pacific | Current | 12-Feb 12:00 | 2 hours |
| TT0037 | \$0.00 | Empire Builder International Final: Eurorails | See game description above. The players with the best set of scores from the various Empire Builder games will play. | Empire Builder | Current | 12-Feb 12:00 | 4 hours |
| TT0051 | \$1.25 | Family/ Parent with child | Family Block 6, Guillotine, Monopoly, Settlers of Catan, Munchkin, Cloud 9, Pirates of the Spanish Main | Various | Current | 12-Feb 12:00 | 2 hours |
| TT0065 | \$1.25 | Youth Gaming | Family Block 6, Guillotine, Monopoly, Settlers of Catan, Munchkin, Cloud 9, Pirates of the Spanish Main | Various | Current | 12-Feb 12:00 | 2 hours |
| TT0107 | \$2.50 | Lord of the Rings Risk | Risk with a twist. The goal is be able to claim the leadership of Middle Earth. | Risk | Trilogy Edition | 12-Feb 12:00 | 4 hours |
| TT0108 | \$2.50 | Puerto Rico | Yes, by popular demand - the resource management game on the building of the colony of Puerto Rico. | Puerto Rico | 1st American | 12-Feb 12:00 | 4 hours |
| TT0109 | \$2.50 | Britannia | Can you maneuver the tribes of Britain to be the dominant force before the Normans | Britannia | 1st Edition | 12-Feb 12:00 | 4 hours |
| TT0150 | \$1.25 | Aquarius | Aquarius is the groovy hippie card game that's kinda like dominoes (sorta). Using fire, water, sky, earth, and aether, can you connect seven? | Aquarius | Current | 12-Feb 12:00 | 1 hour |
| TT0157 | \$1.25 | Cloud 9 | Cloud 9 will take you straight up through the clouds! The higher the balloon rises, the more points you can score. But watch out, the balloon can fall at anytime... how long are you willing to stay on and risk losing it all? | Cloud 9 | Current | 12-Feb 12:00 | 2 hours |
| TT0204 | Finals | Poker Dealers Choice State Championships | Finals | Poker | Current | 12-Feb 12:00 | 4 hours |

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|--------|---------|------------------------------------|---|---------------------------|------------|--------------|---------|
| TT0236 | \$5.00 | Icehouse Qualifier - Full Block 4 | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Volcano, Homeworlds, Zendo, & Pikemen. Tournament Qualifier. | Icehouse | Various | 12-Feb 12:00 | 2 hours |
| RP0022 | \$2.50 | Battlestations | RPG/Boardgame. Everyone plays part of a crew aboard a ship | Battlestations | Gorill 1st | 12-Feb 13:00 | 3 hours |
| TC0048 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 13:00 | 4hr |
| TT0125 | \$1.25 | Der Untergang von Pompeji | Who will survive the eruption of Vesuvius unscathed? Get your relatives into the city, and then get them out before the lava overtakes Pompeii. | Der Untergang Von Pompeji | Current | 12-Feb 13:00 | 1 hour |
| TT0205 | Finals | Puerto Rico final round | Prospector, captain, mayor, trader, settler, craftsman, or builder? Which roles will you play in the New World? Will you own the most prosperous plantations? Final round. | Puerto Rico | Current | 12-Feb 13:00 | 4 hours |
| TT0226 | \$2.50 | Battlestations | RPG/Boardgame. Everyone plays part of a crew aboard a ship | Battlestations | Gorill 1st | 12-Feb 13:00 | 3 hours |
| TT0145 | \$1.25 | Apples To Apples | Apples To Apples, the customizable card game of comparisons & declarations, is the one of best selling independent game of all time. | Apples To Apples | Current | 12-Feb 14:00 | 2 hours |
| TT0185 | \$1.25 | NanoFictionary | NanoFictionary is a game of telling tiny tales. Selecting Characters, Settings, Problems, & Resolutions, you create a tale on the spot. This event will feature the traditional set of rules. | NanoFictionary | Current | 12-Feb 14:00 | 2 hours |
| TC0049 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 14:00 | 4 hours |
| TM0018 | \$2.50 | Aerotech 2: Hunting the Great Bear | The hunt is on for the Great Bear. Team up or go it alone but someone must stop the Ghost Bear Flagship. Warships, dropships, and aero flyers will all be used | Battletech | Current | 12-Feb 14:00 | 3 Hours |
| TR0036 | \$2.50 | Living Greyhawk Pot Luck | Play any event on the list. Requires you to sign up in advance so the judges can prepare. | Living Greyhawk | D&D 3.5 | 12-Feb 14:00 | 5 Hours |
| TR0037 | \$2.50 | Living Arcanis Pot Luck | Play any single round event on the list. Requires you to sign up in advance so the judges can prepare | Living Arcanis | D&D 3.5 | 12-Feb 14:00 | 5 hours |
| TT0052 | \$1.25 | Family/ Parent with child | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 12-Feb 14:00 | 2 hours |
| TT0066 | \$1.25 | Youth Gaming | Family Block 4, Uno, Monopoly Jr., Risk, Bohnanza, North American Rails, LetterFlip, Star Muchkin | Various | Current | 12-Feb 14:00 | 2 hours |
| TT0219 | Finals | Zombies final round | Zombies are closing in when you hear the helicopter. You must make it to the helicopter and will kill anything that gets in your way. Two round event, final round. | Zombies | 1st | 12-Feb 14:00 | 2 hours |
| TT0237 | \$1.25 | Chrononauts | In Chrononauts, each player becomes a time traveler, with a unique identity and a secret mission. During the game, players travel backwards and forwards through semi-recent history, doing all those things people have always dreamed of using a time machine to do! | Chrononauts | Current | 12-Feb 14:00 | 1 hour |
| TC0050 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 15:00 | 4 hours |
| TT0067 | \$1.25 | Youth Gaming | Family Block 3, Mlle. Bournes, Life, Elixer, Settlers of Catan, Halunken and Spelunken, All Wound Up, Munchkin Fu | Various | Current | 12-Feb 15:00 | 2 hours |
| TT0127 | \$1.25 | 10 Days In Europe | You have 10 Days In Europe – Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The game contains a Game Board Map of Europe, Destination Tiles representing the countries, and Transportation Tiles for making connections by plane or boat. | 10 Days In Europe | Current | 12-Feb 15:00 | 1 hour |
| TT0196 | Finals | Alhambra State Championship | Can you build the most prestigious palace, full of gardens, tower, mezzanines, and more? | Alhambra | Current | 12-Feb 15:00 | 2 hours |
| TT0240 | \$1.25 | SPANC | Life is good when you're a Space Pirate Amazon Ninja Catgirl . Enjoy a life of larceny & mayhem as you embark on one caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys, grab the most loot, and watch your tail... because the other catgirls want what you've got! | SPANC | Current | 12-Feb 15:00 | 1 hour |
| TC0051 | \$17.50 | Magic - Booster Draft | Non-stop booster drafts all weekend long! Prizes: 1st - 6 packs, 2nd - 4 packs, 3rd and 4th - 1 pack. | Magic the Gathering | Current | 12-Feb 16:00 | 4 hours |
| TT0053 | \$1.25 | Family/ Parent with child | Family Block 3, Mlle. Bournes, Life, Elixer, Settlers of Catan, Halunken and Spelunken, All Wound Up, Munchkin Fu | Various | Current | 12-Feb 16:00 | 2 hours |

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| TT0153 | \$1.25 | Blink | Blink is the lightning fast game where two players race to be the first to play all of their cards. Using sharp eyes and fast hands, players quickly try to match the shape, count, or color on the cards. The first player out of cards wins! | Blink | Current | 12-Feb 16:00 | 1 hour |
| TT0160 | \$1.25 | Cosmic Coasters | You've transported a ship to an enemy planet -- now what? Their teleport pad is under tight control. Looks like you'll have to overwhelm them with sheer numbers and do battle to the death to even send a single ship back home. You'll need cunning, and a good dose of luck to get through this alive -- and don't forget that special power you have up your sleeve... | Cosmic Coasters | Current | 12-Feb 16:00 | 1 hour |
| TT0171 | \$1.25 | Fluxx | Fluxx is the non-collectable card game of ever-changing rules! Are you good enough to keep up? This event will be gamers' choice: Fluxx 3rd Edition, Stoner Fluxx, or UberFluxx! | Fluxx | Current | 12-Feb 16:00 | 1 hour |
| TT0175 | \$1.25 | Harry's Grand Slam Baseball | In Harry's Grand Slam Baseball Game, each player manages a team & plays cards to simulate actual baseball plays. His easy to learn game can be played in under twenty minutes. | Harry's Grand Slam Baseball | Current | 12-Feb 16:00 | 1 hour |
| TM0025 | \$2.50 | The Reven Threat | Description: The Orcs push ever closer to Aizen Krahl and the Dwarven patrols must be ever diligent. A patrol has been cut off by a raiding force and an abandoned outpost is their only hope. Can they hold until reinforcements arrive? Experience Level: New players welcome. | Warlord (Reaper M Warlord | | 12-Feb 17:00 | 4 hours |
| TT0038 | \$0.00 | Winners Ceremony | The winners of the two Final games and the one player with the best set of scores across all the Puffing Billy categories will receive awards. | N/A | N/A | 12-Feb 17:00 | 0 hours |
| TT0130 | Finals | Anachronism Finals | This is the finals for the TriCentric 2005 Anachronism Championships. Players must qualify by winning one of the qualifier events on Friday, Saturday, or earlier on in the day on Sunday. | Anachronism Finals | Current | 12-Feb 17:00 | 1 hour |
| TT0238 | Finals | Icehouse Finals | Tournament Finals. Qualifiers' choice games available: Ice Towers, Gnostica, Martian Chess, Homeworlds, Zendo, & Pikemen. | Icehouse | Various | 12-Feb 17:00 | 1 hour |
| TT0239 | \$1.25 | Icehouse Fun-Play | Come discover the unlimited possibilities of Icehouse Games. Players' choice games available: Ice Towers, Gnostica, Martian Chess, Homeworlds, Zendo, & Pikemen. | Icehouse | Various | 12-Feb 17:00 | 1 hour |
| TT0034 | Varies | Potluck | Missing a Puffing Billy category? Find several other players to play any train game offered at this convention. Just be done by 16:00. | Varies | Current | 12-Feb | Varies |
| TC0052 | \$3.75 | Magic: The Gathering League | Play Magic with other players throughout the convention and earn points for daily and event-wide prizes. | Magic the Gathering | Current | All | All |