

Event Number	Event Name	Event Description (Short)	Game System	Rules Edition	Event Category	# of Players	Event Time	Length	Submitted by	Sponsor
	Board Game Library	Check out any of our hundreds of board games, grab a few friends, and play.	Various	Varies	TT -Table Top	Varies	All day	Varies	J. Miller	Concentric
	DALE1-7 Arts	Isolation can be a boon—but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can the PCs solve this discretely and in time? A <i>Living Forgotten Realms</i> adventure set in the Dalelands for characters levels 1-4. A part of the 'Arts & Crafts' major quest. The other part is <i>DRAG1-7 Crafts</i> . Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in <i>DRAG2-1 Discomfort</i> .	D&D	Fourth	RPG - Role Playing Game	6	9:00 AM	4 hours	Verne	RPGA
	EAST1-7 Rite of Passage	The dwarves of Eartheart have delved into the wrong cavern and offended a colony of myconids. Apologies must be made, or the price for the dwarves could be steep. A <i>Living Forgotten Realms</i> adventure set in the East Rift for characters levels 4-7.	D&D	Fourth	RPG - Role Playing Game	6	9:00 AM	4 hours	Verne	RPGA
	TB01	This is the character creation module for the new Trouble Brewin' - Serenity campaign.	Serenity	Second	RPG - Role Playing Game	6	9:00 AM	4 hours	Eric Thompson	GameBase7
	Sparks #71	"Who Dares, Wins", by David Stairs. The players are making a delivery to a Rebel cell on the planet Kohonos. While there they are recruited to lead a daring raid on the Imperial encampment. Can they succeed? Dare you find out the ramifications if they don't? 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	RPG - Role Playing Game	6	9:00 AM	4 hours	S. Tucker	GameBase7
	Sparks #142	"Big Game Hunter", by Adam French. Having been sent on a very important mission, our heroes gear up and set out for what is to be a largely unknown region of space to scout for potential base locations. 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	RPG - Role Playing Game	6	9:00 AM	4 hours	S. Tucker	GameBase7
	SST01	Starship Troopers Ongoing Campaign - You have decided to see if you have got what it takes to become a citizen. So it is off to the Federal Induction Center, the Medical Testing Center, the swearing in, and your new home. (1st of a 3 part character creation series)	Starship Troopers	First	RPG - Role Playing Game	8	9:00 AM	4 hours	Verne	GameBase7
	SST05	Starship Troopers Ongoing Campaign - You have earned your place in the elite unit Vin's Vultures and are on your first interstellar mission. Some colonists are reported missing from Talos Colony in the Wolf 424 system. Be part of the hunt. (2nd of the 2 part Newbie series)	Starship Troopers	First	RPG - Role Playing Game	8	9:00 AM	4 hours	Verne	GameBase7

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	Dominion	There are strange things going on in your basement laboratories. They keep calling up for more barrels of quicksilver, or bits of your hair. Well it's all in the name of progress. They're looking for a way to turn lead into gold, or at least into something better than lead. That lead had just been too good of a bargain to pass up; you didn't think, where will I put all this lead, what am I going to do with this lead anyway. Well that will all be sorted out. They're also looking for a universal solvent. If they manage that one, you will take whatever they use to hold it in and build a castle out of it. A castle that can't be dissolved! Now that's progress.	Dominion	Current	TT -Table Top	Varies	9:00 AM	Varies	J. Miller	Concentric
	Agricola	In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? The game supports many levels of complexity, mainly through the use (or non-use) of two of its main types of cards, Minor Improvements and Occupations. In the beginner's version (called the Family Variant in the U.S. release), these cards are not used at all. For advanced play, the U.S. release includes three levels of both types of cards; Basic (E-deck), Interactive (I-deck), and Complex (K-deck), and the rulebook encourages players to experiment with the various decks and mixtures thereof. Aftermarket decks such as the Z-Deck and the L-Deck also exist.	Agricola	Current	TT -Table Top	Varies	10:00 AM	2 hours	J. Miller	Concentric
	Puerto Rico	The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops: Corn, Indigo, Coffee, Sugar and Tobacco, they must try to run their business more efficiently than their close competitors; growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and most importantly, shipping their goods back to Europe for maximum benefit. The game system lets players choose the order of the phases in each turn by allowing each player to choose a role from those remaining when it is their turn. No role can be selected twice in the same round. The player who selects the best roles to advance their position during the game will win.	Puerto Rico	Current	TT -Table Top	Varies	12:00 PM	2 hours	J. Miller	Concentric

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	DRAG1-7 <i>Crafts</i>	Westgate, the City of Coin is a haven for all races and creeds. But now the Docks and Moonside districts hide something more sinister, an affliction that threatens to spread to all corners of the city if it is not dealt with in its infancy. With madness and agony the result, it is up to the PCs to discover and eradicate the cause. A <i>Living Forgotten Realms</i> adventure set in the Dragon Coast for character levels 1-4. A part of the 'Arts & Crafts' major quest. The other part is <i>DALE1-7 Arts</i> . Successfully completing both adventures in any order completes the major quest. This major quest is a prequel to the paragon level 'Pain and Suffering' arc, which starts in <i>DRAG2-1 Discomfort</i> .	D&D	Fourth	RPG - Role Playing Game	6	2:00 PM	4 hours	Verne	RPGA
	CORE2-2 <i>Rising of the Dark</i>	During the rise of the Netheril Empire, many battles were fought. One battle sank a Netherese ship, sending it between the waves of the Sea of Fallen Stars. There it lay for many years, vessel and cargo forgotten. Until now... A <i>Living Forgotten Realms</i> adventure set in the Sea of Fallen Stars for characters levels 11-14.	D&D	Fourth	RPG - Role Playing Game	6	2:00 PM	4 hours	Verne	RPGA
	TB02	Talk about being caught between a rock and a hard place. Being falsely accused is bad enough, but things just took a turn for the worse.	Serenity	Second	RPG - Role Playing Game	6	2:00 PM	4 hours	Eric Thompson	GameBase7
	Sparks #63	"Hunter's Hunted", by David Stairs. The party is on an information-stealing mission, when they learn hunters are after them. Who are these hunters? Who is hunted? Why are they after the party? 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	RPG - Role Playing Game	6	2:00 PM	4 hours	S. Tucker	GameBase7
	Sparks #94	"Smuggler's Run: Elrood Sector", by Andrew Domaszek and David Demarest. Once again, the Rebels of the Crucible Sector are sent to smuggle cargo, this time through the Elrood sector. How hard could it be? 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	RPG - Role Playing Game	6	2:00 PM	4 hours	S. Tucker	GameBase7
	SST02	Starship Troopers Ongoing Campaign - You were crazy enough to sign up for Federal Service, now it is time for the hard part. You will be tested at every opportunity. Can you make it through boot camp or will you take a walk down washout lane. (2nd of a 3 part character creation series)	Starship Troopers	First	RPG - Role Playing Game	8	2:00 PM	4 hours	Verne	GameBase7
	SST06	Starship Troopers Ongoing Campaign - You are on a standard resupply mission to the New Phoenix Outpost. When equipment begins to fail this mission becomes anything but routine. (1st of the 4 part Sentry series)	Starship Troopers	First	RPG - Role Playing Game	8	2:00 PM	4 hours	Verne	GameBase7

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	Power Grid	Power Grid is the updated release of the Friedemann Friese crayon game Funkenschlag. It removes the crayon aspect from network building in the original edition, while retaining the fluctuating commodities market like McMulti and an auction round intensity reminiscent of The Princes of Florence. The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment. Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.	Power Grid	Current	TT -Table Top	Varies	2:00 PM	2 hours	J. Miller	Concentric
	Stone Age	Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. Players use up to 10 tribe members each in 3 phases. The first phase, players place their men in regions of the board that they think will benefit them, including the hunt, the trading center, or the quarry. In the second phase, the starting player activates each of his staffed areas in whatever sequence he chooses, followed in turn by the other players. In the third phase, players must have enough food available to feed their populations, or face losing resources or points.	Stone Age	Current	TT -Table Top	Varies	4:00 PM	2 hours	J. Miller	Concentric
	Pandemic	You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a world-wide pandemic outbreak, treating hotspots while researching cures for each of the four plagues before they get out of hand. Players must plan their strategy to mesh their specialist's strengths before the diseases overwhelm the world. For example, the Operations Specialist can build research stations which are needed to find cures for the diseases. The Scientist needs only 4 cards of a particular disease to cure it instead of the normal 5. But the diseases are breaking out fast and time is running out: the team must try to stem the tide of infection in diseased areas while developing cures. If disease spreads uncontrolled, the players all lose. If they can cure all four diseases, they win. The board shows earth with some big population centres. On each turn a player can use four actions to travel, cure, discover and build. Cards are used for this but the deck also contains Epidemics...	Pandemic	Current	TT -Table Top	Varies	6:00 PM	2 hours	J. Miller	Concentric

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	DALE2-1 <i>Forever</i>	In a world where even gods die, nothing lasts. Yet, some may seek any means to recover old glory, regain love, or cling to the vestiges of life itself. A <i>Living Forgotten Realms</i> adventure set in the Dalelands for characters levels 4-7. This adventure is a loose sequel to DALE1-4 and features NPCs from that adventure.	D&D	Fourth	RPG - Role Playing Game	6	7:00 PM	4 hours	Verne	RPGA
	DRAG2-1 <i>Discomfort</i>	The body found floating in the harbor belongs to one of the Fire Knives, and now a gang war looms on the horizon. What will you do when you discover the truth about the death? A <i>Living Forgotten Realms</i> adventure set in the Dragon Coast for characters levels 11-14. This adventure is part of the "Pain and Suffering" major quest, which continues in CORM2-2 <i>Pain</i> (levels 11-14) and concludes in DALE2-2 <i>Agony</i> (levels 14-17).	D&D	Fourth	RPG - Role Playing Game	6	7:00 PM	4 hours	Verne	RPGA
	DIM6	You are off to participate in missions offered by the various Organizations in the Dragon Isles. Can you prove that you are up to the challenge and complete your mission?	DragonQuest	Third	RPG - Role Playing Game	6	7:00 PM	4 hours	M. Perkins	GameBase7
	TB03	When things get this desperate you will accept help from just about anyone. But what have you gotten yourselves into this time?	Serenity	Second	RPG - Role Playing Game	6	7:00 PM	4 hours	Eric Thompson	GameBase7
	Sparks #117	"Between a Hutt and a Hard Place", by Charles Brown and Stephen Tucker. An antique battleship. A Hutt on the run. A relentless new enemy. Just business as usual for the Rebels of the Crucible Sector. 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	RPG - Role Playing Game	6	7:00 PM	4 hours	S. Tucker	GameBase7
	Sparks #142	"Big Game Hunter", by Adam French. Having been sent on a very important mission, our heroes gear up and set out for what is to be a largely unknown region of space to scout for potential base locations. 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	RPG - Role Playing Game	6	7:00 PM	4 hours	S. Tucker	GameBase7
	SST03	Starship Troopers Ongoing Campaign - You thought boot was tough, but now you're learning it all over in power armor. And they just keep pushing you further. The final test is a killer. (3rd of a 3 part character creation series)	Starship Troopers	First	RPG - Role Playing Game	8	7:00 PM	4 hours	Verne	GameBase7

