



**GEN
CON**
JUL 30-AUG 2, 2015

GEN CON 2015
PROGRAM BOOK
DISCOVER ADVENTURE

Steve Meyers

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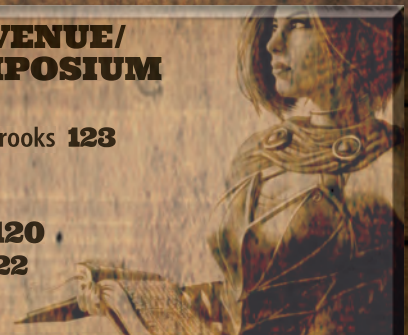
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WELCOME TO GEN CON 2015



GEN CON

Welcome to Gen Con! Welcome to Indianapolis!
Welcome to the largest gathering of gamers in North America!

As the CEO and an owner of Gen Con, please let me extend both my personal greetings, as well as a "Hello!" from the hundreds of Indianapolis hospitality workers and service providers that have and will continue to make Gen Con 2015 a once-in-lifetime experience for all of you.

This wonderful blend of local hospitality and global passion for gaming has fostered a unique environment that supports more than 14,000 world-class events and the world's most prominent game companies, but also features terrific support from local Indy businesses and Hoosiers.

While Gen Con has more than doubled in size over the past ten years, it still remains a place where attendees can participate in intimate events where they can receive hours of focused attention. Friends gather yearly from around the world to converse, catch-up, and most importantly, game. We love to see both new faces, amazed by the giant spectacle of the show, as well as our friends, some of which are part of three generations of Gen Con attendees. That's right, we're seeing "Gen Con grandkids!"

I would like to thank the show sponsors, exhibitors, event organizers, local partners, and most importantly, our attendees. Thank you so much for your support.

Finally, I would like to thank our diligent and amazing volunteer staff. Without you, Gen Con would not be possible, and we appreciate your expertise and the dedication that you bring each year. Sadly this year Gen Con lost one of our beloved long-term volunteers, Mary Branum Erickson. Mary was a dedicated volunteer captain living in Phoenix, Arizona, and we will miss our beautiful gypsy sister dearly.

Thank you to Mary and all those that have devoted themselves to bringing joy to others at Gen Con!

For Gen Con 2015, let us enjoy each other's company, share laughs, try new experiences, and most importantly play some games.

Happy Gaming!



Adrian Swartout
CEO, Owner of Gen Con

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Owner

ADRIAN SWARTOUT
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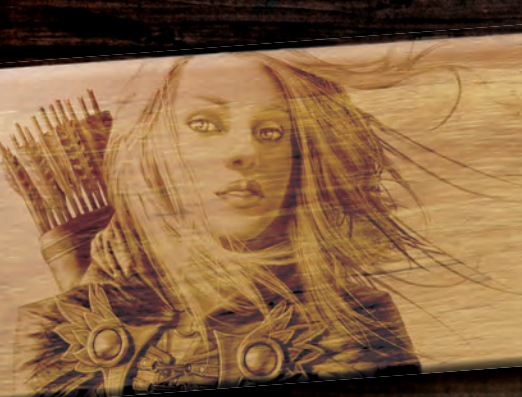
SPECIAL THANKS TO OUR FRIENDS & PARTNERS

Fern Exposition, General Contractor; Reaction AV, Audio-Visual Provider; Stacia Kirby, Public Relations; Cathy Rundell, Art Direction and Graphic Design; Alesia Clardy, Travel & Logistics Coordinator/Show Office Manager; Owen, Rita, Starr, and The Q-Rooms Team; Alan DeSmet; Erika Weatherbee, Photography; Kelly Young, Additional PR Services; All of our Industry Guests; All Gen Con Captains and Volunteers; The Staff of the Indiana Convention Center and Visit Indy.

Many thanks to all of those who help make Gen Con possible. We couldn't do it without them! And the many, many game manufacturers, gaming clubs and individuals that submit and run gaming events!

2015 Cover art by Steve Argyle





IMPORTANT INFO

GEN CON BADGES

WHY DO I NEED A BADGE?

- Everyone attending Gen Con (excluding children ages 8 and under) must wear a valid Gen Con badge at all times for identification while in the convention center and surrounding hotels and during game play/events.
- A badge will allow you admittance into the Exhibit Hall, Art Show, Anime events, seminars, and other events happening in public areas during the convention.
- It is also needed to purchase tickets for events you wish to participate in.
- Badges must be visible at all times to assure staff and security of your eligibility to participate in the show. (Gen Con does not offer parent badges, shopper badges, or other types of limited-access, discounted badges).

REGULAR BADGE PRICING*

- 4-Day badge - \$90
 - 1-Day badge (Thursday, Friday, or Saturday) - \$55
 - Family Fun badge (Sunday) - \$35/ family of four
- * There is a 10% admissions tax for all badge purchases, in compliance with Marion County laws.

CHILDREN 8 & UNDER

- Children ages 8-and-under are admitted for free when accompanied by an attending adult. They are not required to have a badge unless they will participate in an event that requires an event ticket.
- They must be registered at either the Badge Registration or Customer Service kiosks. Registering your child provides our Security Team with contact information in case you and your child become separated.
- All children must be accompanied at all times by a Parent or Guardian with a valid badge.
- Children ages 9-and-above are subject to standard badge pricing.

REGISTRATION POLICIES

**For onsite refunds or exchanges, please visit the Customer Service kiosks.*

BADGE REFUNDS/EXCHANGES

- The last day to receive a badge refund was June 14, 2015. *Badges are non-refundable and non-transferrable after the deadline.*
- If you want to exchange badge types, you may do so at the Customer Service kiosks. A single-day badge can be upgraded to a 4-Day badge only if the single-day badge is current. In order to exchange a current badge for a different single day badge onsite, you must do so a minimum of one day before your badge is valid.
- A valid government-issued photo ID and a Gen Con 2015 badge are required to process any type of badge or ticket exchange onsite, and the exchange will only be processed for the person whose name is on the badge being returned.

EVENT TICKET REFUNDS/EXCHANGES/CANCELLATIONS

- **Event-specific ticket refunds/exchanges must be requested at least 30 minutes prior to the start of the event.**
- All refunds will be managed at the Customer Service kiosks and will be refunded to the purchaser. All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded.
- A valid government-issued photo ID and a Gen Con 2015 badge are required to process any type of ticket refund or exchange. All refunds will be credited back in the original form of payment.
- If an event has been cancelled, please see a nearby Event HQ for further instructions. **No refunds will be given for cancelled events without a stamp or signature from the area's Event HQ.**
- The last day to receive a ticket refund is 4 pm on the Sunday of the convention.

GENERIC TICKET REFUNDS

- **Generic tickets are only refunded to system credit. There is no cash or credit card refund for generic tickets.** System credit is non-refundable, non-transferrable, does not expire, and can be used to purchase badges or tickets for any future Gen Con. *All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded.*
- Ticket refunds will be managed at the Customer Service kiosks and will only be refunded to the purchaser.
- A valid government-issued photo ID and a Gen Con 2015 badge are required to process any type of ticket refund onsite.
- **The last day to receive a generic ticket system credit refund is the Sunday of the convention, no later than 4 pm.**

LOST OR MISPLACED BADGES & EVENT TICKETS

- Gen Con cannot replace lost, stolen, or forgotten badges or event tickets. Lost, stolen, or forgotten items must be repurchased at full cost.
- It is recommended you check with the Gen Con Show Office in ICC Room 112 to see if your materials have been turned in to Lost & Found before buying new materials.
- Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials.
- To repurchase your items, go to the Customer Service kiosks in the Main Registration area.
- If your shipment is confirmed to be lost by the USPS we will replace your convention materials at no cost to you. We cannot replace items that have been delivered.

EVENT TICKETS

WHY DO I NEED EVENT TICKETS?

- An event ticket confirms a spot to participate in a game or event that is scheduled during the show. Participants may purchase tickets for a specific event or buy generic tickets which are used more like carnival tokens for admission fees associated with an event. The drawback to purchasing generic tickets is that they do not guarantee admission or the ability to play a game if the event sells out.

EVENT TICKET PRICING

- Most events are priced based on their duration: \$2 for every increment of 2 hours. Some event organizers may charge more for special events or to cover the cost of supplies and prizes, but prices are always in \$2 increments.
- Tickets must be purchased from a Gen Con registration kiosk, not from event organizers.
- **Never pay an event organizer or GM directly for an event** – you must purchase an event ticket first.
- Generic tickets are sold in \$2 denominations. Generic tickets may be used like carnival tokens to pay admission fees associated with a specific event. For example, if you wish to participate in an event costing \$4, you could pay for the event with two generic tickets (valued at \$2 each). *Cash will not be accepted at any events.*
- *Any unused generic tickets can only be refunded for system credit and must be turned in to the Customer Service kiosks onsite before 4 pm on the Sunday of the convention.*

REGISTRATION & CUSTOMER SERVICE

WHAT IS REGISTRATION?

- Registration covers all processes associated with attending the convention, buying badges and event tickets, picking up badges and any customer service or special services needs.
- The "Main Registration" kiosks are located in the convention center's Wabash-East Concourse near the Maryland Street entrance. There are also a few remote Event Registration sites located in Hall F, Hall B, and the Marriott (Indianapolis Marriott Downtown, 350 West Maryland Street).

Each service area is clearly marked for your convenience and is broken down as follows:

BADGE REGISTRATION

- Purchase 4-Day, single day, and Family Fun Day badges here as well as register your young child(ren) for child wrist bands.

EVENT REGISTRATION

- Purchase your event tickets here.

CUSTOMER SERVICE

- Direct refund and exchange requests or questions regarding the convention or show policies here.
- Refunds or exchanges will *only* be processed at the Customer Service kiosks.
- Event-specific ticket refunds/exchanges must be requested *at least 30 minutes* prior to the start of the event.
- All refunds will be issued back to the purchaser of the original ticket(s).

SPECIAL SERVICES

- This kiosk is located next to the Customer Service kiosks. Disabled patrons may use this kiosk for their one-stop registration needs. Will Call pickup, badge and event ticket purchases, and refunds or exchanges can all be made at this location. Customer Service will also have special wristbands to alert staff and event team members that the bearer may need additional assistance (i.e. limited waiting in line, etc.). A wristband is required in order to receive special assistance.
- Parents may also use this kiosk if they have already purchased a badge but need to obtain a child wristband.

WILL CALL

- If you have purchased a badge or event tickets during Pre-Registration and selected Will Call as your shipping method (or if you purchased items online after Pre-Registration closed), you may obtain your items here.
- You will need to present a valid government-issued photo ID in order to obtain your packet.
- Small children with no photo ID must be accompanied by a parent or guardian with a valid ID in order to pick up their packet.
- On Wednesday/Thursday, the Will Call line may be long, but don't be discouraged, it moves very quickly! The busiest time and the longest wait times will be Thursday am. Take advantage of 24-hour Will Call that opens on Wednesday at noon!

AT A Glance

SHOW HOURS

MAIN REGISTRATION & CUSTOMER SERVICE

Wednesday, noon – 9 pm
Thursday, 7 am – Sunday, 4 pm

WILL CALL

Wednesday, noon – Sunday, 4 pm

HALL F REMOTE REGISTRATION (purchase event tickets only)

Thursday – Saturday, 7 am – 2 am
Sunday, 7 am – 2 pm

HALL B REMOTE REGISTRATION (purchase event tickets only)

Thursday – Saturday, 8 am – 8 pm
Sunday, 8 am – noon

MARRIOTT REMOTE REGISTRATION (350 West Maryland Street, purchase event tickets only)

Thursday – Saturday, 9 am – 6 pm
Sunday, 9 am – noon

EXHIBIT HALL

Thursday – Saturday,
10 am – 6 pm
Sunday, 10 am – 4 pm

INFO BOOTH

Wednesday, noon – 7 pm
Thursday – Saturday, 7 am – 7 pm
Sunday, 7 am – 5 pm

SHOW OFFICE

Wednesday, noon – 9 pm
Thursday – Saturday, 7 am – 9 pm
Sunday, 7 am – 5 pm

PAYMENT

Gen Con accepts cash or credit card (Visa, MasterCard, Discover, and American Express) as payment. Checks and money orders are not accepted at any time. A 10% admissions tax will be charged on all badge purchases, in compliance with Marion County laws.

CONVENTION CENTER POLICIES

ADHESIVE BACKED STICKERS & DECALS

- Adhesive backed decals and stickers may not be distributed inside the ICC by any exhibitor or individual.

ANIMALS

- Only service animals are allowed in the convention center. Service animals are defined as animals that are individually trained to perform tasks for people with disabilities, such as: guiding people who are blind, alerting people who are deaf, pulling wheelchairs, alerting and protecting a person who is having a seizure or performing other special tasks. Service animals are working animals, not pets. No other animals are allowed on convention premises.

FOOD & BEVERAGES

- The Indiana Convention Center holds the exclusive right to sell food and beverages on the convention premises. No outside food may be brought on to the premises. Should such food be discovered, the offending party may be asked to finish the food off the premises or be removed from the convention without refund.

SMOKING

- There is no smoking or E-cigarette usage allowed inside any of the convention facilities, including public areas of participating hotels. Smoking and E-cigarettes are permitted outside in designated areas only. Please be respectful of our host city and help keep the streets and sidewalks clean by disposing of your smoking paraphernalia in the appropriate receptacles.

SOLICITATION

- The sale of any items or services without the prior consent of Gen Con LLC and an Indiana state sales permit is not allowed on convention premises. **Distributing or posting any promotional materials is also prohibited.** Violation of this policy may result in immediate removal of materials and expulsion from the convention center without refund.

We're here for you! If you have any trouble getting into your account, purchasing a badge, or anything else on our registration site, be sure to contact us at customerservice@gencon.com.

CONTACT US

- If you have any inquiries regarding Registration, Customer Service, Will Call, Policies, or Refunds, please come to the Customer Service kiosks in the Wabash-East Concourse near the Maryland Street entrance of the convention center.
- If you have any questions after the show, feel free to call our office at 800-529-3976 x3806 or email us at customerservice@gencon.com. Regular Customer Service hours are Monday – Friday, 9:30 am – 5:00 pm (Pacific).

SHOW POLICIES

ETHICS & CONDUCT

All of the following constitute grounds for expulsion from the convention without refund:

- Violating any federal, state, or local laws, facility rules, or convention policies
- Failure to comply with the instructions of Gen Con Event Staff or security personnel
- Using anything in a threatening or destructive manner against person or property
- Endangering the safety of oneself or others
- Threatening, stealing, cheating, or harassing others
- Failure to conduct oneself in a mature and responsible manner

If you experience or witness any of the above, please seek out Gen Con Event Staff or Gen Con Security to report the incident. If you can't locate an Event Staff member please report the incident to Show Management in the show office located in Room 112.

NO HARRASSMENT POLICY

- Gen Con: The Best Four Days in Gaming! is dedicated to providing a harassment-free Event experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, religion, or affiliation. We do not tolerate harassment of convention participants in any form. Convention participants violating these rules may be sanctioned or expelled without refund at the discretion of show management.

SECURITY

- Security is provided by a professional security firm and may include off-duty law enforcement personnel, security guards, and Gen Con Event Staff. All security personnel serve to ensure the safety and wellbeing of everyone. Please show them the respect they deserve. Failure to comply with the directives issued by uniformed security and staff may result in immediate expulsion without refund.

ADVERTISING

- There is no flyering, postering or showbilling of any kind in or around any of the convention grounds, including the hotels. If caught, you may be asked to leave the convention and have your badge revoked, without refund.

EVENT SPACES

- Gen Con reserves the right to clear each room after an event. Attendees will not be allowed to remain in the room for the next event.
- Items cannot be stored in event spaces. If found, items may be moved or discarded.

LOST & FOUND

- The Gen Con Show Office (Room 112) will serve as the center for lost and found items during the convention. Unclaimed property will be turned over to the convention center security office at the close of the convention.
- You can help protect your belongings by including identification tags with mobile phone numbers in wallets, purses, backpacks, and other loose items. Labeling belongings helps us attempt to return recovered items to their rightful owners.
- Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials.

WEAPONS & SAFETY POLICY

Weapons and items resembling authentic weapons are **not allowed at Gen Con**. This includes, but is not limited to the following items, even if it is lawful to own and carry them:

- Self-defense, recreational, and utility items such as knives, tasers, pepper spray, martial arts weaponry (including wooden practice weapons) and projectile weapons such as BB guns, cap guns, air-soft weapons, paintball guns, water guns, or things resembling a real-world firearm.
- Off-duty security, law-enforcement, and military personnel are not allowed to bring their weapons to Gen Con.
- Items purchased in the Exhibit Hall that violate this policy must be wrapped and immediately removed from the convention premises.
*Some events may provide exceptions to this policy under strict circumstances defined by that event.
- Questionable items can be brought to Room 112 in the convention center to be checked for compliance with this policy.
- Items resembling futuristic weapons, fantasy weapons, and non-projectile boffer weapons may be allowed, provided they are not handled in a careless, threatening, or destructive manner against person or property.

YES!



NO!



COSTUME POLICIES

- 20th & 21st century uniforms may not be worn as costumes. These include any uniform that can be construed as a military uniform from any country or a uniform worn in an official capacity, such as security guard, police officer, deputy, fire marshal, paramedic, etc.
- **Active duty military personnel are permitted to wear government-issued uniforms.**
- Gen Con is a family-friendly show, and all costumes must comply with generally accepted standards of taste and decency. Overly-revealing and immorally suggestive costuming as well as overt nudity are forbidden at Gen Con.
- Shoes or sandals are also required in public concourses and other common areas.
- Gen Con Event Staff or security personnel may inspect ANY item or costume at any time during the convention. Failure to comply with these policies and/or the instructions of Gen Con Event Staff or security personnel may result in immediate expulsion from the convention without refund.
- If you have any questions about these policies, please visit Room 112 in the convention center during operating hours.

DO!

Ask people if it's okay to take their picture.



Take photos in approved areas.

Display your badge.



Have fun!

DON'T!

Block hallways or aisles for photos.



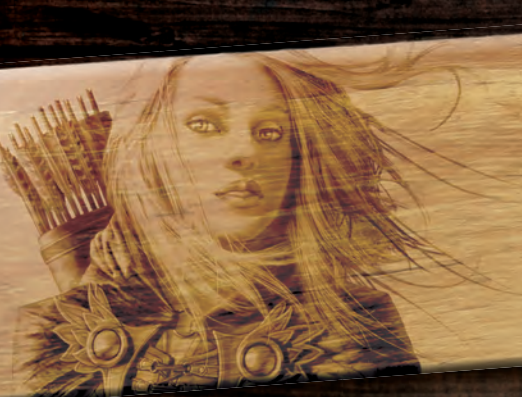
Make contact with attendees without their consent.



Threaten, use offensive language, or harass. If someone tells you to leave them alone, your interaction with them is over.

LEGAL INFORMATION

- The purchase of a Gen Con badge admits one person to all basic activities and exhibits at Gen Con (the "Event") during regularly scheduled hours for the day(s) it is purchased. Some designated activities require preregistration and/or payment of a separate, additional fee.
- In accepting the badge and in consideration of being admitted to the Event, the holder of the badge hereby: (1) assumes full responsibility for his/her own safety, and accepts all known and unanticipated risks of loss, damage, and injury (including death or disability) to himself/herself and his/her property while attending, participating in or becoming involved with the Event, regardless of whether or not such risks are attributable to the negligence of others; (2) releases and discharges Gen Con LLC and its employees, officers, directors, owners, sponsors, exhibitors, and contractors (collectively "Gen Con") from any claims or liability for loss, damage or injury (including death or disability) to his/her person and property arising out of or in any way connected to the Event, including but not limited to claims based on Gen Con's own negligence; (3) consents to being recorded by audio and/or visual means, and authorizes and permits Gen Con to use and authorize the use of such recordings and his/her name, voice, likeness, and all reproductions thereof by any means and for any purposes, in all media now and hereafter known, worldwide in perpetuity; and (4) agrees to comply with all the rules and regulations of the Event.
- Gen Con reserves the right to deny entry, or remove from the Event, any person who Gen Con considers, in its sole and absolute discretion, as behaving or threatening to behave in a disruptive manner. The Gen Con badge is non-refundable for any reason. GEN CON, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con LLC. All rights Reserved.



UPCOMING SHOWS

GEN CON 2016
AUGUST 4-7

GEN CON 50
AUGUST 17-20



SCOTTY'S BREWHOUSE

ESTABLISHED 1996

FREE DICE, GHOST GOBLIN MINI GIVE-A-WAYS, LIVE MUSIC, STAR WARS TROOPERS & MORE...



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INDIANAPOLIS, IN 46204
317.571.0808

SEE A FULL SCHEDULE OF EVENTS AT
SCOTTYSBREWHOUSE.COM/GENCON



INDY WELCOME!



July 30 – Aug. 2, 2015

Greetings!

Welcome to Gen Con, "The Best Four Days in Gaming!" This is the 13th consecutive year Gen Con is being held in Indy and it's an event the Visit Indy team and our entire community look forward to all year long.

If you're one of the tens of thousands of gaming veterans returning to Indy, you know all about "Hoosier Hospitality" and the fact that our city is open, welcoming, and inclusive to all. If this is your first time visiting, we're glad to have you! Each and every gamer is not only welcomed here but appreciated.

Should you have time to squeeze in a quick bite to eat or a museum visit between the 14,000+ scheduled events, here are a few ideas:

Downtown Indy is home to six vibrant Cultural Districts all with distinct personalities. New additions to Mass Ave include Mimi Blue Meatballs and the French Cropichon et Bidibule. Historic Fletcher Place and Fountain Square neighborhoods are also thriving, with new hotspots like Milktooth, Hotel Tango Whiskey Artisan Distillery, and Wildwood Market. And the Wholesale District downtown now offers Georgia Reese's southern cooking and Chef JJ's Big Green Egg expertise.

It's easier than ever to reach these new restaurants and pubs, starting with Pacers Bikeshare which has expanded along the Indy Cultural Trail (the eight-mile urban greenway connecting our cultural districts, hotels, and major attractions). And the largest all-electric car share program in America has BlueIndy cars zipping around town, with rental stations near the Indiana Convention Center.

You'll also find blockbuster exhibits at our museums. Relive the California gold rush at *Gold! Riches and Ruin* at the Eiteljorg Museum. Rare concept cars are on display as *Dream Cars: Innovative Design, Visionary Ideas*, at the Indianapolis Museum of Art. And for kids and the kid in all of us, venture to *Hot Wheels: Race to Win* at the Children's Museum of Indianapolis.

However you choose to spend your time in Indy, know that our entire community is ready to serve you and ensure you really do have the best four days possible while you're here.

Warm Regards,

A handwritten signature in black ink, appearing to read "LH".

Leonard Hoops
President & CEO
Visit Indy





FEATURED FOOD & DRINK

Each year, Gen Con partners with well-known Indy restaurants around the downtown area ready to provide high quality fare for attendees. Gaming is great food for the mind, but don't forget to feed your body.



**SUN KING
BREWERY**

INDIANAPOLIS, INDIANA USA

**PROMOTIONAL SPONSOR
AND OFFICIAL BEER OF GEN CON**

135 N. College Ave
(317) 602-3702

www.sunkingbrewing.com

Sun King Brewing Company is an Indianapolis-based craft brewery with a focus on continually creating traditional seasonal and unique specialty beers. Sun King rolled its first keg of beer out the door in July 2009 and since that time has grown into the second largest brewery in Indiana. They have partnered with Gen Con to create the Official Beer of Gen Con since 2012.

Sun King Brewing will help kick-off Gen Con with a tapping party for 2015 beer, *Drink On and Prosper*, Wednesday evening on Georgia Street and continue the festivities Thursday with a night of gaming fun. Their beer garden will be open evenings all weekend long.



OFFICIAL PIZZA OF GEN CON

30 E. Georgia Street
(317) 656-6000

www.gethotboxpizza.com

Born in Indianapolis in 2004, HotBox Pizza has created a mass of fans who go crazy for HotBox's great pizzas and insanely good breadstix. Long-time Gen Con attendees may know HotBox best for its late night delivery, guaranteed to keep the gaming going. HotBox is known as the best delivered pizza in town; combining quality that you would expect from a gourmet pizza restaurant with the speed and efficiency of a pizza delivery shop.

As the Official Pizza of Gen Con, HotBox will have a great location on Georgia Street, providing piping hot pizza near the Sun King Beer Garden! HotBox pizza wants to welcome and embrace all Gen Con attendees, and will have great pizza deals, late night delivery, and online or app ordering, that will allow more game play and less hunting for late night eats.

These select restaurants feature unique menu offerings, events, and/or promotions for Gen Con attendees!



365 N. Illinois St. (317) 637-5160

www.acapulco-joes.com



35 N. Illinois St. (317) 632-2822

www.bucadibepo.com/restaurants/in/downtown-indianapolis/



CHEF JJ's

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42 W. South St. (317) 602-3828
www.chefjjs.com/downtown.html



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140 S. Illinois St. (317) 955-9900

www.theram.com



45 S. Illinois St. (317) 633-1313

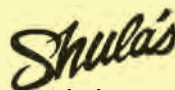
www.ruthschris.com/



**SCOTTY'S
BREWHOUSE**
ESTABLISHED 1996

1 Virginia Ave (317) 571-0808

www.scottysbrewhouse.com



Shula's

The Westin Indianapolis, 50 S. Capitol Ave. (317) 231-3900

www.donshula.com



SHOW SPONSORS



MAYFAIR GAMES

CO-SPONSOR AND TRAINING GROUNDS SPONSOR

Mayfair games is an international publisher of games suitable for families and hobbyists. Mayfair Games has more than 100 game titles in print including Empire Builder™ and The Settlers of Catan™ as well as titles such as Alibi™ and Family Business™. One of the world's most critically acclaimed games, The Settlers of Catan™ is also a best seller with 30 million copies sold worldwide! They are a proud US publisher that manufactures nearly all of their components in America, while working with the world's best designers. Their official website is mayfairgames.com.

Mayfair Games will continue their tradition of exciting charity events in 2015. With your help and participation, Friday Night July 31st, in the White River Ball Room of the J.W. Marriott Hotel, an attempt to break a Guinness world record will be made while raising money for 2015 charity, The Julian Center. Last time, 922 people played in Catan: The Big Game™, collectively, we can break that record. Participants will receive a special deck, special shirt, and additional exclusives.

Looking for an individual challenge? Compete in the US Catan National Championships for the opportunity to represent the US in the 2016 World Championships. They will also have mammoth sized versions of many of their games available in the Mayfair Games event area in Hall F. Sign up now and make 2015's Gen Con a block buster!

KEY 2015 EVENTS

Catan: The Big Game (BGM1576923)

Star Trek: Five Year Mission Charity Event
(BGM1582089)

**Catan National Championship Qualifier Tournament:
Semi & Finals** (BGM1578311)



CO-SPONSOR

Paizo Inc. is the publisher of the award-winning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, as well as board games and gaming accessories. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into six languages. It has been licensed for comic book series, graphic novels, toys, and apparel, and is being developed into an MMORPG. Paizo.com is also the leading online hobby retail store, offering tens of thousands of products from a variety of publishers to customers all over the world.

Visit the Paizo booth at Gen Con for exclusive giveaways, game demos, and to meet and greet Paizo staff. Or, join in the massively multiplayer Pathfinder Society campaign in the Sagamore Ballroom for an epic interactive adventure! Whether you're just starting to play Pathfinder, or are an expert in the world of Golarion, there's a Pathfinder game for everyone at Gen Con.

KEY 2015 EVENTS

**PFS Gen Con Special #1 6-97:
Siege of Serpents** (RPG1574867)

**PFS Gen Con Special #2 7-00: The Sky Key
Solution** (RPG1574870)

Cthulhu All-Stars (SEM1575079)



FANTASY FLIGHT GAMES

CONTRIBUTING SPONSOR

Founded in 1995 by CEO Christian T. Petersen, Fantasy Flight Games (FFG) has grown to be one of the premier publishers in the hobby games industry. Having firmly established a reputation for innovative gameplay, immersive gaming experiences, industry-leading customer service, and top quality game components (often enhanced with highly detailed plastic miniatures and beautiful artwork), FFG has maintained an ever growing business in the board, card, roleplaying, and miniature games categories.

Some of FFG's best-known titles include games based on licenses such as George R.R. Martin's *A Song of Ice and Fire*, *The Lord of the Rings*, *Warhammer: 40,000*, and *Star Wars*, as well as proprietary titles such as *Arkham Horror and Descent: Journeys in the Dark*.

Visit the FFG Booths #809, 817, 1109, & 1117 for demos and sneak previews of some of their newest games.



CONTRIBUTING SPONSOR

Quick and Fun Games for ALL at the Spin Master Games Lounge in Wabash Ballroom #1!

Take a break and come experience the latest Spin Master games! Starting in 2010 with HEDBANZ, the "What Am I?" card-wearing game, Spin Master is now one of the largest game makers in the U.S., bringing fun to game fans of all ages.

This year, Spin Master is back with three new games for adults and kids! Test your Movie IQ with POP STREAM, the buzz-in trivia game that uses real clips from new and classic movies. Challenge your reflexes and beat the bell with SPOT FIVE, the "Five of the Same" fruit racing game. Or test your speed with QUICK CUPS, the fast stacking, color-matching game. There's open play all day and CASH AND PRIZES all day Saturday and Sunday on the main stage. Sign-up for tournament placement is inside Wabash Ballroom #1.



CONTRIBUTING SPONSOR

GamerMats is pleased to be bringing their beautiful, spacious playmats and customized tables to Gen Con 2015. With mats and tables of all sizes, GamerMats provides great surfaces for gamers of all table top game types. Be sure to check out the officially licensed Gen Con playmat by veteran artist Steve Argyle as well as great new items such as dry-erase tables with amazing art to make your games not only functional, but amazing to look at!

Come visit GamerMats in Hall F where they will be sponsoring Magic events, including the invite-only Gen Con Championship, and showing off their signature mats and tables by artist greats such as Steve Argyle, Sandara, Dan Scott, Rk Post, Christopher Rush, and more. Want to design your own? Find out how to customize your own mats and tables by visiting GamerMats in the Gen Con Exhibit Hall or at www.gamermats.com



CONTRIBUTING SPONSOR

Ortus Regni is proud to return to Gen Con this year to support a wonderful and historic convention. Ortus Regni is a unique, closed-deck, medieval card game where players vie to rule their kingdom as Anglo-Saxon Earls. It is inspired not only by history, but also by the art of illuminated medieval manuscripts. Ortus Regni has been designed for the card player seeking an elegant strategy game that can be played again and again.

They are also happy to announce that Ortus Regni digital is coming out for Windows PCs and Apple Macs - as a Free to Download app - for the Con! They are taking their novel tabletop card game into the digital world ... while staying faithful to the Ortus Regni experience! Find out more by visiting them in rooms #134/135 and at ortusregni.com



CONTRIBUTING SPONSOR

The mission of Rio Grande Games is to promote the playing of games which offer the player choices. They first started thinking of Rio Grande Games because they believed in these kinds of family strategy games, which are based on offering players choices instead of asking them to rely on luck. They know such games were successful in Germany and wanted to make them available to people in the US. After some investigation, they decided to begin publishing English versions of these choice games so that English-speaking players could enjoy them. Rio Grande Games was launched to do just that.

Check out their hosted rooms #234-236 in the Indiana Convention Center. There you can play games, socialize, and enjoy time with friends and family! You can also find them online at: riograndegames.com



EVENT PARTNER SPONSOR

IELLO is a game company founded in 2004 in Nancy, France, that specializes in games that are rich with graphics, beautiful in design, and innovative in game play. Their flagship game, King of Tokyo, created by Richard Garfield, has won numerous awards and the countless hearts of game players around the globe.

IELLO will debut several new games at Gen Con 2015, including the much anticipated Medieval Academy. They will also be launching the IELLO League that gives players of all skill levels a chance to try out many games in the IELLO catalog and earn chances at winning awesome prizes. And if BIG game experiences are your thing, they will have the giant versions of King of Tokyo, King of New York, Zombie 15', and Welcome to the Dungeon at their Booth (#439) or in their organized play room #143.



EVENT PARTNER SPONSOR

What are the Baldmen? Those mysterious persons who wander the shadows of your favorite shows. Who are they? Why are some more bald than others? Does one become a Baldman through choice or randomness? Baldman Games have been the premiere organizers of Dungeons & Dragons at Gen Con for almost two decades. Looking for Dungeons and Dragons at Gen Con? They've got it covered: D&D Adventurers League play, Dungeon Mastering seminars brought to you by the Herald's Guild, a magic item trading post, and more.

This year their Epic-level fun is doubled with two huge interactive D&D events. Join hundreds of fellow adventurers Thursday night in defending Mulmaster against the elemental forces in (DDEP-2 Mulmaster Undone) to conclude Season 2. Return on Saturday night to kick off Season 3 with (DDEP-3 Blood Above, Blood Below). Deadly games abound in the Underdark. Check them out all weekend long in Hall D.



PROMOTIONAL PARTNER

Asmodee is a leader in the distribution of board games and trading card games. In addition to their Canadian office, their European presence includes sales offices in France, Germany, Benelux, Spain, and the UK. In November 2012, Asmodee opened an office in Shanghai to spearhead efforts in Asia.

Asmodee owes its success to its suppliers, the best in the market. Each distribution deal is exclusive, ensuring their products get the best marketing possible. What's more, Asmodee has a massive distribution network, placing products everywhere from specialist stores to hypermarkets, to achieve a broad distribution. In 2015, you can see their expanded presence and new titles in Booths #1517, 1617, 1627, and 1717 and in Exhibit Hall E.



PROMOTIONAL PARTNER

Bushiroad is a producer of trading card games and trading cards founded in 2007 by Takaaki Kidani. They will be hosting workshop "learn-to-play" sessions at their Booth (#1439) for their popular Cardfight!! Vanguard G, Weiss Schwarz, and Future Card Buddyfight Hundred TCGs with plenty of English edition products on-hand for sale — each participant will receive a surprise gift bag!

Stop by on Friday to check out their world-premiere release of the highly anticipated "Attack on Titan" Weiss Schwarz English Edition Booster Set.

Drop by their booth, hang out with designers and staff, and talk about the latest games and the upcoming World Championship Series!



**SUN KING
BREWERY**
INDIANAPOLIS, INDIANA USA

PROMOTIONAL PARTNER

Sun King Brewing Company is the brainchild of Dave Colt and Clay Robinson. With the help of family and friends — Omar Robinson, Andy Fagg, and Steve Koers — the first keg of Sun King beer rolled out the door for delivery in July 2009. Since then, Sun King has grown into the second-largest craft beer brewery in the state of Indiana and is available in cans at hundreds of locations around central Indiana. The company's commitment to handcrafted seasonal and specialty beers has been rewarded with multiple medals at the Indiana Brewers Cup, Great American Beer Festival, and World Beer Cup competitions. They have also partnered with Gen Con to create the Official Beer of Gen Con since 2012. Visit www.sunkingbrewing.com for more information.



EVENT PARTNER SPONSOR

PREDATOR comes to life at the Upper Deck Booth with the brand new release of Legendary®: a Predator™ Deck Building Game. Find out how you can claim your share of \$10,000 in cash prizes at Upper Deck's VS Championship tournament, in celebration of the long-awaited release of VS SYSTEM 2PCG!

The excitement doesn't stop there! Check out the new Firefly™ Shiny Dice Game and the latest release of Legendary: Marvel Secret Wars. Get a sneak peek at other upcoming products and sign up for one of Upper Deck's weekend-long OP tournaments, including a \$10,000 Legendary Championship event.

Upper Deck produces games, trading cards and collectibles featuring characters from Marvel, Disney, Disney/Pixar, 20th Century Fox, Sanrio and many more. Check out the latest and greatest cards and get a free demo of the newest games at the Upper Deck Booth (#1207). Follow Upper Deck at Facebook.com/UpperDeckEnt or on Twitter at @UpperDeckEnt.



EVENT PARTNER SPONSOR

Come visit Pokémon Company International in Hall E at Gen Con! They'll have demonstrations of the Pokémon Trading Card Game Online, Prerelease tournaments for the new Pokémon TCG: XY—Ancient Origins expansion, and much more! The Pokémon Company International, a subsidiary of The Pokémon Company in Japan, manages the property outside of Asia and is responsible for brand management, licensing, marketing, the Pokémon Trading Card Game, the animated TV series, home entertainment, and the official Pokémon website. Pokémon was launched in Japan in 1996, and today is one of the most popular children's entertainment properties in the world. With more than 270 million Pokémon video games sold to date, 21.5 billion Pokémon Trading Card Game cards shipped globally, and nearly 800 episodes in its animation library, the Pokémon brand is stronger than ever.



VIG SPONSOR

Become a dragon and find your path! Navigate treacherous seas filled with sea monsters! Experience the disaster-wrought life of a caveman, or just roll some dice! You can do it all with Calliope Games, publisher of your favorite casual family games. Come by their Booth (#149) to celebrate the 10th anniversary of Tsuru, preview an upcoming caper-themed card game, or run through prototypes of the first installment of the Titan Series! Their delightful staff is trained to entertain! After you've decided that their games hold a special place in your heart (and we're confident you will), take home a suitcase full of games by taking advantage their fabulous convention specials. Buy Tsuru and get any game half off! Buy Tsuru and Tsuru of the Seas, and get any Calliope game free! Anyone purchasing a copy of Tsuru will also receive this year's coveted Calliope pin while supplies last!



**GEORGIA ST.
SPONSOR**

What if gamers could identify who, in their immediate vicinity, plays their favorite games? With the free Zoku app, they can. In fact, the gaming community is one of the most popular on Zoku. It's simple: download the free Zoku app from <http://www.zokuapp.com>, identify your passions, and then venture out into the world. Zoku continually scans within 300 feet and notifies you if it locates someone with a similar interest. Zoku works offline, off the radar, and underground, just how their users like it. To celebrate the gamer community, Zoku will be handing out complimentary beer to the first 1000 people who come by the Sun King Brewing tent on Georgia St. and flash their Zoku app. Then, on Friday, July 31, Zoku is hosting a party on Georgia St. from noon to 2 pm and again from 6 pm to 10 pm with live music by crowd favorite 90s Daughter.

15th ANNUAL ENNIES AWARDS

Originally conceived in 2001, the ENnies have expanded from an online award to an annual ceremony at Gen Con. Branching out from their roots focused upon d20 system publishers and products to celebrating the achievements of all tabletop RPGs and the publishers and products that support them, the ENnies Awards is not to be missed.

Special appearances from gaming luminaries, a silent auction, cash bar and much more are planned for this special occasion. The "crown jewel of Gen Con" will continue to shine this year! Join us to celebrate this year's winners, and raise a glass to excellence!

AT A Glance

LOCATION
Union Station: Grand Hall

DAY & TIME

Friday
Cocktail Reception & Silent Auction
6:30 pm

Awards Ceremony
8 pm

For more information, visit our booth
in the Crossroads Concourse

PHOTO: CARLOS A. SMITH



2014 ENNIE WINNERS

BEST ADVENTURE

GOLD: Trail of Cthulhu: Eternal Lies
SILVER: Razor Coast: Heart of the Razor

BEST AID/ACCESSORY

GOLD: Numenera Creature Deck
SILVER: Fate Dice—Eldritch Dice

BEST ART, COVER

GOLD: Pathfinder Roleplaying Games: Mythic Adventures
SILVER: Achtung! Cthulhu—Keeper's Guide to the Secret War

BEST ART, INTERIOR

GOLD: Pathfinder Campaign Setting: Inner Sea Gods
SILVER: Numenera Corebook

BEST BLOG

GOLD: Gnome Stew
SILVER: Adventureaweek.com

BEST CARTOGRAPHY

GOLD: Pathfinder Campaign Setting: Wrath of the Righteous Poster Map Folio
SILVER: Numenera Corebook

BEST ELECTRONIC BOOK

GOLD: Player's Guide to Emerald City
SILVER: Broken Earth: Savage Worlds

BEST FAMILY GAME

GOLD: Fate Accelerated Edition
SILVER: Hobbit Tales from the Green Dragon Inn

BEST FREE PRODUCT

GOLD: Pathfinder Module: We Be Goblins Too!
SILVER: Call of Cthulhu 7th Edition Quickstart

BEST GAME

GOLD: Fate Core System
SILVER: Numenera Corebook

BEST MINIATURES PRODUCT

GOLD: Pathfinder Battles: Wrath of the Righteous
SILVER: Pathfinder Battles: Wrath of the Righteous Gargantuan Demon Lord Deskari

BEST MONSTER/ADVERSARY

GOLD: Pathfinder Roleplaying Game: Bestiary 4
SILVER: The Ninth World Bestary

BEST PODCAST

GOLD: Ken and Robin Talk About Stuff
SILVER: Numenera: The Signal

BEST PRODUCTION VALUES

GOLD: Numenera Corebook
SILVER: Trail of Cthulhu: Eternal Lies

BEST RPG RELATED PRODUCT

GOLD: Pathfinder Adventure Card Game: Rise of the Runelords Base Set
SILVER: Strange Tales of the Century

BEST RULES

GOLD: Fate Core System
SILVER: 13th Age

BEST SETTING

GOLD: Numenera Corebook
SILVER: Deadlands Noir

BEST SOFTWARE

GOLD: Roll20
SILVER: Realm Works

BEST SUPPLEMENT

GOLD: Pathfinder Roleplaying Game: Ultimate Campaign
SILVER: Fate System Toolkit

BEST WEBSITE

GOLD: RPG Geek
SILVER: Fate SRD

BEST WRITING

GOLD: Numenera Corebook
SILVER: Achtung! Cthulhu—Keeper's Guide to the Secret War

PRODUCT OF THE YEAR

GOLD: Numenera Corebook
SILVER: Fate Core System

FAN'S CHOICE, BEST PUBLISHER

GOLD: Paizo Publishing
SILVER: Evil Hat Productions



ALL TIME WINNERS OF BEST PUBLISHER

2001: Privateer Press
2002: Wizards of the Coast
2003: Malhavoc Press
2004: Green Ronin Publishing
2005: Green Ronin Publishing & Paradigm Concepts
2006: Green Ronin Publishing
2007: Wizards of the Coast
2008: Paizo Publishing
2009: Wizards of the Coast
2010: Paizo Publishing
2011: Paizo Publishing
2012: Paizo Publishing
2013: Paizo Publishing
2014: Paizo Publishing
2015: Find Out Friday!



ENTREPRENEURS' AVENUE

EXHIBITOR	BOOTH
3 Hares Games	2835
5 Crests	2929
Antimatter Games	2837
Anvil Eight Games.....	2737
Castle Games Inc.....	2928
Chip Theory Games	3028
Crash Games	2828
Diana Stein Art	2937
Equilibrium U.S.G.....	2936
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Lumen Electronic Jewelry	2731
Marital Bliss:The Game For Couples	2735
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The Broken Token	2839
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Timid Monsters.....	2831
Tuesday Knight Games.....	2739
Warpo.....	2939
Zipwhaa.....	2933



Incredible Expeditions, a 2014 Entrepreneurs' Avenue featured vendor, returns to Gen Con in 2015 – visit them at Voodoo Bunny's booth #1457

MARKETING FELLOWSHIP RECIPIENTS

Entrepreneurs' Avenue features small businesses joining Gen Con for the first time. Stop by and support these proud exhibitors as they unveil innovative new products for gamers of all types!

Each year, Gen Con awards merit-based Marketing Fellowships to six new exhibitors that will participate in Gen Con's popular Entrepreneurs' Avenue located in the Exhibit Hall.

As recipients, these companies enjoy a complimentary booth upgrade. Come sample their offerings and tell your fellow attendees where they can get their own shiny new games or awesome items!



Studio 6d6 is a 2,000 square foot workshop in Menasha, Wisconsin founded by artist Andy "Cosmo Joe" Watkins. Andy wanted to enjoy his gaming experiences and a big part of that required having a great table to play games on. Something large, beautiful, high quality, and with great conveniences like cup holders and dice trays. He had seen some home brew table solutions like using a table tennis table or a sheet of plywood, but he wanted something better. He had seen the really fancy tables at the big conventions, but didn't want the hefty price. So Andy set out to make his own table with a focus on the needs of the players and GMs. His table was a big hit and soon his friends and their friends wanted tables, too. And so Studio 6d6 was founded; by gamers for gamers.

Studio 6d6 tables feature individual compartments for each player, providing extended space without the need for expensive drawers and hinges. The center pedestal design allows ample legroom and additional storage. Priced so that every gamer can afford one with payments plans around \$50/month, these tables are strong and durable, elegant and beautiful; come see them for yourself at their booth in the exhibit hall.

Entrepreneurs' Avenue Booth #2727



The Broken Token designs, creates, and sells accessories, boxes, and organizers for table top games. Their goal is to help you get your favorite games to the table faster, then stored away quickly so you can move on to the next. Their organizers are custom designed for optimum use of space within the game's retail box. When possible, they consolidate the space within the box to accommodate expansions.

They're licensed with many of your favorite game publishers, and are always working on the next product. They won't rest until every little baggie finds a new purpose in life. Customers not only say that set-up and clean-up are faster, but their favorite games are getting to the table more often, too. They call that a win-win-win situation! You've got games. They've got solutions. Let them organize your games and streamline your game night!

Entrepreneurs' Avenue Booth #2839



Warpo is thrilled to be a recipient of Gen Con's Marketing Fellowship 2015, and has put together a bunch of Cth-awesomeness for this year's show! Travel back in time with Warpo at their booth in the exhibit hall, chock full of 1981 retro goodness! Collect the free daily buttons, win prizes, and purchase Gen Con-exclusive Legends of Cthulhu action figures, including the new 12" Cthulhu! Find one of our Spawns of Cthulhu, or the mighty Cthulhu himself, walking the show floor to take the perfect SELFIE OF INSANITY.

Warpo has teamed up with Gen Con Co-Sponsor Paizo to present the Cthulhu All-Stars seminar (SEM1575079). Join Lovecraftian experts and insiders as they discuss the impact of H.P. Lovecraft on popular culture and their work. The panel will hold some fantastic surprises, prizes, and will culminate with a live séance when occult expert Brandon Hodge will attempt to entice Lovecraft himself to join the festivities!

Founded in 2013 by avid collectors and toy industry veterans Bryan Katzel, Eric LeFeber, and Tommy Baldwin, Warpo is *Making Yesterday's Toys*, high-quality collectible toys with an authentic retro look and feel. Warpo's debut product line, Legends of Cthulhu, launched with a Kickstarter in June 2014, and the company's future releases include action figures, plush, playsets, and more.

Entrepreneurs' Avenue Booth #2939



The Indie Game Alliance is a guild of more than 200 independent tabletop designers and publishers on six continents. IGA offers opportunities to its members that they might not be able to access on their own. The Alliance maintains a 150-member strong volunteer team that runs events at conventions and game stores, including demos and organized play events. IGA provides retail distribution services to its members and sells games at conventions, they also offer assistance with Kickstarter campaigns and fulfillment for members.

At Gen Con 2015, the Indie Game Alliance will sell games and distribute Kickstarter rewards from its booth, as well as host demos and signing events from its member designers. Look for IGA's events to try out the latest games from exciting new publishers – before they even make it to Kickstarter! If you have interest in joining the Alliance as a designer, publisher or volunteer, the "Introduction to the Indie Game Alliance" event will give you all the information you need.

Entrepreneurs' Avenue Booth #2827



Red Raven Games publishes exciting tabletop games, all produced and illustrated by Ryan Laukat. Since 2011, Ryan has shared his vibrant, imagined worlds through acclaimed titles that include City of Iron, The Ancient World, and the Eight-Minute Empire series. Ryan's games are published in more than 20 languages worldwide, standing out for their iconic beauty and memorable gameplay. In 2015, Red Raven Games will release two new titles: Artifacts, Inc., and Above and Below.

In Artifacts, Inc. players compete to grow the most famous archeology company in 1929. Untold wonders await within dangerous jungles, harsh deserts, and wind-swept mountains. Only the bravest will find fame and fortune.

Above and Below is a mash-up of town-building and storytelling where up to four friends compete to build the best village above and below ground. In the game, players send their villagers to perform jobs like exploring, harvesting resources, and constructing houses. A great cavern lies below the surface, ready to be explored—this is where the storytelling comes in. When a player sends a group of villagers to explore the depths, another player reads what happens from a book of paragraphs packed with stories of amazing adventure.

Entrepreneurs' Avenue Booth #2927



Tuesday Knight Games is the creator of Two Rooms and a Boom! It's the party game of hidden roles that is ranked #4 game OF ALL TIME by Shut Up and Sit Down. A single game with 6-to-30 players can be played within 15 minutes. There are more than 70 unique characters in the base game, so all players can have their own unique role to play. No moderator is necessary. And unlike any other hidden role game, players can actually share their cards with other players to prove their loyalty. It's a game in which people make (and sometimes blow up) friends, not enemies.

Two Rooms and a Boom! is a social game of hidden roles like none other. Players are divided into two different rooms. Find your teammates, establish trust, and exchange players before time runs out! It's the party game that is always a blast! If you like party games like Werewolf or Mafia, then you'll love Two Rooms and a Boom!

Entrepreneurs' Avenue Booth #2739



VOLUNTEER PROGRAM

AT A Glance

VOLUNTEER HQ
 Tuesday,
 2 pm – 6 pm
 Wednesday,
 9 am – 9 pm
 Thursday – Saturday,
 7 am – 9 pm
 Sunday,
 7 am – 4 pm

Join the team that brings the magic of Gen Con to the gaming world! Volunteering is a great way to get involved in the show, gain valuable experience and insight into the industry, and save a few bucks!

DISCOVER ADVENTURE!

Gen Con always needs great, new volunteers to help make "The Best Four Days in Gaming!"™ a reality. The Volunteer Program has two exciting avenues to explore. Those with a small amount of time to devote to volunteering can check out the 16-Hour and 32-Hour "Page" positions. Those interested in becoming a part of the Gen Con family can join the Mentorship Program, where you will learn the ins and outs of running the world's foremost convention. Whichever route you choose, Gen Con welcomes you!



VOLUNTEER PAGE LEVELS

Join the Page program for a little fun and some great benefits. Our Volunteer Coordinator, one of our head Captains, has worked at Gen Con for more than 30 years and takes good care of all the Pages, distributing schedules to those who sign up before the show. If you didn't sign up ahead of time but have time to spare while at the convention, feel free to ask our Volunteer HQ staff about joining the ranks to get some of the benefits below.

16-HOUR PAGES RECEIVE:

- A Volunteer T-shirt *
- Access to the Volunteer HQ Lounge
- A full refund on your 4-Day badge **
- Two (2) Generic Event Tickets †

32-HOUR PAGES RECEIVE:

- A Volunteer T-shirt *
- Access to the Volunteer HQ Lounge
- A full refund on your 4-Day badge **
- Partial hotel reimbursement ††
- Four (4) Generic Event Tickets †

* Volunteer T-shirts are to be worn during the work shift only and are not to be worn after your shift (in bars, nightclubs, etc.), or to gain favor with exhibitors, vendors, etc.

** All Volunteers must wear a Gen Con badge while working or attending events in the convention center or any of the surrounding hotels. Reimbursement details can be found in our Volunteer Policies online.

† Event Tickets will be given to you after completing at least half of your volunteer hours.

†† Hotel reimbursements are based on a 4-person room occupancy rate (up to \$55 per night). Pages are responsible for making their own housing arrangements.

PLEASE NOTE: All Pages must complete a timesheet and return it to Volunteer HQ onsite to receive reimbursement. For more information on reimbursements, take a look at the Volunteer section on our website, www.gencon.com.



HOW TO JOIN THE RANKS

It's easy! Visit the Volunteer HQ kiosk, and Gen Con's Volunteer Coordinator happily assist you. There are a number of volunteer positions available, and your participation will be rewarded. Remember, volunteers must be a minimum of 14 years or older, and minors must have a parent or guardian sign Gen Con's Parental Consent, Medical Waiver, and Indemnity Agreement. Minors are only allowed to work up to 6 hours per day, making them eligible for the 16-Hour Page level only.

Gen Con asks that all volunteers to act in the best interest of the convention by respecting attendees, fellow volunteers, and staff, as well as promoting a safe and healthy environment. All volunteers are required to read the Volunteer Policies before completing a Volunteer Application.

PLENTY OF TIME FOR FUN

Gen Con knows everyone's primary reason for coming to the show is to play games and socialize. Not to worry! We schedule volunteer shifts around your gaming schedule. Yes, there's work to be done, but we make sure there's plenty of time left to play!



VOLUNTEER RECOGNITION

Gen Con would like to thank the following individuals for all of their hard work and dedication. The convention couldn't happen without them!

VOLUNTEER CAPTAINS & DEPUTIES

Charles Bailey	Ronald Felice	Andrea Kachelmeier	Wayne Nance	Kevin Rau
Jessica Ballard-Barnett	T.J. Flanigan	Diesel LaForce	Benjamin Neau	Dana Renfrow
Sylvain Bergeron	Justin Foerster	Sirrether Lanier	Jordan Newton	Roderick Robertson
David Blackwell	LouAnn Foerster	Michael Lee	Rob Nicholls	Mitchell Rohrbaugh
Charlene Britton	James "Pandaman" Forest	Tracey Lee	Wes Nicholson	Carly Rutledge
Jeffrey Carey	Bradley Gabriel	Robert Leslie	Trond Nilsen	Amber Sampson
Dave Carlson	Lauren Gallo	Joe Locastro	Jamie O'Connor	Katlin Sampson
Wes Carpenter	Brian Gates	Matt Lovell	Joe O'Connor	Tammy Sampson
Nail Cho	Misty Gates	James Lynch	Brendan O'Donnell	Will Sampson
Alesia Clardy	David Gervais	Todd Madison	Darren O'Donnell	William Sampson
Faren Coday	Ken Girard	Imran Malek	Robert O'Neal	Erik Skoog
Sindre Cools	Cynthia Gray	Chandler Marshall	Kyle O'Neal	Ellie Smith
Scott Cramer	Michael Green	Mark Masdal	Ryan Opalk	Jeff Smith
Crystal Cranfill	Jeff Griesel	Jason May	Steven Parenteau	David Spicer
David Culver	Rachael Groynom	Bridget McCarty	Sean Parrack	Scott Tatum
Jon Culver	Brock Hanke	Byron McCullough	Chris Patterson	Kaitlyn Thiede
Renaud Dallaire	Alicia Hansen	Christopher McDaniel	Brandon Peters	Micheline Trout
Steve DeHart	Bridget Hawryluk	Tiana McDaniel	Ryan Petrick	Leah Warden
Rik DesChain	Thera Heller	John E. McLenachan	Steven Pfannes	Ben Warmus
Maureen Dominguez	Elizabeth Henricks	Linda McLenachan	Steven T. Pfannes	Erika Weatherbee
Michael Eckert	Lydia Herbison	Noah Miannan	Dominic Pinchott	Elaine Wesolowski-Oliva
Amanda Eisenberg	Cheney Hester	Donna Millheim	DL Powers	Joe White
Ivan Erickson	Suwada Hinds	Tony Missler	Christina Preece	Barbara Wilt
Nicholas Eutsler	Rob Hines	Alycia Mitchell	Kevin Preece	Bikwan Wong
Eric Fair	Cat Hoffman	Carlena Money	Geoffrey Pruitt	Desmond Wooten
Faith Felice	Sarah Horton	Aleta Mullen	Belinda Radovich	Larry York
Nick Felice	Tanita Horton	Anne Murry	Carol Rau	Matthew Zemek

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AUCTION

Bruce Carson (Auction Manager)
Jon Huston (Auction Manager)
Katie Fountaine (General Manager)
and all the Auction Volunteers!

CARDHALLA

Wil Zambale and his Team!

COSPLAY

Tom Croom

COSTUME CONTEST

Anne Brown and her Team!

ENNIE AWARDS

Gabriel Whitehead

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Tom Croom (Anime Coordinator)

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David Koch and his Volunteers!

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Mark McDonagh and his Team!

SPA COSTUME & PUPPET PROGRAM

Marian McBrine

VOLUNTEER PROGRAM

Wes Carpenter, Jr.

TRAVEL AND LOGISTICS COORDINATOR

Alesia Clardy

WRITER'S SYMPOSIUM

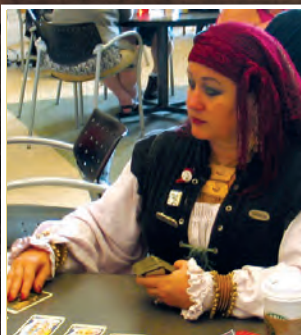
Marc Tassin (Literary Coordinator)

FORUM MODERATORS

Marian McBrine (Forum Coordinator)
Patrick Seymour (Senior Moderator)
Bob Cahill
Lee Maile
Sonja Parker

...And all of the unmentioned volunteers without whom Gen Con just wouldn't be the same. Thank you!

GEN CON 2015 : INFORMATION



In Memoriam

MARY BRANUM ERICKSON

A beloved member of the Gen Con family, Mary Branum Erickson passed away in June. She was Gen Con's resident Gypsy Tarot Card Reader, a dedicated Capitan volunteer, all around goddess and much-loved family member to all who had the pleasure of knowing her. Mary lived in Phoenix, AZ with her husband Ivan and grandbaby. Our hearts go out to her family and friends. You will be missed Mary.

"And flights of angels sing thee to thy rest!" —SHAKESPEARE



CHARITY



The Julian Center

Saving Lives! Changing Lives!

The story of The Julian Center is one of passion and compassion since they began in the 1970's as a small group of individuals dedicated to helping women in crisis. From that humble beginning, they have grown into a groundbreaking and nationally recognized multi-service facility that meets the needs of sexual assault and domestic violence victims throughout Indiana.

The Julian Center seeks to permanently end the cycle of domestic violence. They touch the lives of more than 6,500 people each year including many children. Half of the children they protect are age 5 or younger.

For many, The Julian Center is their first step towards a new life. Traditional services such as a shelter and counseling are combined with innovative programs such as a food pantry, thrift store, art therapy and transitional housing. Victims find empowerment, healing and the voice to speak out for justice through this type of critical support.

For more information about the important work they do visit their website at: www.juliancenter.org.



I love the Julian Center because the school is great and I like the toys they give us. Also I am safer when I'm here...

(Thank you note from child supported by The Julian Center)

DON'T LEAVE SAFETY UP TO A ROLL OF THE DICE!

For many families, day-to-day survival is like a game they have to play with constantly shifting rules and unstable environments. Join The Julian Center as they support hundreds of individuals every day in their real life quests to battle for a new life. Add the destination of a safer tomorrow to the struggle of those dealing with domestic violence.

AT A Glance

BALLOON SCULPTURE "SLAY THE CREATURE"
Sunday, 12 pm
ICC : Hoosier Concourse

CARDHALLA COIN TOSS
Saturday, 10:00 pm (approx.)
ICC : Capital Ave Lobby

CHARITY AUCTION
Saturday, 7:00 pm
ICC : Room 131-133

STAR TREK: FIVE YEAR MISSION CHARITY EVENT
(BGM1582089)
Saturday, 7 pm
Georgia Street : Event Tent

NERD NIGHT FOR CHARITY
(ZED1569564)
Thursday, 7 pm
Union Station : Grand Hall

WIG'N'STACHE V: MONSTERS VS HEROES
(ENT1576014)
Friday, 9 pm
Union Station : The House

GAMING FOR GIVING

All you have to do to show your support is what you love best ... playing games and having fun! Check out these exciting events and leave feeling like a hero ...

- Ace of Aces XIV
- Charity Auction
- Balloon Sculpture "Slay the Creature"
- Cardhalla XVII
- Star Trek: Five Year Mission Charity Event
- Wig'n'Stache V: Monsters vs Heroes*

All proceeds go directly to charity so please support these events.

*Funds after expenses.



Last year, Gen Con and its generous attendees, including a large contribution by Mayfair Games, were able to raise more than \$45,000 for Gleaners Food Bank of Indiana.

TRUE DUNGEON EVENTS

**True
DUNGEON**[™]
Real Dungeon. Real Props. Real Cool.[™]

True Dungeon offers an immersive two-hour gaming experience where you, the player, will enjoy a mysterious "cue-line" trek through the Underdark as you arrive to start your event.

True Dungeon boasts great sets, props, and full-size monsters. After your adventure, you'll have the option to remain for an Epilogue presentation to tie up things up!

True Dungeon boasts two consecutive adventures. This year is the conclusion of an exciting three-year story arc that determines the fate of the missing dwarves of Icecrag Keep.

PART ONE INTO THE UNDERDARK \$52

This completely new adventure challenges the party to make a dangerous journey through the deep caverns while facing lurking monsters of the Underdark.

Two different versions are offered, one is more puzzle-oriented, while the other is more combat-focused. You decide which one to do or do try both!



PART TWO THE SABLE GAUNTLET \$52

A new adventure which pits players against a fiendish drow death gauntlet. If they survive they gain their freedom – and that of the missing dwarves as well!

Two different versions are offered, one is more puzzle-oriented, while the other is more combat-focused. You decide which one to do or do try both!



AT A Glance

Many True Dungeon events still have available tickets, so make sure to check online at gencon.com or just drop in at the True Dungeon HQ.

Don't have True Dungeon tickets? Generic tickets are accepted!

Events start every 12 minutes (with intermittent breaks) throughout the weekend.

LOCATION Exhibit Hall A

DAY & TIME
Thursday – Saturday
7 am – 10:51 pm

Sunday
9 am – 1:03 pm

Collectible Treasure Tokens are available at our visitor area, open to all with a Gen Con 2015 badge, inside Exhibit Hall A.



DON'T FORGET ABOUT OUR TRUE DUNGEON 101 SEMINARS! FREE

Whether it's your first True Dungeon or you're a veteran fan, Dungeon Delver's Anonymous members will present a game mechanics primer and will share how to enjoy your time in True Dungeon. Be sure to check out SEM1577064 - SEM1577066.

* Seminars are located at the Crowne Plaza

TRUE GRIND JOURNEY TO SHALLOWDARK \$28

A combat hackfest for those who enjoy TD's combat slider system. Players fight their way to a safe haven in the Underdark. Familiarity with TD's combat system is required.



the diana jones award FOR EXCELLENCE IN GAMING

For the 15th consecutive year, the Diana Jones Award for Excellence in Gaming celebrates everything that's best about gaming. That can mean a game system or supplement, a magazine, a company, a designer, an event or convention, or any other entity that shows gaming at its absolute zenith.

During the months before the show, the Diana Jones Award Committee — a mostly anonymous group of gaming alumni and illuminati from around the world — begins discussions about the best and brightest from adventure gaming in the previous year. After much playtesting, discussion, and voting, the committee's

nominations are whittled down to a shortlist, which is the start of more discussion and voting until a single winner is declared.

At a private event held the Wednesday before Gen Con begins, winners receive the traveling Diana Jones Award trophy, a perspex pyramid containing the burnt remains of the last unsold copy of TSR's *Indiana Jones RPG* from 1984. To find out why the trophy takes this unusual form, visit DianaJonesAward.org.

The award was set up in the year 2000, with the first trophy given out at Gen Con 2001. The winners so far are:

- 2000: **Peter Adkison**, founder of Wizards of the Coast (now owner of Gen Con LLC and Hostile Work Environment)
- 2001: **Ron Edwards** and his self-published RPG *Sorcerer*
- 2002: **Joint award: Jordan Weisman** (FASA, WizKids) and *Nobilis* RPG
- 2003: *My Life with Master* by Paul Czege, from Half-Meme Press
- 2004: *Ticket to Ride* by Alan R. Moon, from Days of Wonder
- 2005: **Irish Game Convention Charity Auctions**
- 2006: *The Great Pendragon Campaign* by Greg Stafford
- 2007: **Joint award: Grey Ranks** RPG and **Wolfgang Baur**
- 2008: *Dominion* by Donald X. Vaccarino, from Rio Grande Games
- 2009: **BoardGameGeek.com**, edited by Scott Alden and Derk Solko
- 2010: *Fiasco* by Jason Morningstar, from Bully Pulpit Games
- 2011: *Nordic Larp* by Jaakko Stenros and Markus Montola
- 2012: *TableTop* by Wil Wheaton, from Geek & Sundry
- 2013: *Hillfolk* by Robin D. Laws, from Pelgrane Press

SPECIAL THANKS to the sponsors of this year's Diana Jones Award ceremony:

Anthony Gallela, Atlas Games, Christian Lindke, Christina Stiles, Dork Storm Press, DriveThruRPG, Gen Con, Indie Game Developer Network, Janice Sellers, Magpie Games, Matt Forbeck, Peter Adkison's film company Chaldea, Pelgrane Press, Pinnacle Entertainment Group, Steve Jackson Games, and Storium.

To discover who has won the fifteenth annual Diana Jones Award, stop by the Gen Con Info booth or visit DianaJonesAward.org after the convention!

The items on this year's shortlist are:

- **The College of Wizardry**, a live-action roleplaying event produced by Liveform and Rollespilsakademiet.
- **Designers & Dragons**, a set of gaming history books by Shannon Appelcline (Evil Hat Productions).
- **Guide to Glorantha**, a roleplaying game supplement by Greg Stafford, Jeff Richard, and Sandy Petersen (Moon Design Productions).
- **Mysterium**, a board game by Oleksandr Nevskiy and Oleg Sidorenko (IGAMES/Portal Games/Libellud/Asmodee).
- **Torchbearer**, a roleplaying game by Thor Olavsrud and Luke Crane (Burning Wheel).



A unique series of gum-pack sized card games with a variety of play, theme and complexity.

for size comparison:



\$6.00 each

Gen Con SPECIAL:
8 + POD Case for \$40.00
(while supplies last)

Peoples
Booth #3032

PackOGame.com



OFFICIAL GEN CON MERCHANDISE

Get your Officially Licensed, Gen Con approved 2015 merchandise from the partners listed below.

OVERVIEW OF GEN CON BRANDED ITEMS

PARTNER COMPANY	LOCATION/ BOOTH	BRANDED ITEMS
Con*Quest Adventure Journals	2643	Gen Con 2015 Journals
Crystal Caste	113, 1217, 1817	Dice Tins
GamerMats	3015	Branded Gaming Mats
Games & Gears	718	Branded Brushes
Legion Supplies	565	Lunchbox-style Tins
Offworld Designs	317, W. Georgia St	Official merchandise/ apparel
Starwind Design	1705	Cloth Dice Bags



Booth 317, W. Georgia St

The official clothing and merchandise partner of Gen Con, Offworld Designs, has created amazing items for Gen Con for many years. This year, they return with all-new designs, more items than ever before, and an additional location on Georgia Street! If you're looking for great t-shirts, pint glasses, ladies' cut items, outerwear, or more, they've got it! Act fast, though, as many of these items will sell out on-site. Offworld has a limited number of extra stock that they sell post-show on offworlddesigns.com, so if you miss out, make sure to check their web stock!



Want to preserve your Gen Con experience for the ages? Con*Quest makes beautiful, high-end journals to document your adventures. A new product for 2015, these journals set high standards for quality and style.



Booth 2643



Booth 718

Some gamers love to paint; some painters love to game. Whether you're new or an expert for either hobby, Games & Gears produces great products for your next artistic project. Make sure to get your superior quality brush before they sell out!





OFFICIAL GEN CON MERCHANDISE

Get your Officially Licensed, Gen Con approved 2015 merchandise from the partners listed below.

www.CrystalCaste.com

Booth 113, 1217, 1817

The ever-popular Crystal Caste dice sets are back for 2015! Give your commemorative Gen Con dice their very own fortress!

Booth 3015

GamerMats, a Gen Con 2015 Contributing Sponsor, creates high-end, customized playmats that feature the work of acclaimed artists. This design, created by Steve Argyle, is all-new for 2015!

Booth 565

All-new for 2015, these branded tins are great for storing deck boxes, life counters, beads, and more. Or use them to bring a delicious deli sandwich to your gaming table.

Booth 1705

These embroidered dice bags have become a destination item over the past several Gen Cons. Top-notch stitching and a super-soft fabric make these bags a "must-buy" for dice enthusiasts.

PREMIERE EVENTS

Specially picked to meet the highest standards of the Gen Con Events team, don't miss these **PREMIERE EVENTS**. Premiere Events Groups have appeared at Gen Con over the span of decades and have perfected the craft of running gaming events. Find out about all the amazing adventures awaiting you through these pages!

To learn how your group can join these ranks, email events@gencon.com

37 ZOMBIES

37 Zombies runs an eclectic assortment of roleplaying game sessions, often with a horror or humorous focus (or both!). Although zombies tend to be a theme in their games, they are not limited to the tropes of stumbling undead and desperate survivors! This year, they also feature Ferengi from Star Trek, historic Paris, and a corporate retreat gone horribly wrong. Their games are plot-and-character-focused, sometimes over-the-top, and always engaging. 37 Zombies GMs will never let a rules dispute stand in the way of a good story.

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feature Ferengi from Star Trek, historic Paris, and a corporate retreat gone horribly wrong. Their games are plot-and-character-focused, sometimes over-the-top, and always engaging. 37 Zombies GMs will never let a rules dispute stand in the way of a good story.

ABLE KOMPANIE

Come play an exciting game of company level Combat in WW2. Their Events offer two different ways to get into the game. Play in one of the six Stalingrad event games, where they provide everything you need including GMs to take you through the game. Choose the desperate Soviet forces fighting for the Motherland or the veteran German forces as they fight to hold the ground they have gained. For the more experienced player, bring your own army to match up against other players from across the world in one of their three single day tournaments on beautiful terrain boards covering all fronts of the war.



BMG BALDMAN GAMES

BALDMAN GAMES GEN CON 2015 EVENT PARTNER

What is Baldman Games? They are those mysterious bald men who wander the shadows of your favorite shows. But why are some more bald than others? And why are many of them women? And how do you become one of them? Baldman Games is the premiere event organizer for Wizards of the Coast and Dungeons & Dragons. This means when you have a great time playing D&D at shows such as Gen Con, Origins, Winter Fantasy, or one of the PAXs, odds are Baldman Games was involved. Baldman Games is excited to be a sponsor of Gen Con 2015, and we cannot wait to show you all the fun things we have in store this year. For Gen Con 2015, Baldman Games is offering official Adventurers League D&D play, including the Season 2 and Season 3 Epics, the D&D All-Access program, and a D&D Learn-to-Play program.



CUBICLE 7

Cubicle 7 Entertainment makes clever games for awesome people.

Take on the role of the Doctor or his companions and embark on your own adventures across time and space in *Doctor Who: Adventures in Time and Space*. Travel to Wilderland in Middle-earth five years after the Battle of Five Armies in *The One Ring Roleplaying Game*, based on J.R.R. Tolkien's *The Hobbit and The Lord of the Rings*. Become a Kai Lord in the Lone Wolf Adventure Game where epic quests, desperate battles, and ancient secrets await you in the world of Magnamund. Or protect the UK from unthinkable horrors as an officer of the Laundry, based on the best-selling novels by Charles Stross. Experience these adventures and many more with Cubicle 7!

AERODROME

A simple, easy-to-learn, fun-to-play table-top game of aerial combat in World War I. With simple yet elegant rules, players "fly" colorful models of WWI aircraft in 1/72 scale, using wooden cockpit control panels to determine maneuvers with telescoping poles to simulate multiple altitude levels. Beautiful awards and colorful cards given out each round for kills, surviving the battle as well as great game play. Join the hundreds of pilots who have grown to love the fun and banter of this WWI air-combat tabletop game.



FLOODGATE GAMES

Come join Floodgate Games to play interactive and fun card games with great themes! Build an island resort for fantasy heroes in Epic Resort, auction off the gear of fallen heroes in Vault Wars, or travel back in time build your own inventions in Legacy: Gears of Time! They have a great group of people who are excited to teach you how to play.



GAME BASE 7

Game Base 7 puts on many types of games at Gen Con. Much of the programming is role playing in ongoing campaigns of Star Wars, Star Ship Troopers, and Fantasy worlds with a healthy dose of single event RPGs in a dozen different themes and systems. Board Gaming events are introductory or relaxed tournaments that are specifically tied to persons comfortable with gaming but may not be experts on a particular title. Game Base 7 is pleased to have increased offerings in large board events in role playing, board game and miniatures.



★ GAMESALUTE ★

GAME SALUTE

Love to play games? So do they! Game Salute Ambassadors are excited and ready to guide you through dozens of awesome events. Come learn something new or expand one of your favorite games. This year, they are pleased to introduce two exciting new types of events for all our fans! Thursday, Friday, and Saturday between Noon and 2 pm they will be playing what they like to call Lunchtime Games. Bring your significant other or even your best friend and try your hand at our Lunchtime Games for two with hour-long sessions starting every day at noon and again at 1 pm.



GLITTER GUILD

Glitter Guild Burlesque is a wandering troupe of con-going CosPlayers that have a fully stocked repertoire of sexy nerdy fun just for you! Join them Thursday night for their annual evening of nerdlesque burlesque, featuring a cast of burlesque and circus performers from across the nation. They also offer a variety of workshop experiences throughout the weekend to add some tease and titillation to your Gen Con! Spice things up and indulge your inner exhibitionist in one of our fun, easy, introductory burlesque workshops – both men and women are welcome to attend! Use your artistic abilities to capture nerdy beauty in our special Glitter Guild edition of Dr. Sketchy's Anti-Art School, the world's premier alt drawing movement.

GUILD OF SAN MARCOS

Swashbuckling! Adventure! FUN! The Guild of San Marcos runs only the best stories, using 7th Sea RPG. It's easy and designed to emulate movies like *The Three Musketeers*, and *The Mask of Zorro*! They recommend beginning with RPG1567795 Evil Intent (Thurs, 9 am) or RPG1567851 The Balance of Profit (Fri, 7 pm), their oldest adventures. But, if you have a ticket, you're playing! Even if you've never played before, they'll have you swinging from the chandeliers in no time! For more individual attention, they have RPG1567862 or RPG1567865 Personal Agendas (Sat, 7 pm). Here you can deal with unresolved Backgrounds, duel, gossip, or whatever you decide. Finally, in RPG1567872 DOMINGO GIGANTE! (Sun, 10 am) you can play any currently released event. For more information, go to www.guildofsanmarcos.net



HEX GAMES

Hex Games produces QAGS, an easy-to-learn game of cinematic action for people who want to role-play, not spend hours making a character. QAGS is about interesting characters sharing an uncommon world, not higher math and dice fetishism. This year, you can take on the role of a magical hobo saving 1930s America in the *Ennie Award*-winning *Hobomancer*, a 1960s super-powered super-spy in *Sex, Lies, and Ultraspies*, or a happy romping pony that shoots lasers from its eyes in *Laser Ponies*. And that's just a small sampling of the things Hex has going on this year. Hex Games will be glad to welcome you to our vision of gaming in the JW Marriot, Room 207.

THE INDIE GAME DEVELOPER NETWORK

The Indie Game Developer Network (IGDN) is a group of independent game companies, working together to bring the best new and exciting play experiences to you. Come to their exclusive game room in the Marriott and get in on the latest indie games run by dedicated GMs and the designers themselves! No matter what your taste in RPGs, there is bound to be something to suit you, from kid-friendly events from Third Eye Games to adult-oriented horror in *Chill 3rd Edition*, and everything in between. Whether you like sci-fi, fantasy, steampunk, horror, or making the world up as you go; meeting and chatting up the game designers or just playing a 2-hour, 4-hour, or even multi-day game; the IGDN Game Room has the games you're looking for!



INFINITE IMAGINATIONS INC.

Ill has been running events at Gen Con for more than 30 years with a focus falling squarely on the enjoyment of their players. They run more than 100 events covering everything from seminars, board and card games, trivia contests and game shows, to RPGs and LARPs. Spanning every genre, including science fiction, fantasy, comedy, horror and superhero, Ill has something for gamers of all ages! Many of their games stress roleplaying over the system, letting dice take a back seat to creativity and drawing the players into the story. New events this year include the RPG two-round tournament "Superhero Chronicles: The Adventure Begins" detailing the rise of superpowers in the world, and "Adrift", a LARP about the stresses of survivors trapped in an escape pod.



INDY BREW BUS

Indy Brew Bus is a fun way to visit multiple craft breweries in downtown Indianapolis. Each brewery offers a wide variety of samples of their house, seasonal, and specialty beers. Each tour will visit four Indiana craft breweries. Passengers receive at least three samples of beer at each brewery and are encouraged to purchase growlers to bring back on the bus! Each passenger will receive a personal sampling scorecard to help keep track of beers he or she likes. Come taste what is uniquely Indianapolis!



IRON GM

GMs, think you're the best in the world? Prove it! Take an hour to weave adventure from three secret story elements, then amaze players with the game of their lives. Triumph over past champions. Out-game the *Iron Contenders* - GMs victorious at semifinals across the nation. Share a prize chest worth thousands just for competing, but only the top three win big—and only one earns the *Iron GM* title. Become the world's next *Iron GM*! PLAYERS, the world's most hardcore GMs are on a mission to deliver the game of your life! Play at the Iron GM Championship and help pick the best GM in the world. Competitors take three mystery elements and improvise gaming brilliance. Rub elbows with industry celebs and stunning models. Win prizes just for showing up. Don't miss the event of the year! Decide who's a contender and who's a pretender – decide who is IRON!

KETTLE OF FISH PRODUCTIONS

Kettle of Fish Productions returns to Gen Con in 2015 with another collection of unique live action role-playing events to lift your spirits, chill your souls, and unleash the hero within! They've got everything from light fantasy to dark space opera, from tragedy to comedy, from classic game settings to original worlds unlike any you've played in before! This year they're thrilled to offer Gen Con attendees five days of non-stop live-action adventure!



MANTIC GAMES

mantic

Mantic Games is proud to host tournaments of three of their most popular games. Kings of War is our fantasy based mass battle game. Two generals face off on the field of battle and lead their armies to victory or defeat. Hordes of Orks and battalions of Angels are yours to command. Deadzone is our Sci-Fi based skirmish game. Each player commands a squad of either human Enforcers, a host of Plague or a squad of Ork Commandos. Each side finds itself attempting to complete a random mission. Dreadball is Mantic's future sports game of the future. Hyperkinetic and fast, coach your team to victory, and claim the coveted Blaine trophy.

MONTE COOK GAMES



Come play Numenera and The Strange, and check out the Cypher System engine that drives these narrative RPGs along with the new Cypher System Rulebook, premiering here at Gen Con. The award-winning Cypher System is an elegant, flexible, and powerful rules set created by one of gaming's most illustrious designers, Monte Cook. Numenera is set a billion years in Earth's future, where the people of the Ninth World live among the remains of unimaginably advanced previous civilizations. In The Strange, characters explore the recursions around our world—limited dimensions based on the myths and fiction of humanity—and defend Earth from the dangers leaking into our world.

MU SKULLS



Let's be clear. The house seemed abandoned when you went in. The white, worn wooden siding only supported that fact. No one would have stopped you from opening the door. Then you see it. Bound in strange leather, it bares faded, black writing. MU SKULLS. Your hand reaches out, only to be pulled back in terror, fear, and horror. Without opening the cover, somehow you know what's inside. Within lies the tales of adventures, of investigators, or those that have come before you. There are legends of Middle Earth, of a bleak future lost in time and space, of the Roaring Twenties, and of The Great War and other wars to come. Accounts of Insanity, of the Macabre, of Horror, and even Madness. Sagas that take you from the deck of the Titanic, to the dance halls of the Moulin Rouge. Welcome to the world of the MU Skulls.



NOVUS ORDO SECLORUM

Novus Ordo Seclorum is one of the oldest groups continually running *Call of Cthulhu* events at Gen Con, dating back to 1985. Their events tend to be theatrical and make full use of our private event spaces with lighting, music, sound effects and/or props. *You Too Can Cthulhu* focuses on new players, but pleases old pros as well. The *Cthulhu Masters Tournament* is one of the few three-round tournaments at Gen Con and allows you to compete for the coveted Mi-Go brain case. The *Novus Ordo Seclorum* tournament is geared to more mature and off-beat themes. Their events sell out, but rounds often will have room for generic ticket holders, so please stop by! We stress role-playing over rules in all of our events, so don't be afraid... until the event starts that is...



ORC STOMP THE BEST 5K IN GAMING

ORC STOMP

"The best 5k in gaming!" The Orc Stomp is a fun run through scenic White River State Park, right in downtown Indy. We are attended by enthusiastic gamers who love running, those discovering their inner athlete, reinforcing healthy habits, and who want a fun run while seeing sights and meeting new people. They have a wide variety of participants, including run/walkers. They pride ourselves on being judgement free and open to anyone interested in fresh air, exercise, and socialization, provided you're healthy enough for light exertion. Start your Friday off at Gen Con right. Get energized to game until you drop!

- * Packet Pickup – Thursday Noon (ZED1572978) – Union Station Bar
- * Fun Run – Friday 6 AM (ZED1572979) – White River State Park Visit our website at www.orcstomp.com or www.facebook.com/OrcStomp



OTTAWA RED SHIRTS

The Ottawa Red Shirts have been providing quality entertainment to Gen Con attendees for more than 15 years. Focusing entirely on miniatures, their events include historical (WWII micro armor and General Glen's skirmish), Showdown (western gunfight), fantasy (Chainmail and the D&D Monster Mash) and sci-fi (Injurious Games and Silent Death). This year, they are bringing back the Silent Death version of the Red Shirt Smash. Little or no experience is required for most events and everything you need is provided. See you soon!



PALLADIUM BOOKS

Want to be a high flying superhero blasting at hordes of villainous henchmen? How about a magic-wielding elf defending his village? You can do this and more with *Palladium Books*® and their vanguard, the *Megaversal Ambassadors!* *Palladium Books*® is proud to be at Gen Con this year as a Premier Event Group. They are bringing more than 50 events covering all of our various RPG systems and more! Some of their exciting events include the *Rifts*® setting: "A Coalition Bug Hunt, ID# RPG1575052". For the *Splicers*® setting, they have "Blood & Iron, ID# RPG1570062" and for the first time at Gen Con, they present to you: *Robotech RPG Tactics*™, "Missed by 3 Billion Miles, ID# NMN1573212". Roleplaying Game events will be in the JW Marriott, Room 202. For more on *Palladium Books*, please visit our webpage: <http://palladiumbooks.com> or our Facebook page: <https://facebook.com/Palladiumbooks>



PELGRANE PRESS

Pelgrane Press is a British roleplaying game company that's passionate about creating and publishing the kinds of games they'd love to play. The Pelgranistas invite you to join them at Gen Con 2015 for RPG sessions and

seminars featuring award-winning investigative games such as *Night's Black Agents*, *Trail of Cthulhu* and *TimeWatch*, and the innovative d20-rolling high fantasy of *13th Age*. If you're into spies, vampires, owlbears, shoggoths, high weirdness, and shadowy conspiracies, check out the great events from Pelgrane Press.



ROGUE JUDGES

Rogue Judges is a loose affiliation of game judges that get together for fun and to run events at gaming conventions. They seek to provide an enjoyable experience for both players and judges. They have been introducing players to games for more than 20 years. New and experienced players are always welcome. Just look for the banner. Many folks will hang out with them all weekend.



SO1KS!

You love games and they love games. It's solely for this reason that the gamers of SO1KS band together each year to host a wide variety of both popular games and

unique events that you won't experience anywhere else – including custom board games, one of a kind miniatures events, and crossover RPGs. Come join them if you want quality gaming with great hosts!! Their custom board games include both *Avengers* and *Super Smash Bros.* versions of the cult classic *Star Wars Epic Duels*. You can also join them for *7 Wonders Teams*, *Exodusm*, or *Firefly the Board Game*. Miniatures events include original scenarios for *Battletech*, large scale *X-Wing* and *Babylon 5*. For a great role playing experience, look for the *Doctor Who/Farscape* crossover RPG. Come have fun gaming with SO1KS!



SWM GAMERS

SWM Gamers is a gaming group for fans of Star Wars.

Over the course of Gen Con, they will run 60+ Star Wars based events including *Star Wars Miniatures*, *X-Wing Miniatures Game*, *Imperial Assault*, *Dejarik*, and *Star Wars: The Card Game*. There will be several types of events including tournaments, introduction events and mass battle play. They will run painting and customizing workshops for Star Wars miniatures and terrain as well as the inaugural *Dejarik* championship, the holo-chess game from Star Wars. There will be an Introduction to SWM Event for those wanting to learn a new game and go home with the stuff to play. Prizes will be provided based on attendance for most tournaments and Mass Battles.

THE CONTINUING COMMITTEE

The Continuing Committee is proud to keep the spirit of the Star Trek television series alive with the Star Trek Customizable Card Games, originally from Decipher. These games have a rich, twenty-year history and are now entirely printable and virtually free to play! The STCCGs - there are three different games - are fun and easy to learn, offering different levels of game play complexity while capturing the favorite ships, characters and moments from the five Star Trek television series. They are offering a wide variety of events featuring different formats and different levels of competition. We have sealed deck events that are perfect for new players on Friday (10 am and 6 pm) as well as a fun, fast, and easy to learn game every night at 10 PM. Come check us out and expand your power in the universe!



WINDMILL GAME CO.

Whether you are in the mood for candy-filled chaos or tension-packed horror, Windmill Game Co is your one-stop shop for awesome.

Join them for Golden Hour games in the afternoon: *Tokyo Masks* - a tongue-in-cheek superhero RPG, - an over-the-top martial arts RPG, this time set in futuristic Neo-Hong Kong. And, of course, we will be causing trouble yet again with our perennial favorite, *Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555* - wacky adventures in the Grade School in the Suburbs surrounding the City at the Center of the Anime Multiverse!

In the evenings, they will switch gears to run *Dread* - a diceless, numberless horror game that brings players closer to the game. This year, they'll feature four special scenarios based on White Wolf's classic *World of Darkness* games. With its unique character generation system and mechanics, *Dread* will keep you on the edge of your seat!

For more exciting experiences and adventures, check out all of Gen Con's other Premiere Event Groups including:

- ...And Sewing is Half the Battle! • 19 & One Alderac Entertainment Group • Arc Dream Publishing Ares Games • Break From Reality Games • BYOV Catalyst Game Labs • Chaos Haunted & Historical Tours ComedySportz Indianapolis • Council of Lorien Crafty Games • Creative Arts Teaching Seminars D20 Burlesque • Days of Wonder • Drech Designs Dustbunny/Zipse • Elder Entertainment Evil Fleet Productions • Fantasy Flight Games Full Moon Gaming • Heroes of Rokugan • Heroscapers Keep Talking Game • Legends of the Shining Jewel Marc Gunn • Metalhead Minis National ASociation of CRAZed Gamers • NERO Chicago Northern Virginia Gamers (NOVAG) • Ozarks Rising Paladin Miniatures Studio • Pamean Games • Party of One Plaid Chameleon • Posthuman Studios • S2 Adventures Shut Up & Sit Down • Smirk & Dagger Games Steve Jackson Games - Men in Black • Team Hassenplug The Doubleclicks • The Wrecking Crew Train Gamers Association • Twilight Creations Urban Myths • WWE Raw Deal Players Committee!

FIRST EXPOSURE



Managed by Double Exposure, Inc. (the company that runs DEXCON, DREAMATION, MAELSTROM, and METATOPIA), the First Exposure Playtest Hall allows Designers and Publishers to preview and test their creations before they go live! Scores of all-new role playing games, story games, board games, and card games will be represented.

Tickets for playtests are FREE to all Gen Con attendees. At the start of each slot, you will choose a game that sounds interesting from the Designers' descriptions, and sit down for two hours to give it a try. The Designers and Publishers need YOUR feedback about how to make their game better; you could be a part of shaping the new crop of exciting offerings for 2016!

Spectators are welcome, and even if you don't have a ticket, come talk to the folks at the FEPH and they'll try to fit you in!

All events are free and the games listed here are just a sample of those available to test.

DOUBLE EXPOSURE Inc.

AT A Glance

LOCATION
ICC : 107-110

DAYS & TIME
All events are FREE to attendees!

Thursday, Friday, & Saturday

8 am
10 am
12 pm
2 pm
4 pm
6 pm
8 pm
10 pm

Sunday
8 am
10 am
Noon



Zimby Mojo. You are the all-powerful shaman of a tribe of vicious, unruly, cannibalistic zimbies. Your plan is simple: your zimbies will work cooperatively with the other zimby tribes to kill the Cannibal King, then turn on them and steal the King's crown so that you may become the new Cannibal King. Of course, that's also every other shaman's plan...



Mech Defense is a cooperative strategy game where a group of 4 players pilot 20 ft. Mechs and rain down destruction on their foes.

Inspired by Tower Defense and Legacy games, players fend off wave after wave of incoming enemies over 12 missions and permanently alter the battlefield with every explosive attack. The more you destroy, the more you get paid, but the stronger your foes become.



To Rule Atlantis is a turn-based strategic tabletop game with dice troops and advantage cards used to secure the territories of Atlantis, gain power, and become the next ruler of Atlantis.

Assemble your Mermaid Army. March on Atlantean territories. Grow your power. Manage troop assignments. Gain special advantages. Drive to the heart of Atlantis. Capture the Crystal Trident. Rule Atlantis!



Goblin Toboggan is a strategic racing game for 2-6 players who navigate their way down a treacherous mountain using cards to manipulate the terrain and attack opponents. The player who can collect the most points while avoiding obstacles and out-running the avalanche will claim victory.



Beasties & Bygones is an irreverent, theme-based RPG that gives you permission to go too far

and features satirical, edgy social commentary with comedic overtones. There will be no titillating nudity, but there will be mature themes explored for comedic lampooning.



Chaos is rampant in the City of Centuria and all Towers are offline following the assassination of the city's leader. The government forces have splintered into rival factions each vying to control Centuria's four sectors: Business, Culture, Industry, and Security. **City Rising** is a strategy board game combining euro and light war game mechanics. Players build an economy with four forms of production that are vulnerable to opponent attack. Action cards and Professionals with special abilities protect your assets and expand your influence. Only one can lead Centuria. Will it be you?

PLAYTEST HALL



Ember: Shroud of the Shadow Demon combines strategy and luck to create an engaging and

competitive match between players.

Players will take on the role of one of four heroes to collect the mysterious Ember Stones needed to defeat Ingduhl the Shadow Demon. Only the hero who collects the most Ember stones will be able to defeat the Shadow Demon and save the world from his shroud.

In a game where one player's success is another one's downfall, only the most devious and cunning of all will revel in victory.



Your city is under siege by an invading enemy. It will take a year for reinforcements to arrive. Alone, you will surely fall to the hoard of invaders, or worse starve, but with help you may survive. Or you could always aid the invading enemy... **Siege Among Thieves** is a game of tough decisions where you keep your allies close, and your enemies closer. With limited resources available, you must decide the fate of those around you. This game is about YOUR survival.

Defend the galaxy from an ancient threat in this innovative RPG/deck-building hybrid. **Adventure Deck System: Luminosity** is an exciting, fast-paced, tactical RPG, set 200 years in the future. Each character has their own heroic deck, helping you and your friends to overcome the chaos of battle. Your deck grows as you do and helps define you as a unique character.



GANK! is a hybrid card/board game like no other. A satirical spin on popular multiplayer games such as League of Legends or DOTA, two players must assemble a team of three quirky and unique characters each with their own roles and functions to outwit and outplay their opponent. With 10 different characters and hundreds of unique combinations and synergies, there's virtually no end to the variety of ways to best your foe.



Super-Hero role-playing game **The Hero Instant** features:

- Your character's personality traits at the core of game-play
- Cinematic super-heroic action
- Simple, yet deep character creation
- In-game character customization & improvement
- A novel time-keeping track and initiative mechanic



The Networks: TV From Public Access to Prime Time.

You and your opponents are new television networks, and you need new programming. For this, you'll need Shows, Stars, and Ads. Some shows require Stars, others Ads, others both. Some Stars only want to be on certain shows. Some Ads only want to be on certain timeslots. And Shows will age and viewers will lose interest, so you will have to keep your lineup fresh by replacing your shows. Timing here is crucial. The player with the most viewers after five seasons wins!



The board game **NecroVirus™** is a zombie apocalypse game played by 2-6 players on a 2D or 3D board with miniature figures and vehicles, buildings, chits, cards and dice. It pits survivors in a wasted city against zombies, both of which are controlled by all of the players during the course of a game. Several missions depict rescue, last-man-standing, PvP, and vehicles making players utilize ever-changing strategies and tactics for a successful outcome. No two board layouts are the same nor are the outcomes predictable right to the very end of a mission!

PREMIERE PARTNER



FEPH PARTNERS

This year it's not just games; the First Exposure Playtest Hall will also host HQ tables for printers and other game development resources. If you have a game in development or just have questions about the details of production and management, this is your chance to sit down and talk directly with one of our partners.



BACKERKIT



SHOW HIGHLIGHTS



The Blood Mobile is back for its annual Gen Con blood drive! It's a simple thing to do and is the gift of life for those in need.

The donation process takes

less than an hour and most people are eligible to donate with very few causes for deferral and very few medications that are not acceptable.

Stop by the Blood Drive's hallway booth in the **Crossroads concourse to schedule your appointment.** The Indiana Blood Center blood mobile will be onsite **Friday and Saturday** (located in the Maryland Street Motor Lobby). Your donation helps those in need.

OPENING CEREMONIES

Opening Ceremonies will be held opening day, **Thursday at 9:45 am** outside the Exhibit Hall. Hosted by Peter Adkison and Adrian Swartout, come see the official first dice toss of the show to kick start the "Best Four Days in Gaming"™.



THE HOUSE

Did you know that Gen Con has its own *secret* watering hole with a cool dungeon atmosphere? Come and relax, order food and drink, and play games! Located in the **basement of the Union Station** the House is open to all Gen Con attendees (ages 21 and over) Thursday - Saturday, 6 pm to close.



LGBT EVENTS

Gen Con is a lot of things to a lot of different people and the show celebrates that diversity in many ways! Here are some exciting events related to gamers, welcome to all!

- Gaymer Gathering (ZED1569125 & ZED1569126), Thursday, 6 pm & Friday, 7 pm
- Gaymers (SEM1580469) Friday, 11 am
- Gaymer Dance (ENT1569391), Saturday, 9 pm
- Rainbow Brush Painting Competition (MHE)

Check the Event Charts in the back of this book for details and locations.



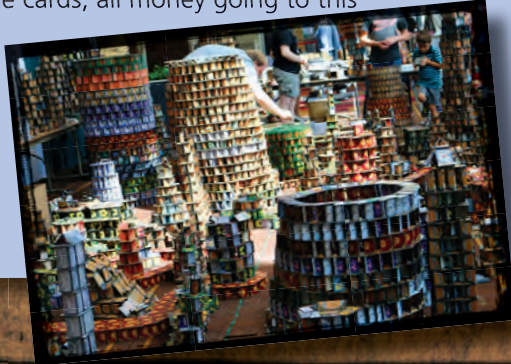
The boys are back to thrill you with the fastest gameshow in Indy! Watch for the gameshow to roll up in a hallway near you for your chance at 10 minutes of fame answering trivia questions or participating in physical challenges. Win and you go home with a prize! New questions and challenges await you!

CARDHALLA SEVENTEEN BUILD DONATE DESTROY

Welcome to the 17th annual Cardhalla event at Gen Con. Cardhalla is a 24-hour event where everyone can participate ... for free! Come help build a city of cards all made from donated cards. Just grab a pile and start folding and stacking. Be artistic and have fun. Make just about anything you want. Got some time between events and just need a place to unwind? Come join for a couple of minutes.

But then ... on Saturday night join in Cardhalla's destruction for a good cause! Bring some pocket change to throw at the cards, all money going to this year's charity partner. The

festivities begin **Saturday at 10 pm** where we will auction the first throw and then everyone gets to pitch in for the total destruction at 10:30 pm. **Cardhalla: Build. Donate. Destroy.**



CHAIR MASSAGES

Has your leveling up left you worn out? Let Enroute Spa rejuvenate your character with their onsite therapeutic chair massage.

Enjoy a relaxing massage focusing on neck, shoulders, back, arms, and hands. Services cost between \$20 and \$40 (not including tip), cash and credit card only. No appointment is necessary. You can find them at the corner of the Crossroads and Hoosier concourses!



WORSHIP SERVICE

The Christian Gamers Guild is hosting a non-denominational worship service on **Sunday at 9 am** (SEM1569464). The service includes readings from scripture, singing familiar hymns, a sermon, and also offers an optional communion. The service will be held in the Westin, Grand Ballroom V.

THE GAMERS: LIVE CURSE OF THE BLIND SWORDSMAN

Join the rotating cast of improvisers and actors from across the Zombie Orpheus Entertainment and Dead Gentlemen Productions universes. Suggestions from the audience shape the story as the performers respond to the constantly changing landscape presented to them - to the enjoyment of all!

Friday at 6pm (ENT1568846 / ENT1568847)

ACROBATICA INFINITI THE NERD CIRCUS

The circus has come to Gen Con, the nerd circus that is!

This all ages circus features a cast of performance artists, including contortionists, trapeze artists, jugglers, acrobats and more. This modern-day mashup combines traditional

circus performance within the context of contemporary CosPlay, Sci-Fi, and comic culture. It's comedy. It's spectacle. It's fandom in the extreme and it's one you won't want to miss!

A nerd circus: for nerds, by nerds.

Saturday, 7 pm - ENT1574184 - ICC, 500 Ballroom/Reception



BALLOON SCULPTOR

Gen Con's resident balloon sculptor is back and this year is making a world record attempt! Stop by the **Hoosier concourse** to watch Tim create his one of kind masterpiece for Gen Con. But wait there's more. On **Sunday at 12 pm** the "Slaying the Creature" will commence with an auction to see who will this year's Creature Slayer. All proceeds go to our charity partner.

Tim Thurmond's passion to show the world just how much ingenuity can be crafted from a balloon began more than 20 years ago. Since then he has created unforgettable masterpieces that have won numerous international awards!

Visit Tim's mastery at www.TheBalloonSculptor.com



CARDS VS ZOMBIES

ATTENTION: Zombies have infiltrated Gen Con. They want your brains and will stop at nothing to get them. If you want to survive, head to the Cards vs. Zombies booth located in the **Crossroads concourse** immediately. This, game from the creators of Humans vs. Zombies, is designed specifically for the convention. Claim your armband and join your fellow humans as you try to survive against a growing zombie horde that is slowly taking over the convention. To survive you will need to arm yourself with Dart Cards and rely on the teamwork of your fellow humans. But be careful who you trust, even your closest friends can become zombies! (ZED1577194)

Want to play a fun game where you can meet exhibitors and try some new games? Join in and have fun while supporting our industry!



Stop by the Cheese Weasel hallway booth, located in the **Capital concourse** and get your Quest Cards. The ConQuest program is an exciting way to tour the hall and potentially win some great prizes! Cheese Weasel primarily promotes small and new game companies and products.



FACE PAINTING

Wear a costume without the costume! **Hugabug Family Entertainment** will be on hand throughout the convention center to make you a walking work of art. Their custom face painting that will bring your imagination to life ... be tiger, fairy or goblin!



FAMILY SERVICES

Gen Con offers convenient services for those attendees with families. Check out the following ...

CHILD CARE

Sitters to the Rescue offers professional child care services onsite at Gen Con. They will watch your young ones, ages 0-12, while you're slaying dragons in the event halls. **Sitter to the Rescue** is open Thurs-Sat, 9 am-7 pm and Sun, 9 am-4 pm and is **located in the Westin, House** room (on the 2nd floor). Stop by to find out more information about this service.



Sitters
TO THE RESCUE

NURSING AREAS

There are few locations throughout the convention center where nursing mothers can find some privacy. A private area is located in the back of the Training Grounds area and some nursing station lounge chairs can be found in the woman's restroom in the **Crossroads concourse** across from the security and first aid offices.



QUIET ROOM

Need a place to decompress from the high stimulation of the convention? Gen Con offers a space for just that purpose. Located in room 237 of the convention center this is a self-monitored space where you can de-stress, de-compress and re-group. The room will be open Thurs-Sat, 10 am – 6 pm and Sun, 10 am – 4 pm.



ANIME



ABOUT



Started in 2001, **Wasabi Anime®** (www.WasabiAnime.com) is known for hosting innovative anime themed events at conventions. Their unique brand of Japanese pop culture entertainment has been featured at dozens of cons across North America including Anime Expo, Anime Festival Orlando, Anime Weekend Atlanta, Dragon Con, Florida Supercon, JACON, Origins Game Fair, and many others. In 2011, they launched their own anime convention (Florida Anime Experience) that takes place each spring in Orlando, Florida.



Facebook.com/WasabiAnime
Instagram.com/WasabiAnime
Twitter.com/WasabiAnime

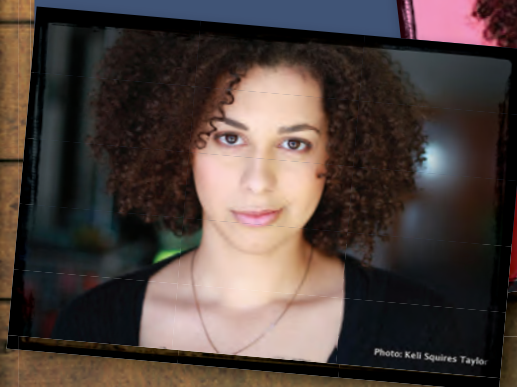


We've partnered again with the amazing team behind Indianapolis's own anime convention: **Anime Crossroads** (www.AnimeCrossroads.com). AC is dedicated to creating a broader awareness of, and appreciation for Japanese animation by celebrating the richness of this art form. Through cooperation with the community, Anime Crossroads facilitates growth of the anime, manga and related industries in Indianapolis and beyond!

ANIME GUEST OF HONOR AMANDA MILLER

From voicing Cherche and Sully, the knight nicknamed "The Woman to End All Men" in Nintendo's *Fire Emblem: Awakening*, to filling bad guys with arrows as the Marvel superhero Kate Bishop/Hawkeye, **Amanda Miller** is best known for playing spunky, badass heroines. She has provided voices for numerous video games, audiobooks, and anime, and is over the moon about getting to voice her childhood hero, Sailor Jupiter, in the Viz Media dub of *Sailor Moon*.

Some other projects include voicing Ibuki in *Coppelion*, Seiji Nomi and Megumi in *Accel World*, Young Jamil and Young Cassim in *Magi*, Takeru in *Squid Girl*, as well as the video games *Dangan Ronpa: Trigger Happy Havoc* as Junko and Toko, *Hyperdimension Neptunia Victory* (as MAGES.), *BlazBlue: Chrono Phantasma* (Nine), *Valhalla Knights 3*, the *Wipeout* series, *Earth Defense Force 2025*, *Lightning Returns*, and Harley in the MMO *Zombies Monsters Robots*.



ANIMATION & FILM TRACK FANDOM MARKET

Formerly the "Anime Artists' Alley" - this area on the 2nd floor of the Westin (in the Grand Ballroom Lobby) is set aside for artists and creators to show off their talents at local clubs and conventions to promote their events! We'll have anything and everything anime inspired, from illustrations, to jewelry, magazines, clothing, and even toys; you never know what you'll find among the creations here. In addition, find out what local pop culture events are happening in and near Indianapolis (so you have something to do between Gen Cons).



ANIME VIEWING (WESTIN, CONGRESS I)

This year we're thrilled to offer a variety of anime for fans of all ages thanks to the following companies:

ANIPIXEL

(www.aniplexusa.com)

Discotek Media
(www.diskotekmedia.com)

FUNIMATION
(www.funimation.com)

NIS
America

(www.nisamerica.com)

RightStu!

(www.rightstuf.com)

Be sure to grab the most up to date viewing schedule from the Animation/Film Track information table in the Westin.

ANIMATION VIEWING (WESTIN, CONGRESS II)

We've expanded the animation track to include non-anime entertainment, too, featuring cartoon goodness from:

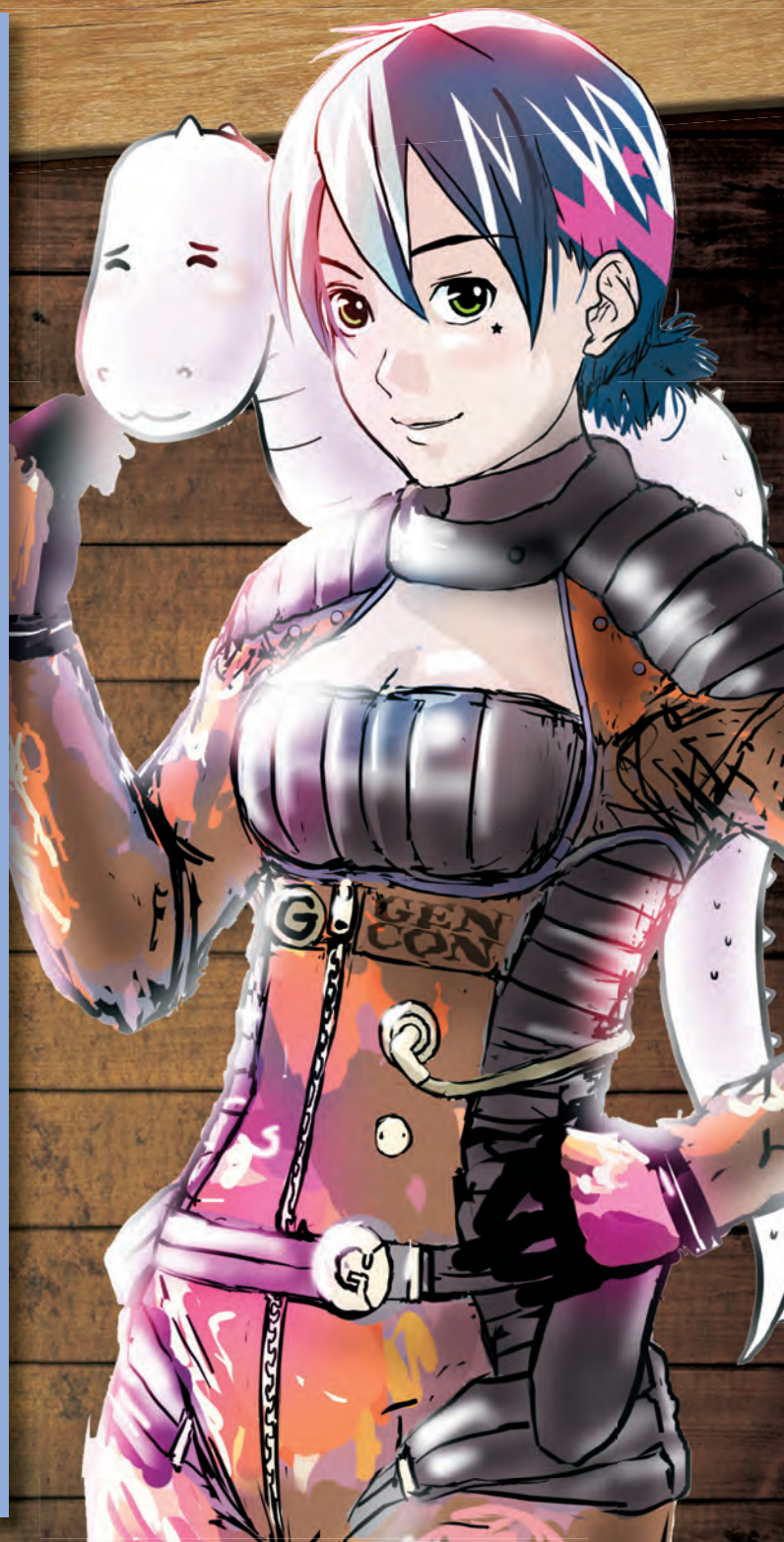
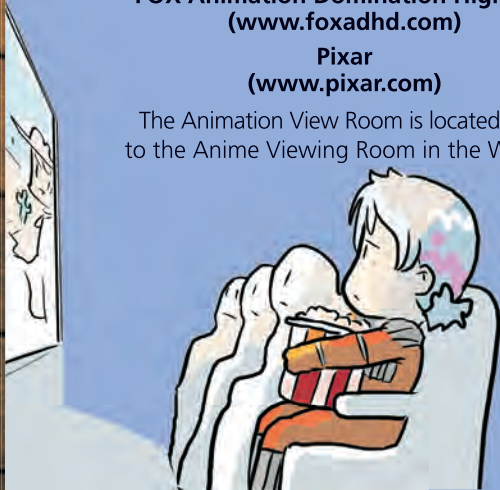
Cartoon Hangover
(www.cartoonhangover.com)

Disney
(www.disney.com)

FOX Animation Domination High-Def
(www.foxadhd.com)

Pixar
(www.pixar.com)

The Animation View Room is located next to the Anime Viewing Room in the Westin.



MANGA LIBRARY

Manga, or Japanese comics, have been around for years, but have only recently exploded onto the mainstream scene. Once hard to find, manga is now readily available almost everywhere and even has its own section in most major bookstores. Whether you are a long time fan of manga – or just want to stop by and see what all the buzz is about – there is something for you in the manga library located in the Animation & Film Track in the Westin (Camaral Room). The best part? Our manga library is **free to all Gen Con attendees!** Stop and check out our extensive catalog or ask the volunteers for recommendations. Then, make a selection and hand over your Gen Con badge to the manga librarian to enjoy your manga in our comfortable and quiet library lounge for as long as you like. Return your manga to retrieve your badge, or to select another manga title. The manga library is a great place to decompress for a few minutes or a few hours at Gen Con and get your anime fix.



FEATURED LIVE EVENTS

AMAZINGLY OBSCURE ANIME (THAT ARE STILL AWESOME) - ANI1574467

Friday, 7:00 PM, Westin (Caucus)

Anime enthusiast Brian Newhall has watched over 800 different anime series & films. He introduces 30 anime works covering decades of anime from just about every conceivable genre.

AnimEigo®

ANIME GAME SHOWS FOR ADULTS - ANI1575343

Friday, 10:00 PM,
ICC (500 Reception)

YEAR FIVE! Join the models from Cosplay Deviants for a night of (in)famous Adult Game shows (including Dub That Hentai!) Featuring a cash bar, prize giveaways, & much more.



CHIPTUNES! VIDEO GAME DANCE PARTY - ANI1582620

Friday, 11:00 PM, Westin (Grand Ballroom I & II)

A chiptune, aka "chip music" or "8-bit music," is synthesized electronic music produced by the sound chips of vintage computers, video game consoles, and arcade machines, as well as with other methods such as emulation. Wasabi Anime has assembled some of the best known Chiptunes DJs from today's scene including Benjamin Briggs, Boy Without Batteries, Hoshikuzu Kid, and Solarbear to present this high energy music experience. This event is NOT to be missed for fans of classic gaming and modern dance music.

BENJAMIN BRIGGS

HOSHIKUZU KID
星屑キッド

SOLAR BEAR

BOY II
WITHOUT BATTERIES

MYSTERY ANIME THEATRE 3000 - ANI1576649

Saturday, 8:00 PM,
Westin

(Grand Ballroom IV)



Watch anime with the folks from Wasabi Anime® as they give commentary to the Japanese cartoon goodness on the screen. A standing room only event each year! Previous anime have included Sailor Moon, Revolutionary Utena, and Fist of the North Star. Our 2015 will be announced at the event (hence, "mystery"). WARNING: Strong language & off color humor.



NOISE COMPLAINT LIVE: ANIME DANCE PERFORMANCE - ENT1582061

Thursday, 4:00 PM,
Westin (Grand Ballroom V)

Noise Complaint is the premiere professional cosplay tap ensemble at pop culture conventions in the U.S. - and this show will feature costumes & dance themed around Fairy Tail & Sailor Moon!



GEORGIA STREET

Just outside the doors of the Indiana Convention Center, Georgia Street has become a popular meeting place for gamers from around the world. This year, Georgia Street features food trucks, a beer garden, live music, and special events from Wednesday night to Sunday afternoon. This gorgeous thoroughfare is free and open for convention attendees and curious parties of all ages; badges not required!

DELICIOUS FOOD

FOOD TRUCKS

Once again, Georgia Street will be the ultimate culinary destination. More than 40 of Indianapolis's best food trucks will be serving up gourmet dishes from a wide variety of cuisines all weekend.



WEDNESDAY

GEN CON "UNOFFICIAL" KICK-OFF AND BEER TAPPING

COOL DRINKS AND HOT GUITAR LICKS WITH SUN KING AND HERO JR.

Kick off the Georgia Street festivities on Wednesday, July 29 at 5 pm with an evening of fun, music, drinks, giveaways and more, sponsored by Sun King Brewing. Attendees 21 and older who present valid ID will get the opportunity for a first taste of Sun King Brewing's official Gen Con 2015 beer, *Drink On and Prosper*, a golden ale available for the first time in commemorative collector art cans. A very limited tapping of Bourbon Barrel-Aged *Froth of Kahn* (2014 Official Beer of Gen Con) will also be released during the party.

Live music begins at 5 pm with snarky-sweet geeks, The Doubleclicks, opening for Indy's own hometown, hard-hitting rock group, Hero Jr. who will shake the street until 10 pm with their own blend of 70's classic and modern indie-rock.

Revelers of all ages are welcome to enjoy the free music and fun! Sun King will have an evening beer garden on Georgia Street throughout Gen Con.



**SUN KING
BREWERY**
INDIANAPOLIS, INDIANA USA



Hotbox Pizza, the Official Pizza of Gen Con, will have piping hot pies available all weekend long!



GEORGIA ST. SCHEDULE

THURSDAY

SUN KING BREWING GAME NIGHT

Need more fun in the sun? It never sets on the Sun Kings, so join them for a night of gaming excitement starting at 6 pm in the beer garden! Participation donations will be collected with proceeds to support Official 2015 charity, The Julian Center.

D20 Rolling Contest – Sign up for a chance to participate during the *Drink On and Prosper* Tapping Party on Wednesday. 64 contestants will battle it out to win prizes from Gen Con, Sun King, and more!

Jenga Giant – Challenge your friends to a friendly game of Jenga Giant! Team up with a buddy and try to stack the blocks over 3' ft. high. Prizes awarded to winners.

Trouble with Tribbles – Don't be a Borg Drone, come out on top just like Kirk in a strategic game of Trouble with Tribbles styled beer-pong. Featuring "cups" made with repurposed Sun King kegs, teams of two will fight it out on the Trouble with Tribbles court. Sink One and Prosper On.

Customizable Terrestrial Artifacts – Onsite screen printing with the SKB Crew. Donate and get your shirt, backpack, poster, or other similarly sized item printed with the Drink On and Prosper can design!



SUN KING
BREWERY
INDIANAPOLIS, INDIANA USA

FRIDAY

ROCK OUT WITH 90'S DAUGHTER BROUGHT TO YOU BY ZOKU

What if gamers could identify who, in their immediate vicinity, plays their favorite games? With the free Zoku app available at www.zokuapp.com, they can. It's simple: download the app, identify your passions, and then venture out into the world. Zoku continually scans devices within 300 ft. and notifies you if it locates someone with a similar interest. To celebrate the gamer community, Zoku will be handing out complimentary beer to the first 1000 people who come by the Sun King Brewing tent and flash their Zoku app. Then, on Friday, July 31, Zoku is hosting a party on Georgia Street from noon to 4 pm and again from 6 pm to 10 pm with live music by crowd favorite party cover-band 90's Daughter.



SATURDAY

STAR TREK: FIVE YEAR MISSION CHARITY GAME

Gen Con Co-Sponsor Mayfair Games will be hosting a lively charity event featuring their recent game release, *Star Trek: Five Year Mission*. All proceeds to benefit Official 2015 Charity, The Julian Center. *Star Trek: The Next Generation* star, Marina Sertis, will be making an appearance. Come at 6 pm for a music set by DJ Marcello and stick around to watch the game running from 7 to 9 pm.



2014 Star Trek Catan™ Event by Mayfair Games

SUNDAY

FAMILY FUN WITH GIANT MONSTERS!

Giant monsters have taken over Georgia St! Brought by Gen Con Event Sponsor Iello Games, these 5' tall cardboard titans are prepared to fight for the title "King of Tokyo" in this gaming event of colossal proportions. Along for the ride are a monstrous bunch of spectators from other Iello games and they're eager for photo-ops! Bring the whole family down to end the convention in full Gen Con style – by rolling comically huge dice!



The monsters have grown since last year!

ELECTRONIC GAMING

eBASH GAMING ZONE

eBash
VIDEO GAME CENTERS

eBash returns in 2015 with their PC, Xbox One, and Playstation 4 Gaming Zone. The zone opens first thing on Thursday and gives gamers the chance to play their favorite games, both casually and competitively, to win an exclusive eBash Gaming Zone 2015 Gen Con Championship Medal. Many of eBash's partners have given them codes and cards to give to players in the zone for exclusive in-game items or skins! The following games will be featured and potentially even more as sponsors and developers continue to join the eBash experience.



Forever Interactive are bringing their new game to Gen Con 2015 with tutorial sessions with the development team, casual events, and an invite-only tournament that will be great to watch and learn.

Visions of Zosimos is a game that combines a collectible card game and turn-based tactical tabletop wargame while also harnessing the social aspects of a massively multiplayer online game. The story brings players in as students of the mystic traditions of Hermetic Alchemy and Gnosticism; their actions will discover the hidden secrets of this world while battling for the fate of our universe.



eBash was contracted to build eight custom racing simulators for the Indianapolis Motor Speedway in 2013 and those will be available to race this year at Gen Con 2015! Stop by the eBash Gaming Zone for your chance to join the qualifying pools and race your way to the pole position. Just \$2 will get you into a race against eight other live racers. Racers will be playing Dirt 2, so that both beginner and advanced racers will be able to enjoy the experience and fine tune their racing style. If you win the race, you move to the pole position and get to keep racing. Win 10 races in-a-row and take home one of the eBash Gaming Zone 2015 Gen Con Championship Medals!



Minecraft will be available for hourly play all weekend long. Play on a server with a replica of downtown Indianapolis with some amazing mods installed. Not only all day but Minecraft will be running as long as there are players in the zone. When everything else has shut down and you still have energy stop by to spend a few hours putting your mark on the Gen Con 2015 Minecraft server!



There is no question that League of Legends is one of the most popular and competitive PC games available. League of Legends registers tens of thousands of hours of game play at eBash stores monthly and a state-of-the-art stat tracking system will help find the best LoL players at Gen Con 2015.

If you are a recreational or a competitive player there will be something for you at the 24 Hour Game Zone sponsored by Alienware. Hourly play is available for only \$8 and all of your stats will be tracked and points will be awarded using the LCS fantasy stats model.

The most popular event of our zone in 2014 with nearly 1000 players participating is the never-ending 5v5 random matches. As soon as 10 players register they are split into random teams for a full 5v5 official match. If a player manages to win 3 matches with random teammates they take home a Gen Con 2015 Championship Medal.

For organized and structured competition, check the scheduled 3v3 and 5v5 single elimination bracket events. Players can join and be placed on teams or request their teammates who also join.



MORTAL KOMBAT X

This is eBash's first year of offering a fighting game on the new generation consoles at Gen Con and we can't wait to watch the action! Join one of our single elimination tournaments and find out if you have the skills to take home a Gen Con 2015 Championship Medal!

"FAST PASS" TIP!

Last year, many times the eBash area was completely full with a waiting line of generic ticket holders. This year, you can skip the line and buy a specific event hourly or competition ticket instead of using Gen Con generic tickets for a time slot that works with your schedule.



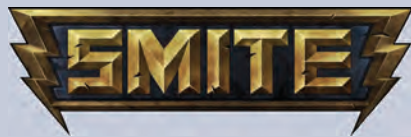


EBASH GAME ZONE HIGHLIGHTS

Players can enjoy hourly play anytime for Minecraft, Hearthstone, League of Legends, Dota 2, Heroes of the Storm, Visions of Zosimos, Smite and Heroes of Newerth.

Bracketed competitions daily for Call of Duty Advanced Warfare, Halo 2 MCC, Mortal Kombat X, League of Legends, and Heroes of the Storm.

New this year: Heroes of the Storm, Visions of Zosimos and Xbox One and Playstation 4 games including Mortal Kombat X, Halo 2 MCC and Call of Duty: Advanced Warfare.



Smite returns this year and Hi-Rez has again provided a limited number of convention skin codes to give to those playing the game in our zone. If you haven't played Smite before, it is easy to learn and free to create your own account. Simply purchase an hour of play in our zone and ask us for a free skin code after you play a game of Smite! They will also link your account and track stats to find the best Smite players at the convention.



Heroes of the Storm will be installed and ready for casual play in the hourly zone for players to meet up, scrimmage, test out strategies and meet new players.

There are also a few more serious events for 5v5 matches in single elimination and the chance to win a Gen Con 2015 Championship medal! Players can join as individuals and be placed on a team or join with friends and request to play together.



eBash are bringing in next-gen consoles for the first time this year and of course what would be a true video game room without some Halo action? Free-for-All, 2v2 and 4v4 events each day of the convention! Join these bracketed events as a single player and be placed on a team. Or join with friends and request to be teammates to play together. The top team of each event wins 2015 Gen Con Championship medals!



Of course eBash isn't going to leave out the Dota 2 players at Gen Con 2015! They will have Dota 2 available in the hourly play zone AND if you link your Steam account to our system they will track the top stats of all players in the zone during Gen Con 2015. Find out if you have the best KDA or Win percentage of the tens of thousands of gamers at Gen Con this year!



Hearthstone will return this year as one of eBash's more popular events from 2014. The competitive side will allow players to build three decks and play through single elimination brackets to find out who is the best Hearthstone player from Gen Con 2015.

Not up for serious head-to-head competition? No problem! You can stop by anytime and play Hearthstone for an hour with only \$8. Play online, against friends and anyone in our massive gaming room! As long as Blizzard still has them available, players will be able to play three local matches and unlock the Fireside Gathering card-back for their personal decks!



eBash will have multiple types of events planned this year, including Free-For-All (FFA), 2v2 and 4v4 single elimination tournaments. Join as a single player and they'll fill out teams or join with friends to play together and try to take home a Championship Medal from Gen Con 2015.



For Heroes of Newerth players or anyone who has thought about trying out this game, we will have exclusive skin codes for you also! Another game that is free to make an account, so no need to own the game. Just buy an hour of open play in the zone and after you complete your HoN match ask eBash, and you will receive an exclusive skin card!

ELECTRONIC GAMING NEXUS GAMING ALLIANCE

HOW DOES IT WORK?

With your convention badge and purchasing playtime, you gain access to unlimited console gaming hosted by the Nexus Gaming Alliance Incorporated (NGA). Players of all ages and skill levels gather in celebration of intense console gaming action. Come stop by for a quick game between events, or stay for the whole show and step your game to the next level.

Prepare to enter gamer heaven! NGA will showcase the best in next-gen systems, and all the classic gaming you can handle! If you want to see a certain game or if you have any questions on how to play, please ask any uniformed Nexus Gaming Alliance staffer for easy assistance. If you want to play games on an arcade stick or any custom controller, feel free to bring your own.

WHAT YOU SHOULD KNOW

- Have a question? Need help? Don't be afraid to ask Nexus Gaming Alliance staff members that will be on site. Just look for the branded NGA shirts.
- Just because you have purchased a tournament event ticket does not mean you are in a tournament. You must bring your event ticket to the HQ table to get signed in.
- What if I don't see the game I want to play? Please ask a Nexus Gaming Alliance staff member for the full list of games. Games can be switched as consoles become available.
- No matter what day it is, you can always remember that NGA **opens at 9 am each morning**
- All tournament rules can be found at their website www.NGAgamers.net
- General rule of thumb for tournaments:
 - All standard tournaments are single round elimination.
 - Fighters are best 2 out of 3 Matches.

TOURNAMENTS

In our quest to find Gen Con's elite gamers, 17 showcase tournaments will take place throughout the weekend. Sign-up for all tournaments will be at the HQ table right inside the entrance.

All tournaments have a roll call to assure attendance. **Please make sure to check in 5 minutes before the start of any event.** If you show up late, you will lose your spot in the tournament. Don't let that happen to you!



Nexus Gaming Alliance Incorporated (NGA) is the longest-running, national video gaming Logistics Company in the United States! NGA takes part in more than 30 events a year from coast to coast. From events that have 50,000 attendees to private corporate events, NGA has you covered.

NGA is a combination of various talents brought together to form the ultimate experience in gaming. NGA is also involved in a multitude of other areas while at events which include, Event Hosts, Panelists, Guest Liaisons, Medical, Security, Catering/Green Room Operations, Contract Negotiations, and more.

In 2014 NGA made their foray into video game creation, and movie script writing. On their website (www.NGAgamers.net), NGA started doing movie, restaurant, video game, and gaming peripheral reviews.

When you need NGA, we will be there. Come celebrate the love and passion for electronic console gaming, the best way. The NGA way!



EVENT LISTING

THURSDAY

- 10 am Tetris**
Classic Tetris score based tournament.
- 1 pm Call of Duty: Advanced Warfare – FFA**
The newest installment in the Call of Duty franchise. Get your jet packs ready for this Free-For-All tournament.
- 4 pm Super Street Fighter 4: Ultra**
One of the greatest fighting games of all time returns to Gen. Time to unleash some combos and prove that you are the best!
- 7 pm Double Blind Fighter**
A mystery fighting tournament like none other. Prepare yourself for all fighters, as you may not know what is coming.
- 10 pm Nidhogg**
One of the best games released in years. Nidhogg is an 8 Bit tug-of-war style game that pits you against your opponent with nothing but your fencing skills.

FRIDAY

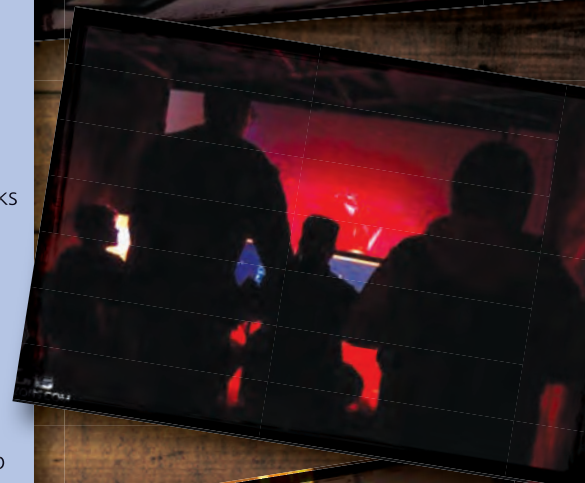
- 10 am Pacman Championship Edition DX**
It's Pacman on steroids! Think you're good at Pacman? Well this version will test your skills, with updated graphics and fast-paced action.
- 1 pm Tekken Tag Tournament 2**
The king of fighters has returned. If you love Tekken and have not played Tekken Tag Tournament 2, then there is no better time!
- 4 pm Smash Brothers: Brawl**
Back by popular demand, it's Super Smash Brothers Brawl!
- 7 pm Obscure Fighter Madness**
NGA brings you the best of the worst fighters of all time! You only have your game knowledge and skills to save you this time.
- 10 pm Halo: 2v2 Joust**
Saddle up your warthog and prepare for battle! One drives and one attacks the oncoming party on a little bridge in the middle of a pit. Winner is the one who lives.

SATURDAY

- 10 am Smash Brothers: Melee**
Back by popular demand, it's Super Smash Brothers Melee!
- 1 pm Mario Kart 8**
All of your favorite Mario Kart tracks are back for Wii U! This time with no Feathers!
- 4 pm Towerfall: Ascension**
Break the mold and play something fun! This 8 bit style game is amazing. 4 archers play against each other in a battle to the death.
- 7 pm Retro Revenge**
The tournament to play every year! With exciting classics and a new spin on the **hard games from the 8 & 16-bit generation**. This tournament is round based, so consistency is more important than winning big once. The highest cumulative score wins it all. Some classics will be instantly recognizable while others will be a blast from the past.
- 10 pm Mortal Kombat X**
The most brutal fighting game in history returns. Acclaimed as one of the best games in the series!

SUNDAY

- 10 am Smash Brothers U**
The newest installment of the Smash Brothers universe is here. This time with even more characters and 8-player play!
- 1 pm Guilty Gear XRD**
The newest installment in the Guilty Gear series is here!



FAMILY FUN

Gen Con loves gamer families! The Gen Con team is proud of the convention's Family Fun programming and it has a great deal to offer gamers of all ages. Check out all of the offerings!

FAMILY FUN PAVILION

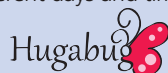
For eight years, the Family Fun Pavilion has focused on entertaining families of all ages. It includes exhibits, demonstrations, activities, and much more!

PARTICIPATING EXHIBITORS

- Action Phase Games
- Blue Orange Games
- Bricks & Boards
- Christian Gamers Guild
- Compound Fun
- Continuum Games
- G33k & Co.
- HABA USA
- Helaman's Warriors
- Mayday Games
- Monarch
- North Star Games
- Out of the Box
- Peaceable Kingdom
- R & R Games
- Set Enterprises, Inc.
- Spy Alley Partners
- Tactic Games
- USAopoly
- Wattsalpoag Games
- Wiggity Bang Games

ACTIVITIES

Face painting – become your favorite gaming character! Fun and family friendly designs can be created for all ages. Custom face and body art will be available from Hugabug Family Entertainment. You will find face painting stations throughout the Convention Center on different days and times.
www.gohugabug.com



Demonstrations – your favorite or new favorite family and kids games will be demonstrated by several of the participating exhibitors during the entire four days. All for free!

EVENTS

There are several exciting events held inside the Family Fun Pavilion during the convention. Please check event charts for exact location and details.

Some of the events include:

THURSDAY

Make your own Wizarding Wand – 10 am
Jenga Giant Fast Stacking Challenge – 1 pm & 3 pm
Everything is Awesome & Frozen – 2 pm
New Era G All Stars – 2 pm
First Day of Wizard School! – 3 pm
Tank Smack Down – 4 pm

FRIDAY

Fairies & Trolls – 10 am
Jenga Giant Fast Stacking Challenge – 11 am, 1 pm, and 3 pm
Everything is Awesome & Frozen – 1 pm
Cars the Movie – 2 pm
New Era G All Stars – 2 pm
Fairies & Trolls Save the Forrest – 3 pm

SATURDAY

Hero Kids – 10 am
Make Your Own Pony Tail – 10 am
Jenga Giant Fast Stacking Challenge – 11 am, 1 pm, and 3 p.m.
Planes the Movie – 2 pm
New Era G All Stars – 2 pm
Princes and Princesses – 3 pm
Stalingrad 101 – 4 pm

SUNDAY

Clay-O-Rama – 10 am
Hero Kids – 10 am
Samurai Strike – 11 am
Armada Invincible of the Spanish Main – 1 pm
Kids Can Design Games Too – 1 pm
New Era G All Stars – 3 pm

There are also some many family friendly events outside the exhibit hall being run throughout the weekend. You can find more information in the Event Charts in the back of the Program Book.



CHILD CARE

Gen Con has contracted Sitters to the Rescue to provide care for children of all ages for the entire weekend. This service is located in the Westin House Room. Registrations for the service started through the registration system, but there may still be space available so stop by if you are interested!



LARGE SCALE EVENT AREA (BOOTH #155)

Check out these fun events
happening all weekend!

WONKY: CRAZY CUBES & SHAKY STACKS BY USAOPOLY

Thursday & Friday 3-4 pm

Wonky is the unpredictable action-packed new game combining the skill & action of tower-building with the strategy of classic card-shedding games!

GIGANTIC UBONGO BY THAMES & KOSMOS

Saturday 4-6 pm, Sunday 10-11 am

Come play a HUGE version of the fast-paced, geometric puzzle game! Race against the timer and your opponents by moving oversized interlocking tiles to fill in the empty spaces and complete the puzzle.

SUPER-SIZED DIMENSION GAMES BY THAMES & KOSMOS

Saturday 4-6 pm, Sunday 10-11 am

Come play a super-sized version of Dimension: the spherical, stackable, fast-paced puzzle game! Race the timer to place the giant spheres on the game board while following the rules on the task cards.

GREEK MYTHOLOGY BINGO PLUS

Saturday 1-3 pm

Learn about the gods, goddesses, and monsters of Greek mythology. Then, test that knowledge as the moderator leads you in variations of bingo on beautifully illustrated bingo boards using flash cards.

WEE BEASTIES: BEDTIME READING

Sunday 1-1:30 pm

A reading of the Wee Beasties: Bedtime Book for gamer parents and their young children.

BOFFING WITH THEE BLUEBEARD

Thursday & Friday 10-11 am and 2-3 pm,
Saturday 10-11 am and 3-4 pm,
Sunday 11 am - Noon and 2-3 pm

Kids will learn how to safely go through a "boffing*" session, and then they will have an opportunity to participate in a "boffing" session with Thee Bluebeard. Kids 13-16 may register also.

*Boffing is foam weapon combat.

CAPTAIN PETE'S KID PARADES

Thursday and Saturday 11 am - 12:30 pm

Bring your child to watch or participate in themed dress up parades!

GIANT TSURO!

Thursday & Friday 1-2 pm and 4-5 pm,
Sunday Noon - 1 pm and 3-4 pm

Join Calliope Games for a game of *Tsuro: Game of the Path* on a giant, changing board! Place a tile and move along the path created, but take care! Other players' paths can lead you in the wrong direction—or off the board entirely! The last player left on the board wins!

Dragon noises encouraged. Each participant will receive a prize. Open to players of all ages and experience level. Teammates recommended for players younger than eight.

SPONSORED BY



MAYFAIR GAMES

AT A Glance

LOCATION

ICC: Exhibit Hall, Family Fun
Pavilion

DAY & TIME

Thursday - Saturday
10 am - 6 pm
Sunday
10 am - 4 pm

Check event listing for special events located in
Training Grounds. One such event will be Story
Time with Mother Geek Thursday - Saturday at
2 pm and Sunday at 11 am

TRAINING GROUNDS

Training Grounds is *the* place to introduce kids to the gaming world and all its possibilities. It is designed for kids and those young at heart to come, play and explore! Training Grounds is most appropriate for kids ages 4-12 years old.

They have lots of craft events and will have their usual game play lead by our volunteers. Stop by to see what games are being played and join in the fun! Check out the huge inventory of board games and card games titles from lots of your favorite game companies.



SPECIAL AREAS

Gen Con features a breastfeeding area in the back of our Training Grounds. It has a several chairs and is enclosed for privacy. The hours are 10 am to 5:30 pm on Thursday through Saturday and from 10 am to 3:30 pm on Sunday.

There also is a special crawling and toddler area in the Training Grounds. This area provides a clean, soft, and quiet area where your little ones can spend time during the convention. Hours are the same as Exhibit Hall hours daily.

A special thanks to Bob, James, Kyle, Char, and all the Training Ground volunteers for their continued help and support with this program.

FAMILY FUN DAY

Sunday, August 2 is dedicated to families with numerous all-ages, free events and fun activities!

OPEN CRAFTING ROOM 209

Do you love to craft? Take your family to the open crafting area and get creative. This area is completely free!



FAMILY FUN ACTIVITY GUIDE

Get your FREE Family Fun Day Booklet with maps and tips on how to collect these exclusive Gen Con 2015 buttons! Buttons are available near Gen Con's special partners throughout the Indiana Convention Center.



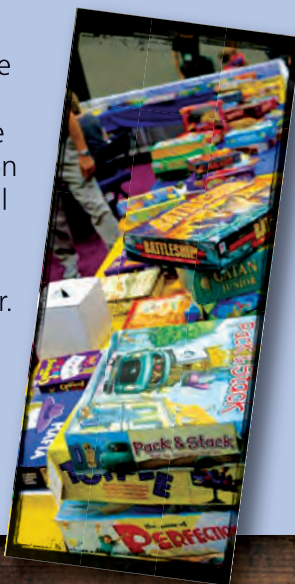
COLLECT ALL NINE GEN CON BUTTONS
before they are gone!



Collect the **DRAGON** button in the Westin Diamond or in the Training Grounds located at the rear of the exhibit hall.

DEMONSTRATIONS AND EVENTS

FREE events and demos will be happening in the open space in the Family Fun Pavilion on Sunday as well as in other areas throughout the convention center. You can find all events listed in the event charts section of the program book.



INDUSTRY INSIDERS

Thinking of taking your industry game to the next level? Join our Insiders and Guest of Honor for all the tools, tips, and tricks to take you from gaming enthusiast to consummate professional. With our wide variety of engaging panels, whether you're interested in creative design, business mechanics or anything in between – we've got something perfect for you. Meet the Gen Con 2015 Industry Insiders!



UNCLE DUKE SEIFRIED

Gen Con is excited to announce that the 2015 Industry Insider Guest of Honor is the master of miniatures!

If you were a gamer in the 1960s, chances are that you played miniatures wargames — roleplaying games and collectible card games hadn't been invented yet. At the heart of the wargaming scene, you would have found wargaming pioneer, "Uncle Duke" Seifried.

Still active at age 80, Duke is best known for his game "extravaganzas". Billed as "interactive museum displays you can play on," his collections of historical miniatures and dioramas are lovingly crafted, molded, and painted by the master craftsman himself.

Duke came to the fore in the hobby as a driving force behind several firms in the early pioneering days, namely: Der Kriegsspielers, Custom Cast, Heritage USA., and TSR (*Dungeons & Dragons*).

Duke has been awarded the prestigious Scruby Award from the Historical Miniatures Gaming Society (HMGS). His theatrical game presentations inspired the "Duke Seifried Game Master of the Year Award." He has also been inducted into the HMGS Legion of Honor, where he serves as their commandant, and has been inducted into the Adventure Gaming Hall of Fame.

Duke can be found playing guitar with a swing band or spending time with his lovely wife, Annette, in their home town of Janesville, WI.



Join Duke at Gen Con for miniatures and more:

HMN1577151

Duke Seifried's

Battle for Boetia:

Greek & Persian Wars 480BC

FRIDAY 10 AM – 2 PM

HMN1577053

Duke Seifried's

Battle for Boetia:

Greek & Persian Wars 480BC

SUNDAY 10 AM – 2 PM

Autograph signings at the Chaldea booth #2332 in the Exhibit Hall

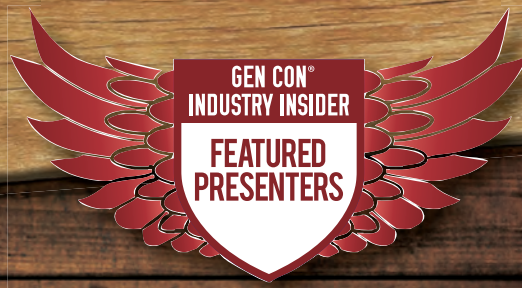
THURSDAY AT 3 PM

FRIDAY AT 3 PM

SATURDAY AT 1 PM

SUNDAY AT 3 PM

Duke will also be at the special premiere screening for the film he recently starred in, Peter Adkison's *Chaldea: War Room* with a Q&A at midnight Saturday – FLM1574451 in the Westin Grand Ballroom III.



MICHAEL ADAMS

Michael Adams has 23 published games. His publishers include Hasbro, Mattel, Gamewright and Rio Grande Games. He started inventing the games in classrooms and has been at it for 30 years.



KEITH BAKER (INSIDER SINCE 2007)

Keith Baker is best known for creating the Eberron Campaign Setting for Dungeons & Dragons and the storytelling card game Gloom. He's produced a host of games, novels, and RPG supplements, including the novel *The Queen of Stone* and the card game Cthulhu Fluxx. His 2015 releases include *Fairy Tale Gloom* and the card-based RPG *Phoenix: Dawn Command*.

Keith can be found online at Keith-Baker.com, or on Twitter as @HellcowKeith.



TRACY BARNETT

Tracy Barnett has been writing and designing tabletop roleplaying games for the last three years. His first game, *School Daze*, won a Judges' Spotlight ENnie in 2013. All of his published products have been crowdfunded, either through Kickstarter, IndieGoGo, or Patreon.

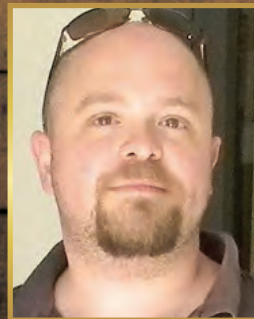
Tracy is the co-owner of Exploding Rogue Studios. He believes in open design, open licensing, inclusion, and diversity.



WHITNEY BELTRAN

Whitney Beltran, AKA "Strix", is a Masters graduate from Pacifica Graduate Institute's Mythological Studies program and a scholar who regularly straddles the interdisciplinary space between mythological and game studies.

She has published several academic papers pertaining to the intersectionality of myth, psychology, and role-playing, and is currently conducting research on the intersection of live action role-playing and technology for Carnegie Mellon University. She regularly travels both locally and internationally to conventions and academic conferences to present papers, lecture, and most importantly, play. Strix is a myth consultant in TV, film, and game development. She works with several small studios in North Hollywood in transmedia and content development. She works with a variety of game publishing houses, and consults mostly on world building and diversity and inclusivity issues. She is also currently developing her own game, *Bluebeard's Bride*. She also heads up a minority advocacy group called *Gaming as Other*, meant to empower marginalized members of the gaming community. Strix specializes in psychology and myth, and mythic engagement in the modern West via the mediums of RPGs, LARPs, video games, interactive storytelling, and other activities that require active imagination. She believes that narrative games, "games that tell stories", can be transformative and powerful tools for learning and growth. See more at www.StrixWerks.com.



EYTAN BERNSTEIN

Eytan Bernstein is a RPG game designer and editor with credits on countless games, supplements, and magazine articles for numerous companies. He has written more than 50 books and articles for various editions of *Dungeons & Dragons*, is the co-author of the

upcoming *Red Aegis Roleplaying Game*, and currently serves as a frequent editor for Kobold Press. Eytan offers a passionate voice for the LGBTQ gaming community, shedding light on the strength that diversity brings to our hobby.



WILLIAM BODDEN

Involved in the gaming industry for more than thirty years, Bill has worked in the retail, wholesale, and publishing arms of gaming. His retail experience includes five years as a store manager and several stints with Pegasus Games in Madison, Wisconsin. Bill's wholesale

experience includes six years with ACD Distribution, as Marketing Manager, Buyer, and Purchasing Manager. With seven years as sales manager for Green Ronin Publishing, and a number of freelance writing credits to his name with Green Ronin, Modiphuis, Onyx Path, Margaret Weis Productions, and Fantasy Flight Games, he also has a solid working knowledge of the publishing end of the business. Bill makes his home in Wisconsin.



JEREMY COMMANDEUR

Since 1998 Jeremy has worked professionally on numerous card and board games including several long-lasting TCGs. He now works to inform and support designers entering the board game hobby.

You can catch him in the weekly Forbidden Limb podcast (theforbiddenlimb.com) talking about the business side of board games or at the prototype board game con he hosts Unpub Protospiel San Jose (boardgamebuilders.com). Jeremy has three board games from three different publishers slated to release in 2015. He is also a Kickstarter super backer having backed more than 300 projects on Kickstarter.



BRANNON BOREN

Brannon Boren started playing D&D in 1979. He became a freelance writer/designer in 1991, and moved into video games when he joined Microsoft to launch their big bet: the Xbox. He worked on fan-favorites like Halo, Crimson Skies, and Stargate SG-1, and blockbuster casual games

FarmVille and FarmVille 2. He's currently leading the next generation of celebrity mobile games at Glu.



JAMES ERNEST (INSIDER SINCE 2011)

James Ernest is a prolific game inventor and author with more than 150 published tabletop and computer games. He is best known as the president and lead designer of Cheapass Games, and has

also done design work for many game publishers including Hasbro, Wizards of the Coast, Wizkids, and Microsoft.



JENNIFER BROZEK

Jennifer Brozek is an award-winning editor, game designer, and author. Winner of the Australian Shadows Award for best edited publication, Jennifer has edited fourteen anthologies with more on the way, including *Chicks Dig*

Gaming and *Shattered Shields*. Author of *Apocalypse Girl Dreaming*, *Industry Talk*, *In a Gilded Light*, and the *Karen Wilson Chronicles*, she has more than sixty published short stories, and is the Creative Director of Apocalypse Ink Productions. Jennifer is a freelance author for numerous RPG companies. Winner of both the Origins and the ENnie awards, her contributions to RPG sourcebooks include *Dragonlance*, *Colonial Gothic*, *Shadowrun*, *Serenity*, *Savage Worlds*, and *White Wolf SAS*. Jennifer is the author of the YA Battletech novel, *The Nellus Academy Incident*, and the *Shadowrun* novella, *Doc Wagon 19*. She has also written for the AAA MMO *Aion* and the award-winning videogame, *Shadowrun Returns*. When she is not writing her heart out, she is gallivanting around the Pacific Northwest in its wonderfully mercurial weather. Jennifer is an active member of SFWA, HWA, and IAMTW. Read more about her at www.jenniferbrozek.com or follow her on Twitter at @JenniferBrozek.



AJIT GEORGE

Ajit George is Director of Operations for an international non-profit. He has spoken at numerous events on the topic of non-profit education, including TEDx and NPR. He attended the Clarion West Writer's Workshop in 2004 and studied under several leading science fiction

and fantasy authors. He has written the Bangalore City Guide for Urban Shadows, is an advocate for Gaming as Other, is an organizer for Games on Demand, and has run and organized games at conventions across the United States.



LYNNE HARDY

Lynne Hardy got into roleplaying games thanks to the Seattle Seahawks (it's complicated) far longer ago than she is now prepared to admit. Encouraged by her gaming group to run Red Box D&D, she soon moved on to a system they couldn't quote backwards at her: Talislanta. After a cheeky letter to WOTC, she found herself demo-ing games

for them and writing bits and bobs for Nightfall Games. In between moonlighting as a biomedical researcher and lecturer, she began writing for Pelgrane Press and Cubicle 7, before chucking the day job to join the gaming industry full time. As well as developing her own steampunk and fantasy games, she acted as lead writer, editor, and line developer on the multi-award winning Achtung! Cthulhu Kickstarter for Modiphius Entertainment.



MEGHAN MCGINLEY

Meg makes games. She and her two partners at Games by Play Date have a mission to make inclusive games that never "punch down" and celebrate players. Their first game Slash: Romance Without Boundaries has been highlighted as one of the

few to include the full range of gender identities and sexualities. Another game, Bad Habit explores self-injury. The latest game, Pack the Pack was featured as a Cards Against Humanity Deathmatch finalist and is being placed in after-school programs to build STEM skills. Meg is on the board of directors of the Game Maker's Guild in Boston and ensures a safe space for all 600+ aspiring game designers. Meg loves games. She was an ENnie nominated Podcaster who took game theory and review to the next level.



ELSA S. HENRY

Elsa S. Henry is the creator of Feminist Sonar, Feminist Sonar Live and Blind Lady Versus. She holds an MA in Women's History, and uses it to change history. Her game credits include Dead Scare, Wraith 20th Anniversary Edition, and she works as the community manager for both Storium.com and Phoenix Outlaw Productions. Her deepest passion in the

gaming industry is creating accessibility for all gamers with disabilities, and showcasing disability within games. She is also the disability access coordinator for Double Exposure Events.



RYAN MILLER

Ryan Miller has been in the gaming industry for more than 15 years, working his way up from retail to Wizards of the Coast R&D. His game design career began in 2001 with the founding of Sabertooth Games, where he co-designed the Warhammer 40,000 and Warcry CCGs. In

his 10 years at Wizards, he's worked on Magic: the Gathering, Duel Masters, Kaijudo, Axis & Allies, Dungeons & Dragons, and several other games. He's also been performing improv comedy for the past 24 years with companies such as ComedySportz and Jet City Improv.



SHOSHANA KESSOCK

Shoshana is a writer, game designer and scholar specializing in storytelling and design for tabletop and live action roleplaying games. She is co-founder of Phoenix Outlaw Productions, an independent role-playing game design company, and founder of the Living Games Conference, the first academic

conference in the US dedicated to live action role-playing games. She has worked as a writer, game designer, editor, project manager, and consultant to Evil Hat Productions, Onyx Path, By Night Studios, Maggie Games, Galileo Games, Eschaton Media, Ginger Goat Games and more. She is the author of such games as Dresden Lives, Dangers Untold, The Last Ten Minutes, Welcome to ReaperCon, The State versus Captain Wonder and SERVICE, which was a 2014 IndieCade finalist. She is a graduate of the NYU Game Center with a master's degree in game design. When she isn't writing and organizing games, she writes fiction, blogs about games and media for various sites, works on her coding skills, travels to LARP events around the world, and produces academic papers on roleplaying games. Her passion is speaking out about inclusivity and safe space creation in the gaming community, as well as the representation of women in the gaming world. She hails from Brooklyn, New York.



ANDREW PEREGRINE

Andrew has been playing RPGs for over thirty years, and has been a freelance writer for over ten. His credits include work with AEG (Seventh Sea) Eden Studios (Buffy, Angel), Margaret Weis Productions (Firefly, Leverage) and Onyx Path

(Changeling, V20). Most of his work has been with Cubicle 7, including Doctor Who and the translations of Yggdrasil, Keltia and Kuro. He was also the Line Developer for the award winning Victoriana second edition line. Andrew also releases his own games as "Corone Design" which includes the disturbing Pie Shop and the anarchic Hellcats and Hockeysticks. However, to ensure he can pay the mortgage, Andrew works in theatre as a lighting technician and freelance lighting designer. He currently works at the Theatre Royal Haymarket in London's West End.



**LUKE
PETERSCHMIDT
(INSIDER SINCE 2013)**

Luke is a 20+ year table top industry vet and he has held various design, brand, and executive positions at companies large and small. He started and sold Sabertooth Games to Games Workshop for \$3M+. Then, to

keep busy, he's done ten Kickstarters. Most of his time is now spent consulting for large toy and electronic game companies, teaching Critical Game Analysis at a STEM School, and Public Speaking.



**PAUL
PETERSON
(INSIDER SINCE 2013)**

Paul Peterson started his game design career at Wizards of the Coast working on Magic: the Gathering, Pokemon, and his card game, Guillotine. Since then he moved between the worlds of electronic and tabletops games

designing everything from a massively multiplayer roleplaying game to a virtual world for girls to a collectible poker chip game. His recent titles include Smash Up and Unexploded Cow, and he is a developer on the Pathfinder Adventure Card Game.



**GARETH
RYDER-
HANRAHAN**

Gareth is a staff writer at Pelgrane Press and Laundry Files Line Manager at Cubicle 7. He has designed Dracula Dossier, Eyes of the Stone Thief, Mongoose Traveller, and Darkening of Mirkwood. He's mostly harmless.



BRYAN STEELE

Bryan C.P. Steele was born in northern Indiana in the wake of the original *Star Wars*, and grew up with a powerful imagination that has since fueled more than a million published words, countless plotlines, game designs and more. Moving from playtesting and demo-staffing to his first paper publication with

Warmachine: Prime in 2003, he has leapt into the gaming industry with both feet. Working on award-winning projects with different companies over the years, he's had input on several fan favorite games like Iron Kingdoms, Traveller, Shadowrun and RuneQuest. Bryan has also been fortunate enough to work with such fantastic settings as *Conan*, *Babylon 5*, *Starship Troopers* and *Judge Dredd*. With the upcoming release of the Shadowrun: Hostile Takeover board game as well as working towards the release of his own roleplaying game setting, Seventh Crown, Bryan hopes to make an even broader impact on the industry through his original game designs. Bryan is the proud father of his young son Conor, who will soon be playing some of daddy's games and reading daddy's stories. From his home in the Indianapolis area, Bryan wants to make the world a more enjoyable place one die rolled, card played or page turned at a time.



**ELISA TEAGUE
(INSIDER SINCE 2014)**

Elisa Teague is a game and event designer for Lone Shark Games and has been in the game industry for 15 years. Formerly a game designer and Senior Director of Product Development at Playroom Entertainment, her expertise is focused in game design and development,

game pitch readiness, art direction, and production, contributing these skills to over 100 game SKUs on the market. Her hit game «Geek Out!» was recently featured on TableTop, and has its 4th edition coming out this summer. Elisa is the author of the book *Girls on Games: A Look at the Fairer Side of the Tabletop Industry* which she collaborated with other female game industry professionals, and she regularly speaks on a traveling convention panel titled "All Shapes and Sizes Welcome," which focuses on body image and women's issues in the game and entertainment industry.

JT SMITH

JT is the founding partner of The Game Crafter, the world leader in print on demand board and card games. He has also been designing video games, board games, and role playing games for more than 20 years, with his most recent success being co-op board game, The Captain is Dead. He's been involved in the table top convention scene for almost as long as he's been designing games having attended and exhibited at hundreds of conventions. He even runs a few of his own. In the early 2000's, he wrote the event management system that ran conventions such as Origins and Historicon. These days he runs CrafterCon and Protospiel Madison.



RICHARD THOMAS
(INSIDER SINCE 2012)

In 1986 Rich became Art Director of White Wolf Magazine, and later was made responsible for the visuals that are such an integral part of White Wolf books. Years later, oversight of the writing and game design was added when he

became Creative Director. Rich helped to evolve White Wolf into the digital age of publishing, and is now running Onyx Path Publishing to bring tabletop RPGs (licensed WW games as well as Onyx's own) into this new era. Along the way, Rich created just about every symbol, alphabet, or written icon in the WW settings and illustrations throughout the industry, including creating the "Stuffy Doll" for Magic: the Gathering.



BRYAN TILLMAN
(INSIDER SINCE 2010)

Bryan Tillman is currently the academic director for Game Art and Design, Visual Effects and Motion Graphics, Media Arts and Animation and Visual Game Programming at the Art Institute of Washington DC. He has an MFA from the Savannah College of Art and Design, with a focus in sequential art and a minor in

drawing. As the owner and CEO of Kaiser Studio Productions (a production studio for comics, toys, animation, and games), Bryan wears many hats. He is a sculptor for toys. He is the editor for all the comic books that come out from the studio. He also does layout and illustrations for multiple projects. Some of the clients that Bryan has worked for are Marvel, DC Comics, Image, Valiant, UpperDeck, Cryptozoic, Rittenhouse, Toys R Us, Focal Press and Tandem Productions. Bryan is currently working on a tabletop RPG card game titled Dark Legacy that piqued the interest of ThinkGeek so much so that they picked it up and are now selling the game. www.dark-legacy.net



RACHEL VENTURA

Rachel Ventura is the Business Director for Legendary Games. She has been a freelance writer for Adventure a Week Games, Jon Brazer Enterprises, and Total Party Kill Games. Previously she was the Vice President of Sales & Marketing for Frog God Games. She has completed several successful kickstarters and has a vast knowledge of the third party publishing model. She started gaming at the age of 6 when her older brother needed a rogue elf to play in his dungeon. Although her experience at that point mostly involved her searching for shinies, her gaming style did evolve from table-top to LARPing to card games. Now a mother of twins, strategy and Euro games are much more her style. She has a Bachelor of Science Degree in Mathematics where she worked as an actuary for a few years before moving into marketing. She is a woman of many talents anywhere from training wolves for movies to teaching scrapbooking at Gen Con for SPA events. She resides in Washington State with her husband, twin daughters and two dogs: Gin & Tonic.

* Guests are subject to change.



As part of our Industry Insider Program, Gen Con has been honored to bring you an incredible variety of experts and professionals from the gaming industry throughout the years. This year, Gen Con has instituted a new way to recognize their important contributions through our Academy Alumni Program. We'd like to thank the Academy!

- | | | | | | |
|-------------------------------|--------------------------|------------------------------------|----------------------------------|-----------------------------------|---------------------------|
| Agnus Abranson (2013) | Ryan Dancey (2011) | David Hill (2004) | T.S. Luikart (2012) | Mark Rein-Hagen (2012) | Rodney Thompson (2012) |
| Justin Achilli (2004) | Dennis Detwiler (2012) | Will Hindmarch (2011) | Michelle Lyons (2012) | Sean Reynolds (2004) | Jeff Tidball (2004) |
| Peter Adkison (2002) | Ron Edwards (2004) | Jon Hodgson (2013) | Ryan Macklin (2012) | Roderick Robertson (2004) | Jonathan Tweet (2004) |
| Tavis Allison (2004) | Michael Elliott (2010) | Matt James (2013) | Ben Mandall (2006) | Larry Roznai (2013) | Chris Ulm (2005) |
| Dave Arneson (Lifetime) | Steven Ellis (2010) | Jervis Johnson (2005) | Jeff Martin (2014) | R.A. Salvatore (2003) | Farzad Varahramyan (2005) |
| D. Vincent Baker (2005) | Jack Emmert (2006) | Seth Johnson (2013) | Will McDermott (2004) | Gary Sarli (2011) | Michael Varhola (2005) |
| Jessica Banks (2013) | Bruno Faidutti (2014) | Timothy Kask (2013) | Dominic McDowall-Thomas (2012) | Mike Selinker (2006) | Allen Varney (2014) |
| Wolfgang Baur (2011) | Chris Fitzpatrick (2004) | Steve Kenson (2012) | Robert "Mac" McLaughlin (2005) | Jennifer Shahade (2014) | Darren Watts (2013) |
| Jeff Bellinger (2006) | Richard Garfield (2007) | Gwendolyn Kestrel (2006) | Mike McVey (2004) | Elizabeth Shoemaker-Sampat (2012) | Margaret Weis (Lifetime) |
| Don Bingle (2005) | Richard Garrity (2004) | Japji Khalsa (2004) | Christian Moore (2004) | Gareth-Michael Skarka (2012) | Jordan Weisman (2004) |
| Jolly Blackburn (2004) | Lee Garvin (2005) | Reiner Knizia (2005) | Jason Morningstar (2012) | Bill Slavicsek (2004) | John Wick (2005) |
| Richard Borg (2008) | Aldo Ghiozzi (2004) | Paul O. "Dr. Octopus" Knorr (2005) | Susan Morris (2012) | Daniel Solis (2011) | Aaron Williams (2005) |
| Phil Brucato (2004) | Mitch Gitelman (2013) | Rob Krutz (2007) | Michelle Nephew (2004) | Jared Sorensen (2005) | David Williams (2004) |
| Andy Chambers (2004) | Andrew Graner Ray (2006) | Clinton Nixon (2005) | Christian Moore (2005) | Michael Stackpole (2004) | Matt Wilson (2009) |
| Steven Charbonneau (2010) | Mike Gray (2004) | Lissane Lake (2005) | Paul O'Connor (2005) | Greg Stafford (2014) | Ray Winninger (2014) |
| Chris Charla (2006) | Ed Greenwood (2004) | Eric Lang (2010) | Shepherd Paine (2009) | Ed Stark (2007) | Teeuwynn Woodruff (2006) |
| Ben Clark (2009) | Gary Gygax (Lifetime) | Rob Laws (2004) | Andrew Parks (2007) | Lizzie Stark (2013) | James Wyatt (2006) |
| Jennifer Clarke Wilkes (2013) | Andrew Hackard (2014) | Brian Lewis (2010) | Christian Petersen (2005) | Lisa Steenson (2006) | Sherry Yeary (2006) |
| Lillian Cohen-Moore (2014) | Bruce Harlick (2004) | Jay Little (2014) | Randy Porter (2007) | Owen Stephens (2010) | John Zinzer (2004) |
| Andy Collins (2004) | Jess Hartley (2012) | Tom Lommel (2013) | David Preti (2014) | Christina Stiles (2012) | Louis Zocchi (2007) |
| Monte Cook (2004) | Shane Hensley (2004) | Steve Long (2004) | Lewis Pulsipher (2013) | Greg Stolze (2011) | Stan! (2004) |
| Sue Cook (2004) | Laura Hickman (2004) | Rick Loomis (2004) | Stephen Radney-MacFarland (2006) | George Strayton (2012) | |
| Luke Crane (2005) | Tracy Hickman (Lifetime) | Devin Low (2013) | Philip Reed (2013) | Howard Taylor (2009) | |

To all of these noteworthy industry veterans and to all of the insiders who have contributed their time, talent and advice over the past decades – the Gen Con team appreciates you sharing your valuable time and knowledge!



MATT FORBECK
(INSIDER SINCE 2007)

Matt Forbeck has been a full-time creator of award-winning games and fiction since 1989, designing games and toys and writing stories of all sorts. He has designed board games, collectible card games, roleplaying games, and miniatures games and has written comic books, computer games, magazines, novels, nonfiction, screenplays, and short fiction. His work has been published in more than 10 languages.

He has 27 novels published to date, including the award-nominated *Guild Wars: Ghosts of Ascalon* and the critically acclaimed *Amortals* and *Vegas Knights*. His latest work includes the *Magic: The Gathering* comic book and the *Dangerous Games* trilogy of thriller novels set at Gen Con.

His projects have been nominated for 28 Origins Awards and won 15. He has also won five ENnies and a Scribe Award. He is a proud member of the Alliterates writers' group, the International Association of Media Tie-In Writers, the International Thriller Writers, and the International Game Developers Association.

He lives in Beloit, Wisconsin, with his wife Ann and their children: Marty, Pat, Nick, Ken, and Helen. For more about him and his work, visit Forbeck.com



NICOLE LINDROOS
(INSIDER SINCE 2013)

Nicole Lindroos entered the game industry in 1987. She has worked on staff on numerous game lines and for several companies including Lion Rampant, White Wolf, Atlas Games and Cheapass Games. She co-founded Adventures

Unlimited magazine, served on the board of the Game Manufacturers Association and as the chair of the Academy of Adventure Gaming Art and Design, volunteered both on the advisory committee and as the head of the Origins Awards, and has been an active freelancer for large and small companies alike. Since the year 2000 she has been co-owner and General Manager of Green Ronin Publishing. Her current projects include contributions to the *Dragon Age Tabletop Roleplaying Game* and *Titansgrave: Ashes of Valakana*.



KENNETH HITE
(INSIDER SINCE 2012)

Multiple Origins, Golden Geek, and ENnie Award winner Kenneth Hite has designed, written, or co-authored over 80 roleplaying games and supplements, including the *Star Trek Roleplaying Game*, *GURPS Infinite Worlds*, *GURPS Horror*, *The Day After Ragnarok*, *Trail Of Cthulhu*, and *Night's Black Agents*. Outside gaming, his works include *Tour de Lovecraft: the Tales*, *Cthulhu 101*, *The Nazi Occult*, the "Lost in Lovecraft" column for *Weird Tales*, and a series of Lovecraftian children's books. Half of the podcasting team behind *Ken and Robin Talk About Stuff*, he lives in Chicago with two Lovecraftian cats and his non-Lovecraftian wife, Sheila.

Look for him on Facebook (facebook.com/kenneth.hite) and Twitter @kennethhite.



INDUSTRY INSIDER EVENTS AND PANELS

Make sure to check out the Event Charts in the back of this Program Book for many great events featuring this year's Industry Insiders!

LIFETIME GUESTS OF HONOR

IN MEMORIAM



DAVE ARNESON
(1947 – 2009)



GARY GYGAX
(1938 – 2008)



MARGARET WEIS

Born and raised in Independence, Missouri, Margaret Weis attended the University of Missouri, graduating in 1970 with a BA degree in Literature and Creative Writing. In 1983, she

moved to Lake Geneva, Wisconsin, to take a job as book editor at TSR, Inc., producers of the DUNGEONS & DRAGONS® role-playing game.

At TSR, Weis became part of the DRAGONLANCE® design team. Created by Tracy Hickman, the *Dragonlance* world has continued to intrigue fans of both the novel and the game for generations.

Weis is the author/co-author of several other New York Times best-selling series, including *Darksword*, *Rose of the Prophet*, *Star of the Guardians*, *The Deathgate Cycle*, and *Sovereign Stone*.

As the owner of Margaret Weis Productions, Ltd., she recently published the *Firefly* Role Playing Game featuring the award-winning *Cortex* game system. Weis also continues to write and co-authored the third book of her *Dragon Brigade* series, *The Seventh Sigil*, with Robert Krammes in 2014.

Margaret Weis can be found in the Exhibit Hall at her company's booth #1613.



TRACY HICKMAN

It was in 1981, between jobs and wanting to buy shoes for his children, that Tracy Hickman approached TSR about purchasing two game modules he had written with his wife, Laura. Rather than buying his modules outright, he was offered the job that led to his association with Margaret Weis and their first publication together: the *Dragonlance Chronicles*.

Since that time in 1985, they have jointly authored more than 40 books and numerous anthologies. Tracy's first two solo novels, *Requiem of Stars* and *The Immortals* were first published in the spring of 1996.

Tracy and Laura continue to write together as well, and their most recent book, *Upwept: Book One of the Nightbirds*, was released in 2014 as the first of a new trilogy.

Tracy joined *Ultima* luminary Richard Garriott's team in 2013 as lead story writer for the upcoming episodic MMORPG *Shroud of the Avatar*. He is also writing a prequel novel set in the same universe for Portalarium's *Underworld Ascendant*.

Tracy has attended every Gen Con since 1981. His 'Killer Breakfast' event results in the timely death of hundreds of freshly created PCs every year and has become an eagerly anticipated tradition each Gen Con weekend.

Tracy Hickman will be hosting the following events at this year's show.

- Hickman's Killer Breakfast 2015 (ENT15680912)
- Hickman's Killer Breakfast Commandos 2015 (ENT1568380)
- Hickman's SECOND Killer Breakfast 2015 (ENT1568091)
- Hickman's SECOND Killer Breakfast Commandos 2015 (ENT1568374)
- Hickman's Pick-a-Path Musical (ENT1568093)
- Writer's Craft: Hickman's Guide to the Care & Feeding of Your Audience (SEM1580183)
- Hickman's The Road Goes Ever On: The Structure of Epic Fantasy (WKS1578880)

When not hosting his events, Tracy can be found at his booth in the Exhibit Hall, #1935

PUPPET PROGRAM

FUN WITH PUPPETS RETURNS TO GEN CON FOR THE SECOND YEAR, BIGGER AND BETTER!

Once again Gen Con will offer a variety of engaging events for children of all ages and those young at heart. Whether you're looking to try your hand at creating your very own puppet, would like to learn about the world of puppetry or just want to enjoy a good laugh – you'll find something to enjoy in this program. For the first-time ever, Gen Con's Puppet Program is also proud to feature a Puppet Guest of Honor.

GEN CON IS EXCITED TO ANNOUNCE OUR VERY FIRST GUEST OF HONOR FOR THE PUPPET PROGRAM **TRACE BEAULIEU**



GET TO KNOW TRACE:

Trace Beaulieu is a comic actor, writer, producer and goofball. He was a founding member of the Emmy nominated, Peabody Award-winning, cult hit show MYSTERY SCIENCE THEATRE 3000. In addition to writing, occasionally directing, designing and building sets and props, Trace performed the puppet character "Crow T. Robot", and mad scientist "Dr. Clayton Forrester". He repeated these roles in the 1995 film version of the show MST3K: THE MOVIE. Trace wrote for ABC's Americas' Funniest Videos for nine seasons. He played a recurring character on FREAKS AND GEEKS, and has had cameo appearances on THE WEST WING and ARRESTED DEVELOPMENT.

For six years, he toured with original cast of MST3K in a live movie riffing show, called CINEMATIC TRITANIC. Trace is currently the voice of A.R.T. the robot on Paul Feig's OTHER SPACE on Yahoo TV. Other projects include: SILLY THYMES FOR BELLIGERENT CHIRLDREN, a book of odd poetry and THE FRANK, a music video featuring the cast and crew of MST3K. Trace has done several other things he hopes you never find out about.

Make your MST3K dreams come true and meet up with Trace at Gen Con 2015!

Q&A with Trace Beaulieu (ENT1582451)
Friday at 10 am
(Westin: Grand Ballroom V)

Get your very own autograph at his book signings in the Book Signing area (near Authors' Avenue) of the Exhibit Hall:
Friday and Saturday at 5 pm

Indulge your childlike side, or your adult sense of humor,
with these innovative offerings:

OUR SCHEDULE
(subject to change)

The State of Puppetry Today (SEM1573256)	Thu 6 pm	Crowne Plaza : Victoria Station A/B
Q&A with Puppet Program Guest of Honor Trace Beaulieu (ENT1582451)	Fri 10 am	Westin : Grand V
Improvising with Puppets (WKS1576924)	Fri 11 am	Crowne Plaza : Hay Market B
Puppet Making with Stacey Gordon (WKS1582445)	Fri 7 pm	ICC : Rm 203
Late Night Puppet Slam (WKS1568779)	Fri 11 pm	Westin : Grand Ballroom V
Victorian Toy Puppet Theater (WKS1576981)	Sat 10 am	Crowne Plaza : Hay Market A
Playing with Light: the Art and History of Shadow Puppets (SEM1576982)	Sat 6 pm	Crowne Plaza : Pennsylvania Stn A
The Future of Puppetry (SEM1576983)	Sun 1 pm	Crowne Plaza : Pennsylvania Stn A

Check the Event Charts in the back of this Program Book for more details and many more incredible options!



**LAUGH AND LEARN ALONG
WITH OUR FEATURED PUPPETEERS!**

GORDON SMUDER

His professional credits include costuming, toy design, special effects, prop and miniature building, authoring (both comics and teleplays), acting, puppetry, voice-acting, illustration, and producing a completely independent, award winning web show/nationally aired sitcom called Transylvania Television. Over the years, Gordon has provided many props for motion pictures including "Joe Somebody", "Mighty Ducks 3", "The Naked Man" and Kevin Smith's Grappler Gun in the film "Mall Rats". Retired from a 25 year career in the "special effects biz", Gordon now concentrates solely on his career of television puppetry. Yes...just like Jim Henson. Only not so dead.



You can see Gordon's puppet creations at www.thepuppetforge.com. This year at Gen Con, Gordon will be a part of *The State of Puppetry Today* and *The Future of Puppetry* as well as the emcee for the *Late Night Puppet Slam*!

And you are greatly encouraged to "like" the Puppet Forge page as well as the Transylvania Television page on Facebook.

STACEY GORDON

A co-director for Pulp Gamer Media, you'll know Stacey from the Mayfair Games' "Bob & Angus" show as news ewe Claire O'Brien. You'll see her with Claire around the convention, but she's also one of our principal performers at our Late Night Puppet Slam. If you want to learn from the best, be sure to check out her workshop – **Puppet Making with Stacey Gordon** – and make your own exciting and fun creation!



GAME LIBRARY & PICK-UP PLAY AREA

DISCOVER ADVENTURE AT THIS GEN CON 2015!

Whether you're seeking the fun and familiar or looking for the exciting and exotic, The Game Library is the destination for you. Discover new games or revisit old favorites in the relaxing environs of the Game Library, or venture into uncharted territory with your new Exhibit Hall purchases in a unique locale - the Pick-Up Play Area.

GAME LIBRARY

There is a destination just over the horizon calling your name. Some say it contains everything from the Fountain of Youth to the Seven Wonders ... maybe not, but it does have lots of available seating, an array of wondrous games for you to try and all of your best friends. Set sail for the Game Library and with your Game Library/Pick-Up Play ticket you not only get in, but you get a guaranteed seat too!

HAVE BURIED TREASURE? DONATE IT HERE!

Share your treasured games with us and win bonus points for generosity! Contribute to the Gen Con Game Library, and your gently used games will find new adventures. Whether they have their share of tales to tell or they're fresh from the store, they can join the roving band of merry games.

PICK-UP PLAY AREA (A.K.A. OPEN GAMING)

Ah, mighty traveler you have made it past the roiling seas and rough-hewn mountains to this fair valley at last ... wait a minute, this isn't so much a valley as an amazing dedicated space for gaming to your heart's content! You can bring your own game or rent one from the extensive Game Library.

Meet up with a group of friends or find new ones to play with, all in our Pick-Up Play Area. Expert guides to this new land (aka Volunteers) will help you find all it has to offer from open tables to groups to join. You just might feel like you've conquered an epic quest when you make this discovery.

AT A Glance

LOCATION
ICC : Rooms 101-106

DAYS & TIME
Thursday - Saturday
8 am to 4 am

Sunday
8 am to 4 pm

GAME IDS
ZED1568243,
ZED1568247 - ZED1568252

EVENT TICKETS

ZED1568243, ZED1568247 - ZED1568252

- \$4 - Daytime Thursday only (8 am until 6 pm)
- \$6 - Daytime (8 am until 6 pm)
- \$8 - Nighttime (6 pm until 4 am)
- \$4 - Sunday (8 am until 4 pm)

Tickets are per person. Your ticket grants you access to the room, guarantees you a seat, and all the games you can play. The Day & Night ticket options give you the flexibility to create a custom gaming experience that fits your schedule.



GEN CON Puzzle Hunt XIV

THE CROWDSOURCE OF ALL EVIL

Once again, it's the most wonderful time of the year – Gen Con!!!

Just a couple days ago, we came up with a brilliant new game we wanted to share with everyone at Gen Con. It has everything we've ever wanted in a game AND MORE! Dice, cards, minis, companion apps for your phone, sparkle kittens, laser sharks - basically, you name it we got it!

At any rate, having the best game ever with no money to make it doesn't help anybody, so we decided to put together a crowdfunding campaign to launch here at the convention to create the best game the world has ever seen, called Win, Don't Lose.

In our excitement and haste, we accidentally signed a contract with an evil crowdfunding site by accident: **TRICKSTARTER**

No biggie, right? Wrong.

We did a little digging and it turns out Trickstarter is just a front for Extra Vile International Lawbreakers LLC (EVIL LLC), and they use the money they get from Trickstarter campaigns to fund their nefarious plans worldwide. It was too late for us to back out of the campaign without forfeiting our gajillion-dollar idea and our lives, but we figured it wouldn't be a problem because if we didn't promote the game, it wouldn't make any money. Turns out we were very wrong, and people have been backing our campaign left and right. Luckily, we had a back-up plan in case something like that happened.



Here's how you can help stop EVIL LLC from using the money from Win, Don't Lose to take over the world:

All weekend long you can solve the puzzles we've hidden in the Trickstarter Reward Levels. If you find and solve all 18 of the puzzles, you'll be able to help us find a way to make our game less appealing so everyone will stop giving it money. The first Reward Level Puzzle is located on the next page.

After you solve each puzzle, write its answer on the appropriate line on the next page. If you solve the \$1 Reward Level Puzzle and bring the correct answer to the Gen Con Hunt Puzzle Booth, you'll get an entry in a drawing for a 4-Day badge to Gen Con 2016!!! For every three additional puzzles, you'll earn an entry into the drawing. That's up to seven entries if you complete all of the puzzles! We will award five badges to the people who complete the final challenge the best, in the judges' eyes, by 3 pm on Sunday. We will award 15 more badges to names randomly drawn from our entry bucket!

SOLVE JUST
ONE OF THE
PUZZLES AND YOU
COULD WIN A **FREE**
4-DAY BADGE TO
GEN CON 2016!



You Selected

Pledge: 1 Evil Buck

Reward: You Become One of our Evil Pawns.

You're now a pawn, just like us! Now that we know we can count on you, we'll make sure you receive a proper reward at the end of all this.

To find an example of a reward, solve the puzzle above by counting into each game name by the number of pawns. As always, thanks for backing!

Estimated delivery:
Aug 2015
Ships to:
Indianapolis, IN

Reward Levels

Write your answers to the different Reward Level Puzzles on the lines below. To help stop the evil and find your task, look for similarities in answers.

1 Evil Buck _____	_____	_____	5000 Evil Bucks
10 Evil Bucks _____	_____	_____	10,000 Evil Bucks
25 Evil Bucks _____	_____	_____	25,000 Evil Bucks
50 Evil Bucks _____	_____	_____	50,000 Evil Bucks
100 Evil Bucks _____	_____	_____	Stretch Goal #1
200 Evil Bucks _____	_____	_____	Stretch Goal #2
500 Evil Bucks _____	_____	_____	Stretch Goal #3
1000 Evil Bucks _____	_____	_____	Stretch Goal #4
2000 Evil Bucks _____	_____	_____	Stretch Goal #5

Bring your answers to the Gen Con Puzzle Hunt booth for your rewards!

Stuck? We are here to help you!

Go to <http://www.LoneSharkGames.com/puzzlehelp> for information on how to solve different types of puzzles or come to the Puzzle Hunt Booth for some tips!

Love puzzles?

Learn about more puzzling opportunities at <http://puzzlehuntcalendar.com>



ENTERTAINER SPOTLIGHT

Find yourself amused and delighted throughout the halls of Gen Con with roving performers as they enchant you with music, dance, comedy, and more! For more inspiration, visit them in the Entertainer Spotlight area in our Exhibit Hall!

CANYON SPELLS

Hailing from Nashville, TN, the members of Canyon Spells (formerly Daniel and the Lion), a nationally touring rock band, first became friends playing Halo, Magic: The Gathering and Dungeons & Dragons at a local hobby shop. Now they're bringing their music back to where it all began: Gen Con.

"Before we were even a band, I had written a song with all these MTG card names hidden in the lyrics," says singer Jimmie Linville. "It was just for fun, but people really seemed to like it, and when we played it for our friends at Gen Con, we got a ton of support and positive feedback. That support was crucial in the beginning."

Their music has come a long way from Magic card lyrics though, as they've now shared the stage with Counting Crows, PHOX, The Bodeans, Lucy Rose, Marc Broussard, and Toad the Wet Sprocket. Adam Duritz, of Counting Crows, tweeted of their most recent album, *Death Head*, "it's like suddenly remembering all these good things I never want to forget." Come see them perform as a six-piece at Gen Con, then game with them afterward!



DDBD



DIFFERENT DRUMMER BELLY DANCERS

AVENGE THIS! THE AVENGING BELLY DANCERS!

Different Drummer Belly Dancers (DDBD) are shimmying back into action to show you just what gaming-geek belly dance is! In honor of the Avengers and Avengers: Age of Ultron DDBD is going to *Avenger This!* bringing a whole new level of fun to all of our dances. You will really see our Avengers theme at the Costume Contest on Saturday! Moving their hips to their favorite music, these dancers will get you on your feet and smiling. Whether you find DDBD performing in the hallways, teaching classes, entertaining at the Spotlight Area, or dancing before the Saturday Costume Contest, DDBD is here to entertain you!

- See us salute the Avengers before the Costume Contest on Saturday, August 1st!!
- Visit us in the Exhibit Hall for belly dance, gaming, and costume goodies!
- Take classes with us - see the schedule - and learn to shake!
- Join us during our roving dance sessions in the hallway for more dancing and merriment!

Note that there are hardcore gamers mixed in DDBD. (One dancer was Head Story Teller for a LARP!)

For more information visit us at www.ddbd.org/gencon. Follow us on Twitter- @ddbdb.

DIFFERENT DRUMMER BELLY DANCERS' EVENTS:

DDBD will be the pre-show entertainment at the Costume Contest and they are also hosting the following ...

- Belly Dance Is For Every Body! (SPA1574252)
- American Tribal Style® Belly Dance for EVERY Body (SPA 1574253)

APRYL KNIGHT

Once upon a time, Apryl Knight was a classically trained pianist...and then she discovered Renaissance festivals. Starting out on flute, and adding bowed psaltery, bodhran, pennywhistle, and hurdy gurdy to

the mix, her motto is "Music from many times, and many lands, on WAY too many instruments!"

Having been a geek pretty much since birth, Gen Con seemed like the best next step in Apryl Knight's

path to world domina...er, entertaining the masses. She thoroughly enjoyed her time last year, and hopes to have an even better time this year (though the instruments are still confused about this weird "air conditioning" phenomena.) She'll have both of her older CDs, "Allons-y! Time Traveler's Tunes" and "Rennies Of Unusual Sound", as well as her Shiny Brand New CD (featuring the hurdy gurdy!), "Dance The Knight Away."

Apryl will be at the Entertainer Spotlight Area when she's not playing in the halls, trying to figure out why "Greensleeves" is so much more popular at GenCon than the theme from "Doctor Who".

For more info, visit www.aprylknight.com, www.facebook.com/AprylKnightMusician, and twitter.com/apryl_knight.



IL TROUBADORE

Formed in May 2004, Il Troubadore was conceived first as a variety band designed for private parties and small venues. The name was chosen to reflect the early material – which included several Italian Bel Canto, operatic arias, and Irish and Scottish folk tunes. Robert Bruce Scott, a classically trained vocalist plays mandolin, Celtic harp and classical guitar. Jon Silpayamanant exercises his classical-training on the cello and also contributes to the singing. In 2007, Paul Radecki added his dumbek talents to the ensemble. Leonie Leduc added her clarinet, trumpet, and recorder skills to the mix in 2011.

The band quickly adapted to playing in larger clubs, adding rock, country, disco, jazz and folk covers from a broad variety of cultures as well as strong original material that blends heavy metal, classical and world music influences. Their Middle Eastern flair attracted attention from the Midwest's rapidly growing belly dance community. Now, local and regional dancers and musicians accompany Il Troubadore at many of their appearances.

With a growing list of more than 700 songs from 70+ countries and in 48 languages at their command, styles range from most euro-American pop genres (e.g. Heavy Metal, Disco, Country, and Rock); to world music folk (e.g. Irish, Scottish, Albanian, Bhangra); to Asian film and dance-drama music (e.g. India Bollywood, Chinese, Thai); to western art music (e.g. Italian bel canto, Classical, Jazz). The quartet is constantly adding new songs to their set lists, with songs in constructed languages (e.g. Klingon, Ewok, Huttese, Elvish) consisting of a significant proportion due to the groups' increasing performances at Sci-Fi/Fantasy conventions and related special events.



DAN THE BARD

Dan the Bard composes, records, and performs songs about Dragons...and the Dungeons in which they Dwell! He has 8 CDs, the most popular of which are his "Gamer Trilogy": *Manticores and Owlbears* (2009), *Bard Camp!* (2011) and *Epic Lute* (2014).

With a Master's Degree in Renaissance and Medieval Music, Dan sets his experiences of tabletop RPG's and general nerd culture to period music with

period instruments! Dan has several shows at GENCON (check the schedule) and has also performed at GaryCon, ACEN, C2E2, WindyCon, DuckCon, CODCON, and this fall will be at GameholeCon in Madison, WI.

He is also the Music Director of the Bristol Renaissance Faire where he has been performing for the last 20 years!

Check out www.danthebard.com and "like" him at www.facebook.com/danthebard!

DAN THE BARD'S EVENTS:

Dan the Bard will be hosting the following ...

- Dan the Bard LIVE IN CONCERT! (ENT1569147, ENT1569148)
- Dan the Bard! (ENT1569149)
- Breakfast with Dan the Bard! (ENT1569150)



WATER STREET BRIDGE

Gentlemen, hold your hats upon your heads. Ladies, keep close your corsetry. Prepare yourself for the steam powered, funky, bluesy, pseudo-slavic, old timey, Americana, time-travelling antics of Water Street Bridge.

These veterans of stage and studio blend Celtic, blues, Americana, shanty, jazz, Creole, folk, art rock, reggae, comedy, and original songs into something that can only be described as "eclectic acoustic."

Brandishing an impressive arsenal of musical instruments (including guitar, resonator guitar, mandolin, ukulele, pennywhistle, squeeze box, flute, harmonica, bongos, doumbek, djembe, banjo, and bodhran - just to name a few) they bring new life to tales of old, old sounds to tales of today and twisted takes on tales never meant to be told. This AINT your mommas folk music! <http://www.WaterStreetBridge.Band>

MARC GUNN - THE CELTFATHER

Cats. Irish drinking songs. Science fiction. Nowhere else but from the bright imagination of Marc Gunn would those three elements be so neatly integrated. Yet Gunn, sometimes called “the hardest working man in Celtic music” around his hometown in Austin, is an accomplished musician, podcaster, and entrepreneur. In 2014, his recording of “Rising of the Moon” won Best Roots Traditional in Celtic Radio Music Awards. He continues to turn heads with his instrument of choice, the autoharp.

For Gunn, it started small, though not inauspiciously, wearing a kilt on campus at the University of Texas. As the autoharp-playing half of the Brobdingnagian Bards, Gunn and partner Andrew McKee developed a loyal following with weekly performances on campus. This quickly led to gigs at renaissance faires, science fiction conventions, and Celtic music festivals as well as parties and weddings for the pair.

When the Bards split up in 2008, Gunn moved to New Orleans then to Birmingham, Alabama where he began producing albums in overdrive, releasing 2-4 new solo albums per year on his own Mage Records label. His most-popular albums include *Irish Drinking Songs for Cat Lovers*, *Don't Go Drinking With Hobbits*, *Firefly Drinking Songs*, *Scottish Songs of Drinking & Rebellion*, and his latest release *Sci Fi Drinking Songs*. He has released over fifty albums on his label since its inception in 1999, nearly all of which feature Marc Gunn singing or playing the autoharp. In 2014, he launched a fan club on Patreon where he continues to release new songs to “Gunn Runners” as he writes and records them.

Gunn's activities are not restricted to musical performance alone. In 2005, he transformed his popular resource, the Celtic Music Magazine into a podcast. Irish & Celtic Music Podcast helped kick off the podcast revolution by “changing your world with Celtic music”. His efforts were rewarded in 2009 and 2010 when he won Best Podsafe Music in the People's Choice Podcast Awards.

Gunn combines his love of travel with his love a music. He hosts Celtic Invasion Vacations which are different from standard vacation tours. His belief that it's the people around you who ultimately make a vacation great, Gunn finds a location abroad and gathers like-minded vacationers to experience his travel motto, “Good food, good drink, good company”.



MARC GUNN'S EVENTS:

Marc will be hosting the following ...

- Firefly Drinking Songs with Marc Gunn (ENT1568867)
- Irish Drinking Songs for Cat Lovers with Marc Gunn (ENT1568868)
- Sci Fi Drinking Songs with Marc Gunn (ENT1568869)
- Friday Night Live! (ENT1568870)

MAROONED

“These are the songs you'll sing softly through your tears as you find yourself shackled and hanging by your ankles in a Spanish prison...”

-- Bilgemunky Pirate Radio

Born on the Festival circuit in 1995, Marooned has grown into a multiple “Rennie” award-winning group that shows no sign of letting up. Having performed on land and sea, from one coast to the other, and with a career spanning decades, centuries, and even the millennia...they are just getting started. The beached buccaneer brethren of Marooned, the pirates from the desert, have performed at venues throughout the West Coast. Among their appearances are numerous pirate

and renaissance festivals, an appearance for the A&E Network, and even a worldwide web-cast for Real Networks. Of course, their favorite port of call is returning home to Gen Con.

A mainstay of Gen Con atmosphere since 2004, the crew has released their last four albums and an EP here at the convention. Blending a mixture of pirate shanties, Irish music and a liberal dose of humor, Marooned has a sound that will get your toes tapping to some of your festival favorites. So whether you have time to stay for an entire performance, or stop to catch a chorus on your way to your next event, Marooned is a group you'll still remember long after the dice stop rolling.

Missed them in the halls? Stop by and see them in the dealer's hall at the Entertainment spotlight. Pick up a CD or just say ahoy. Free, piratical dice-blessings are available upon request.

DAMSELS OF DORKINGTON

The Damsels of Dorkington are here to usher in a new era of Dork Pride. They are three nerdalicious ladies and one dude in a dress who have come to bring you Nerdcore Improv: a blend of raucous comedy and geekery guaranteed to make you laugh, cry or vomit. Perhaps all three!!



ART SHOW

AT A Glance

LOCATION
Exhibit Hall

DAY & TIME
Thursday – Saturday
10 am – 6 pm

Sunday
10 am – 4 pm

Beautiful creatures, stunning landscapes, terrifying beasts ... if a picture is worth a thousand words, you'll need more than a million to describe this realm of illustrated worlds!

Whether your artistic taste is more into glaring goblins and menacing trolls ... or you fill your walls with delicate portraits of all the fairy kingdom's inhabitants, find the key to unlocking your imagination at the Gen Con Art Show. Signings, original art purchases, or just meeting your favorite creators all await you at the Art Show.

This is THE premiere industry showcase for influential artists in the fantasy, sci-fi, gaming and horror genres so go ahead and let your dreams be your guide.



ATTENDING ARTISTS

They sit down before a blank page and make incredible images a reality. Don't miss out on the many new artists joining Gen Con for the first time, look for the italicized names of these exciting visionaries below.

- Tommy Arnold
- Alan Dyson
- Clark Huggins
- Stephen Najarian
- Kim Sokol
- A.L. Ashbaugh
- Steve Ellis
- John Kaufmann
- NEN
- C.B. Sorge
- Tom Babbey
- Micah Epstein
- Priscilla Kim
- Tran Nguyen
- John Stanko
- BalanceSheet
- John A. Esh
- KLSteeleArt
- Emma Overman
- Allison Stanley
- Michael Bielaczyc
- Emily Fiegenschuh
- Doug Kovacs
- Paul Pederson
- Matthew Stawicki
- Paul Bielaczyc
- Scott Fischer
- Diesel LaForce
- Mark Poole
- Alex Stone
- Kat G. Birmelin
- Sam Flegal
- Rhonda Libbey
- Claudio Pozas
- Thee Lady G
- Jared Blando
- Thomas Fleming
- Jeremy McHugh
- Steve Prescott
- Franz Vohwinkel
- John Blumen
- Tracy E Flynn
- Brynn Metheny
- Omar Rayyan
- Jacob Walker
- Christopher Burdett
- Tawny Fritz
- Aaron Miller
- Michael Rechlin
- Tyler Walpole
- Chris Casciano
- Melissa Gay
- Kurt Miller
- Lance Red
- Corene Werhane
- Conceptopolis, LLC
- Sam Greenwell
- Raven Mimura
- Arkady Roytman
- Cathy Wilkins
- Cari Corene
- Michael Hayes
- Jeff Miracola
- Mike Sass
- Brent Woodside
- Eric Deschamps
- Mark Helwig
- Christine Mitzuk
- Stuart Sayger
- Kayla Woodside
- Meredith Dillman
- Paul (Prof) Herbert
- Peter Mohrbacher
- Lorraine Schleter
- Alexandra Douglass
- h-eri
- Stan Morrison
- Mike Schley
- Talon Dunning
- Don Higgins
- My Pet Skeleton
- Chris Seaman
- Lucas Durham
- Ralph Horsley
- Amy Nagi
- Gavin Smith

ARTIST GUEST OF HONOR TONY DITERLIZZI

Gen Con is excited to announce the 2015 Artist Guest of Honor **Tony DiTerlizzi**.



TONY AT THE SHOW

Follow Tony's lead to find magic, monsters and guides to the fairy world at these entrancing events:

- **Drawing the Fantastic with Tony DiTerlizzi**
WKS1574192 Saturday 11 am – 12 pm at Crowne Plaza : Hay Market A
 - **The Realms of Tony DiTerlizzi**
SEM1574191 Friday 3 – 4 pm at Westin : Council
- Be sure to stop by his booth at the Art Show!

ABOUT TONY

DRAGONS, SPACE MONSTERS, GOBLINS, and insects—the characters that inhabit Tony DiTerlizzi's world haven't changed since he was a kid growing up in Florida.

In 1981, after watching *The Dark Crystal* and playing Dungeons & Dragons, 12-year-old Tony created a field guide on fantastical creatures. He would return to this premise many years later as the genesis for the multi-million bestselling chapter book series, *The Spiderwick Chronicles*.

Eleven years later, Tony began working for TSR where his art soon became synonymous with the *Planescape* RPG. Throughout the decade, he also freelanced with White Wolf Games and Wizards of the Coast, where he painted cards for Magic: The Gathering.

This year marks the release of *Realms: The Roleplaying Game Art of Tony DiTerlizzi* (published by Dark Horse Books) – a first-ever collection of fantastic art from the start of a fantastic career.

Tony lives in Amherst, Massachusetts, with his wife and daughter.

For more information about Tony, and to see more of his amazing works, visit his website - diterlizzi.com.



A GLIMPSE BEHIND THE CURTAIN

For Gen Con 2015, the Art Show adopted a new blind jury process for selecting artists. The Gen Con team is pleased to introduce the head of that jury – Ben Thompson.

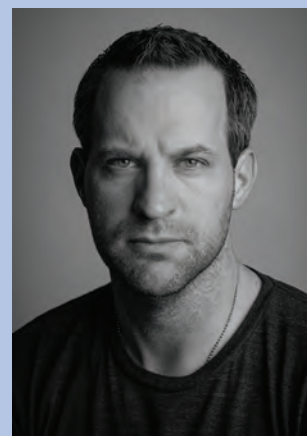
ABOUT BEN

Ben Thompson is an industry veteran, whose roles and experiences have varied widely over the past 20 years.

He graduated from the Laguna College of Art and Design in 1996 and began teaching as a professor in the illustration departments of Cal State Long Beach and Mt. San Antonio Community College. During this time, he devoted many a weekend and sleepless night to creating freelance work for companies such as Wizards of the Coast, Upper Deck Entertainment, Alderac Entertainment Group, and many others.

Ben would later be invited by Keith Parkinson to become a concept artist for Sigil Games Online, where he would eventually take on the role of Assistant Art Director. Upon completion of the project, he accepted a position at Upper Deck Entertainment where he art directed the World of Warcraft trading card game for two years.

Currently, Ben is employed at Blizzard Entertainment where his role as art director on "Hearthstone – Heroes of Warcraft" combines his illustration, graphic design, and art direction skills, making for a perfect storm of creativity that he shares with some of the most talented individuals in the video game industry.





AUCTION

HERE IS HOW IT WORKS . . .

BUYERS - Simply register for \$1.00, when you get to the auction, and you will be issued a buyer "NUMBER" card which you use to bid. When you want to bid, just hold your card up with the numbers facing the stage, and keep it up as long as you are still interested. If you stay in longer than all other auction attendees, you win! You can pay for each item right away as it is won, or you can put down a deposit to open a "Tab," allowing the auction to store your items for you until the end of the daily session. You do not need a bidder card to visit the consignment store; any person with a convention badge can enter and purchase items.

SELLERS - Payments for your items can be received by you as soon as your items are sold (rounded down to the nearest whole dollar). You can also collect your money anytime up until the Charity Auction which begins Saturday night. After that, you can pick up your money on Sunday or just wait – the auction will send you a check if you can't make it on Sunday. Any unsold items that you fail to collect by Sunday 2 pm will be donated to charity.

Putting items for sale into the Consignment Store costs only \$1.00. If you get in early, your item can be on display for up to three full days, and you can choose to lower the price each day (if you want) to entice convention goers to buy your item!

FORMS OF PAYMENT ACCEPTED

Cash
Any major credit card

*"Five dollar bid, do I hear ten?
Ten over here, ten going once, going twice...
sold to the gamer at the Gen Con Auction!"*

Need more action in your life? Missing the thrill of the bargain hunt? Want to find a special home for your treasured items? If you answered yes to any of these questions, Gen Con's Auction area is perfect for you! Add to your antique game collection, make room for more memorabilia, or enjoy searching for that extra special deal.



FEES

BUYERS

- To buy from the store – no charge
- To bid in the live auction – one time charge of \$1.00 (this is for your bidder card)
- To open a tab (so you don't have to pay right away), credit card information or a \$50.00 deposit, refunded when you pick up your items. Opening a tab is optional – you can choose to just pay as you go and not put down any deposit.
- Buyers premium of +3%, discounted to 0% if paying with cash.

SELLERS

- To put an item in the store – \$0.50 per item or \$1.00 if onsite data entry is required
- To put an item in live auction – \$1.50 per item or \$3.00 if onsite data entry is required
- Sellers also need to pay the \$1.00 one-time charge for a number (which can also be used for bidding.)
- If your item sells, the auction takes a commission which will be a percentage of the sales price:
 - 15% for live auction items
 - Only 10% for store items!



CONSIGNMENT STORE

Get out your binoculars and explorer's hat ... it's time for bargain hunting! Zero in on the perfect item or just take your time and browse in the Consignment Store. With new items added throughout the show, some prices changing daily and thousands to look through, you can make this adventure last a couple of minutes or a couple of days!

AUCTION EVENTS

CHARITY AUCTION

Saturday night, the Charity Auction will commence. Items donated by Exhibitors, individuals and of course the Ace of Aces will be auctioned off. All proceeds go directly to the show's charity of choice – **THE JULIAN CENTER**. In 2014, Gen Con raised more than \$46,000 for Gleaners Food Bank!

COLLECTIBLES AUCTION

Clear your schedule Friday evening for this can't miss event ... the "Crème de la Crème"! This special auction will feature all of the best items at Gen Con 2015. Want a sneak peek? Stop by to check them out in the glass showcase ahead of time. If you're looking for a rare item, or to see auctioneers Frank Mentzer and Tim Kask, this is the opportunity for you. Let the auction magic begin!

ITEMS ACCEPTED FOR SALE

ACCEPTED – Games & game related stuff!

Examples: Role Playing Games, Board Games, War Games, Euro Games, Card Games, Magic The Gathering, CCG's, LCG's, Collectible Pre-Painted Plastic Miniatures, Metal Miniatures, Video Games, Computer Games, Toys, Art, Comic Books, and Collectible Magazines.

NOT ACCEPTED – Mildewed or damaged items, counterfeit collectible cards, any item that violates copyright, too many copies of an unpopular item, or computer games with no box. (Video games without the box ARE ok). We are also unable to accept weapons or anything that could cause harm or injury.

AT A Glance

LOCATION

ICC : Room 130 - 133

DAY & TIME ITEM REGISTRATION

Wednesday *
Noon - 6 pm

Thursday **
10 am – 8 pm

Friday **
9 am – 5 pm

Saturday ***
9 am – 11 am

*Onsite data entry on Wednesday will only be available if you bring your own laptop.

**Auction computers will be available for data entry on Thursday and Friday.

*** Store items accepted, live auction items pre-reg only or by exception.

Items accepted outside of scheduled times by appointment or by exception only.

CONSIGNMENT STORE

Thursday
10 am – 11 pm

Friday
9 am – 11 pm

Saturday
9 am – 8 pm

LIVE AUCTION

Thursday
10 am – 11 pm

Friday & Saturday
9 am – Midnight

SELLER PAYOUTS & ITEM RETURN

Sunday
10 am – 2 pm

AUCTION EVENT SCHEDULE

Collectibles Auction
Friday at 8 pm

Charity Auction & Special Auctions
Saturday at 7 pm

*All times are approximate.
Check for the updated schedule posted in the auction room.*

MINIATURE HOBBY

Thanks a million to MHE Sponsor **Games & Gears** for their paint brush donations and special prize support!



BECOME A MINIATURE MASTER

You can go from mini novice to master with all the events available at Gen Con 2015! Learn the basics at Paint & Take, prove your skills in the Speed Paint Arena, or emphasize the fine art of detail in the Miniatures Painting Competition.

PAINT & TAKE

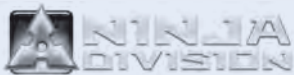
Step up your miniature game and have fun along the way! Sign up for a slot and join us at our Paint & Take area. We provide the supplies, minis, and instruction. Get ready to share your mini masterpiece with the world!

GRACIAS, ARIGATO, TACK ... THANK YOU!

We're so grateful to our sponsors we want to express it in as many languages as possible.

Thanks for making our world of miniature creations and events possible.

GOLD SPONSOR



SILVER SPONSOR



BRONZE SPONSORS



Show your support for all of our amazing sponsors by visiting their booths and don't forget to pick up something special for your next project while you're there!

*Please note: Free brushes have been donated by Games & Gears. There is a limit of one brush per artist.

MHE WORKSHOPS

Learn from our experts and bring out the best in your mini art!

Take an Airbrush Masterclass (MHE1572541), work on your Battlefield Terrain Building (MHE1573041), or get ready for the new movie by making some Custom Star Wars Miniatures (MHE1567922).

All levels of experience are welcome – just bring your questions and enthusiasm for miniatures and we'll do the rest.

Check the Event Charts in the back of this book for a listing of all the available workshops. Look for the MHE icon.

MINIATURES PAINTING COMPETITION

Entry Deadline: Friday 9 pm

Entry Pick Up: Saturday 5 – 7 pm, Sunday 9 am – 3 pm

We're giving away cash prizes, trophies and more!

Categories:

- Diorama
- Large Figure
- Single Figure
- Machines of War
- Unit
- Sculpted Single Figure
- Hatchling Category (14 year old and under)

Special Awards given regardless of category:

- Judge's Award
- Manufacturer Awards

To see some incredible masterpieces, be sure to check out all the entries in our display cases!

A CELEBRATION OF PAINTING EXCELLENCE! GEN CON'S PAINTING COMPETITION AWARDS CEREMONY

Enjoy masterful creations by some of the best figure painters in the world as well as rising stars. Independent awards, the Aces of Painting, and the winners of the main competition will all be announced.

Join us for this exciting, free event!

Saturday at 5 pm
in the ICC : 2nd Floor Serpentine.



EVENTS (MHE)

PAINT, MINIS ... GO!

The scale may be small but the competition is epic! Speed is the key here. Come watch the champions or take up the challenge and do battle yourself. All supplies (paints, brushes, minis) will be provided so you can concentrate on your work of art.

SPEED PAINT ARENA

From the competitors a worthy champion will arise! Are you ready to face the whirlwind fast competition of the Arena? Come and prove it! You'll have 45 minutes to finish painting your miniature masterpiece from your favorite company. Each session will determine who is the best and brightest. Then, these competitors will face off again during Sunday's *Championship Rounds* to find out who will be crowned the best in Indy.

We want you to be a part of the action, even if our speed painting events are sold out, we might have a spot available for YOU!

Speed Paint events are being hosted by the following companies:

- Dark Sword Miniatures
- Impact! Miniatures
- Privateer Press
- Reaper Miniatures
- Wyrd Miniatures

ACE OF ACES XIII: CHARITY SPEED PAINT & AUCTION

The clash of the titans returns! Think you've seen the best mini painting around?! Think again! Join this lightning-fast round where the pros compete against each other.

13 years since it began, this crowd-pleaser is not just about speed, it's also about need; this is speed painting for charity. You'll want to be close to the action as you watch 10 of the best mini painters at Gen Con competing to capture the "Ace of Aces" title and a prize for the best painted mini ... not to mention bragging rights!

The Aces are given one hour to finish an unknown mini. Sweat, tears, and laughter build-up as the timer counts down towards zero. No pressure here...

The minis are then displayed until the **Gen Con Charity Auction**, where they will be auctioned as a single lot, including a certificate signed by all participants, a wooden display base, and a box to pack them in safely. All proceeds from the sale will be donated to **The Julian Center**, so check out these spectacular small scale creations and help raise funds to support families affected by domestic violence!

AT A Glance

LOCATION

ICC : 2nd Floor Serpentine Lobby

ACE OF ACES XIII

LOCATION

Speed Paint Arena

DAY & TIME

Friday 6 pm

SPEED PAINTING

DAY & TIME

Thursday – Saturday
10 am – 5 pm

Sunday

Cheer on the Champions!

*Various times check the Event Charts for more details.

PAINTING COMPETITION AWARDS CEREMONY

LOCATION

ICC : 2nd Floor Serpentine Lobby

DAY & TIME

Saturday
5 pm

MHE WORKSHOPS

LOCATION

ICC : Room 231-232

DAY & TIME

Various

Check the Event Charts in the back of this book for a listing of all the available MHE events. Look for the MHE icon.



NSDM GAME



WHAT IS THE NSDM?

The National Security Decision Making (NSDM) Game is a fast-paced, challenging political-military-economic simulation of strategy and geopolitics providing insight into cultures, political processes, geopolitical situations, and challenges of nations around the world.

NSDM originated at the U.S. Naval War College and is based on games used by senior U.S. Government officials to explore geopolitical options. It has been presented at the U.S. Air University, National Defense University, Marine Corps Intelligence Activity, the Rochester Institute of Technology, Ashland University, Ball State University, and has been at Gen Con since 1992.

NSDM is part seminar game and part live-action role play. NSDM is intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity you have had.

Each player is assigned a role within a nation's decision making structure, from which he or she can affect the formulation of national policy in that nation in order to advance his or her assigned personal objectives.

Here's the game: "Players are politicians. You over there; you're the Cabinet. You folks in the corner are the military leadership. Here's your country; you know about it. It's real. The scenario is: **it's the world as you know it today. Here are the real issues. Fix them. Start now.**"

Do you feel up to the job?

AT A Glance

LOCATION
Marriott 2nd floor :
Austin/Boston rooms,
behind the Marriott Ballroom

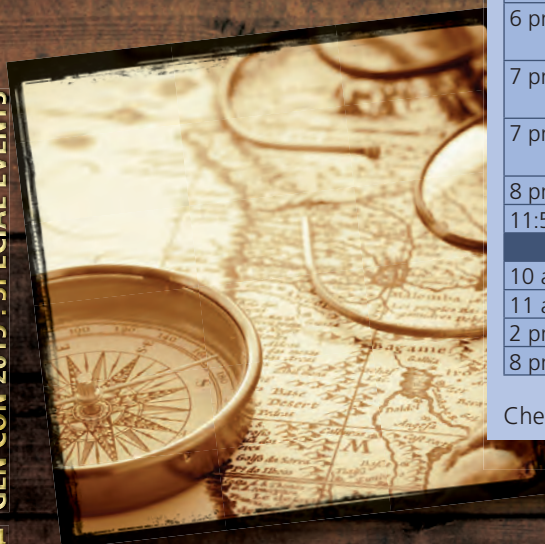
DAY & TIME
Thursday – Sunday
Various RPG

NSDM'S 2015 PROGRAM AND SCHEDULE OF EVENTS

Want a late-night gaming experience? Try the NSDM: Doomsday Scenario!

Thursday		
10 am	Directed Energy Weapons	(SEM1574645)
11 am	Cyber War	(SEM1576122)
12 pm	NSDM Contemporary Fast Play Game	(RPG1573868)
4 pm	The Impact of the U.S. Civil War on Conflict	(SEM1576126)
5 pm	150 th Anniversary: The Confederate Submarine Force	(SEM1574618)
6 pm	Maple Leaf Forever – Canada & the Great War	(SEM1576403)
6 pm	NSDM Cuban Missile Crisis Game: At the Brink: Havana Paranoia	(RPG1575275)
8 pm	NSDM Cold War Fast Play Game	(RPG1573873)
Friday		
10 am	The Constantinian Dynasty	(SEM1574625)
11 am	Terror Networks – How Do They Work?	(SEM1574623)
11 am	Cold War in the 1970s-History and Game Modeling	(SEM1576283)
12 pm	NSDM Cold War Fast Play Game	(RPG1573871)
4 pm	Tanks for the Memories	(SEM1574447)
4 pm	The cold War: International challenges of the '70s and '80s	(SEM1574622)
5 pm	Tanks Will Still Be Mighty Fine Things	(SEM1574448)
5 pm	Russia: Security Interests and Capabilities	(SEM1576128)
6 pm	100 th Anniversary: Lusitania Fiasco & the Growth of Unrestricted Submarine Warfare	(SEM1574619)
6 pm	Is the West Weak? European Security in Light of the Ukrainian Crisis	(SEM1576135)
7 pm	75 th Anniversary: The U-Boat Campaign & Battle for the North Atlantic in 1940	(SEM1574620)
7 pm	Civilian Power or Superpower: The European Union, What Now?	(SEM1576136)
8 pm	NSDM Contemporary Fast Play Game	(RPG1573874)
11:59 pm	NSDM: Doomsday Scenario	(RPG1573920)
Saturday		
10 am	WWI: How WWI Impacts Us Today	(SEM1574624)
11 am	WWI Crisis Game	(RPG1573921)
2 pm	NSDM Contemporary MegaGame	(RPG1573870)
8 pm	Global Hotspots	(SEM1574621)

Check the Event Charts for complete descriptions of these events!



SPA Spouse Activities

Gen Con is more than just the Best Four Days in Gaming™!
It's true ... Gen Con features more than 300 exciting activities to take you
beyond dice, cards, and characters into new adventures of all types!

YOUR TICKET TO FUTURE ESCAPADES AWAITS!

Whatever genre of entertainment you prefer, you can find it in the SPA program. Train to be an action hero, take the crafting path less traveled, let your artistic side soar, or find yourself on a journey in completely new surroundings. All it takes is an event ticket to engage your imagination and create lasting memories!

Let our guide be your first stop, look for the SPA icon within the Event Charts in the back of this book to discover all the possibilities.

ARE YOU READY FOR SOME ACTION-ADVENTURE?

- Becoming the Avatar – The Kung Fu Behind the Cartoon (SPA1568072)
- Pilates for the Gaming Enthusiast (SPA1568492)
- Star Wars Rejuvenating Yoga (SPA1568629)
- Zumba with SuperGirl (SPA1568159)
- 70/80s Dance (SPA1568682)

LOOKING FOR AN EXPERIENCE THAT'S A LITTLE MORE AVANT-GARDE?

- Henna Hands Temporary Tattoo Class (SPA1573396)
- Make 2 Mini Square Headz Robots. Customize your Own Art Toy. (SPA1573085)
- Super Star Power-Up Mushroom Cake (SPA1568077)
- Tiny Siege Weapon Catapult (SPA1573070)
- Zombie Makeup DIY Bruises and Beyond (SPA1568991)

IS YOUR STYLE ALL ABOUT ARTHOUSE?

- LARGE Sugar Skull and Coffin Make and Take (SPA1568990)
- Needle Felt Something Cute (like an Adipose) (SPA1572987)

- Paper Mache House in Victorian, Halloween or Christmas Style (SPA1573268)
- Pinch Pot Dragon Egg using Epoxy Clay (SPA1573025)
- Wings to Wear (SPA1571156)

DOES THE THOUGHT OF TRAVEL THRILL YOU? DISCOVER UNCOVERED INDY!

- Indianapolis City Market Catacombs Tour (SPA1569137)
- Indy Brew Bus Tour (SPA1570804)
- The Haunted Walking Tour of Indianapolis (SPA1570886)
- Tour of the Mason's Gothic Scottish Rite Cathedral (SPA1573042)

DESIGN YOUR OWN PATH AT OPEN CRAFTING!

Looking for a little inspiration? Need some new special projects? Would you like to relax in a craft friendly environment? Follow your heart to design nirvana at Gen Con's Open Crafting room!

Plenty of space and many free supplies are available. Even more incredible it's not just the supplies that are gratis, it's FREE for anyone with a Gen Con 2015 badge. So use your crafting powers for good and create away. Don't forget about craft karma – donations are happily accepted there too!

AT A Glance

LOCATION
ICC : Rooms 201-209 & 212

DAY & TIME
Thursday – Sunday
Various

**OPEN CRAFTING
LOCATION**
ICC : 209

DAY & TIME
Thursday – Saturday
8 am – 11 pm

Sunday
8 am – 3 pm



AMAZED. AWED. GRATEFUL.

That's how all of our event hosts and Marian McBride our fearless coordinator make us feel here at Gen Con – we couldn't make the SPA program happen without you!

Thank you for bringing your creativity, spirit and hard work through such unique and fun activities.





BEACH BASH

AT A Glance

LOCATION
Union Station : Grand Hall

DAY & TIME
Saturday, 9 pm

GEN CON 2015 DANCE

Move over South Beach and Waikiki, Gen Con has the hottest ticket in town and you won't even need sunscreen!

There is a cure for the summertime blues and it includes (plastic) palm trees, beach balls, music, and of course, dancing!

Missed out on this year's spring break? Reminiscing about a magical trip to Malibu? This year, the **DJ** will have you showing off your best moves as if the sand is beneath your feet and the ocean waves are just within view.

Don't forget about those frosty, umbrella drinks that await you at the **cash bar**.

Whether your dream destination is Cancun, Kauai, Key West, Cabo, or the Caribbean, this is the party for you. Break out your favorite Hawaiian shirt or polka dot bathing suit as Gen Con turns Indy into a seaside resort for one night only!

Don't be castaway alone on a deserted island, this Beach Bash is free to everyone with a 2015 badge.

Grab your surfer friends, beach buddies, and gal pals because your next memory of the endless summer starts right here!



COSTUME CONTEST

Ladies and gentlemen!

Step right up and be amazed by the visions you'll see right before your very eyes.

Come one, come all to the **30th Annual Gen Con Costume Contest!** Think you've got what it takes to be a part of the show? Test your fashion skills or join the crowd and await the dazzling sights that will appear.

Gen Con presents the splendiferous and fantastical. All of this won't cost you one skinny dime, but you've got to show your Gen Con 2015 badge to be a part of this top drawer event.

AT A Glance

LOCATION
500 Ballroom

DAY & TIME
Saturday
Costume Parade
3 pm – 3:45 pm
Costume Contest
4 pm – 6 pm
(Pre-Show at 3:30 pm)

COSTUME PARADE

The ballyhoo begins at 3 pm on Saturday so don't be late. The most incredible, undeniable, spectacle of costumed guys and gals will fill the halls of the Indiana Convention Center and guess what ... you can join them at any time during the procession if it strikes your fancy. If anyone tells you otherwise, you can pay 'em no mind cause I'm here to tell you that all of our lucky contestants can come and go as they please. If you've got more questions, we've got the answers for you – just ask us at check in.

PARADE START & ROUTE

For this stupendous parade, find your way to the Hall with the letter "A," then stroll with your fellow revelers upon the Wabash-West corridor, make a right onto Crossroads, and head towards the astonishing Exhibit Hall. Then, fast as a flea, take your immediate left upon the Hoosier corridor and stop right at the entrance onto Capital Avenue/Georgia Street.

Now you know we've got the perfect spot to watch this fanciful happening just waiting for all of you along this route, choose carefully so that your viewing will be out-of-this-world and bring your cameras to memorialize this memory (and take home your very own special souvenir too)!



CONTESTANT INFO

CONTEST BASICS

Costume entries may be simple walk-on-and-pivot displays or may involve a short presentation. Performances are limited to two minutes. You may perform your own speech, drama, song, or other skill, or you can simply model while our emcee narrates text that you provide. Either way, the emphasis of judging is on the *costumes*.

REGISTRATION

Advance registration is highly recommended. The costume contest is limited to 70 entries. If any category receives 18 entries, that category will be closed. Entries will be accepted on a first-come, first-entered basis. When the contest reaches capacity, a waiting list will be created. Entries on the waiting list will be admitted to the contest if a registered entry drops out or does not appear at check-in.

To register, fill out the form below. This form does not register you for the convention—only the costume contest. You must also register for the convention. **A valid convention badge and two \$2.00 generic tickets will be required when you sign in at Costume Contest Check-In. Cash will not be accepted!**

Emcee Introduction: REQUIRED!! Our emcee will introduce you as you appear on stage. Write a short introduction for yourself that you would like the emcee to read. Type it or write it neatly and attach it to your entry form. This is your chance to impress the judges; include a description of the construction of your costume or a story about the character you're portraying. This description is limited to 100 words. We reserve the right to edit material.

On-site entries: If you must register on site, fill out the entry form (your introduction for the emcee **must be attached** and typed or neatly written) and drop it in the "Costume Contest Entry" box located at the Information Booth by 9:00 a.m. on Saturday. If you miss this deadline, come directly to **Costume Contest Check-In in the 500 Ballroom Foyer** and we'll see if we have room for you.

Contestant Check-In: **All contestants must appear at Contest Check-In. Mailing or dropping an entry form reserves a space for you,**



but you are not officially registered until you appear at check-in. Contestants who do not appear at check-in (see times below) are considered dropped. Check-in takes about 30 minutes. Your emcee introduction is required at check-in.

COSTUME CATEGORIES

Choose a category for your costume and check it on the entry form. We reserve the right to create new categories (if the Fantasy category gets 15 ninja entries, for example, we may make ninjas a new category). We won't shift you to a different category. In a case where cross-over is possible, just pick the category you prefer.

- Superheroes / Sci Fi (Robots, aliens, spaceship pilots, heroes, villains, and so on.)
- Fantasy / Historical (Wizards, barbarians, pixies, mermaids, Egyptian slaves, WWII soldiers, Renaissance maidens, and so on.)
- Child (Ages 0–13, all costume types)
- Anime (Any character, creature, or element from any anime source.)
- Groups: Teams of two or more costumers.
- Game / Media Characters (Characters from movies, TV, video games, board games, role-playing games, and so on.)

• Professional (To keep the contest fair, you must enter the Professional category if you meet any of the following criteria, regardless of your age: 1) You are a past first-place winner of a Gen Con costume contest or other major costume contest within the past 5 years; 2) Your costume was constructed by a professional in the garment or costume industry, whether it was you or someone else; 3) Your costume was constructed by someone who earns the majority of their living in the construction of costumes or clothing.)

- Pot Luck (Anything not covered above!)

After the winners are announced in each category, they'll be brought on stage briefly for judging in the "Best of Show" category. Everyone is eligible for this judging.

TIMETABLE

9 am
Deadline to drop entries at the Information Booth

9:30 am–1:30 pm
Costume Contest Check-In*
500 Reception

2:55 pm
Contestants line up for Costume Parade
(Mustering starts outside Hall A)

3 pm–3:45 pm
Costume Parade

3:30 pm
Pre-Show

3:45 pm
Contestants report to 500 Ballroom to line up for the Costume Contest

4 pm
Costume Contest begins

COSTUME CONTEST ENTRY FORM

Deposit this form in the box marked "Costume Contest Entry Forms" at the Information Booth before 9 am on Saturday or bring it directly to Costume Contest Registration.

Please print or write neatly!

Contestant Name: _____
(Your legal name, not the name of the character you will represent.)

Address: _____

City/State/Zip: _____

Primary Phone: _____ Alternate Phone: _____

Email Address: _____

Name of Entry: _____

Category: *Please note the rule stated above regarding the Professional category before making a selection.*

Superheroes/Sci Fi Fantasy/Historical Child Game/Media Character
Pot Luck Professional Anime Groups

Approximate Length of Your Presentation (*limited to 2 minutes*): _____

Special needs (*if known*): Music Microphone Other (*specify*) _____

Be sure to attach your typed or neatly written emcee introduction (100 words or less) to this form.



READ BEFORE SIGNING

I agree to comply with the 2015 Gen Con Costume Contest Rules, and I further consent to the use of my picture, video footage, and the likeness of my costume by Gen Con Management in future promotional efforts and news articles.

I understand that my personal information will be stored by the Costume Contest Coordinator only and will not be shared with any outside party other than Gen Con LLC or its designees.

I understand that I must appear at Costume Contest Check-In on the day of the contest to complete the entry process; if I do not appear, I will be dropped from the contest.

Signature _____

(Parent or Guardian must sign for entrants under 18 yrs. old)

Note: This form enters you in the Costume Contest only; to register for the convention, visit the registration area in the Indiana Convention Center.

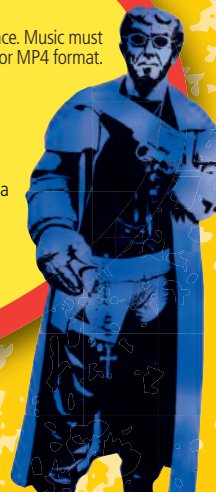
COSTUME CONTEST RULES

1. Any item or activity that presents the possibility of damage to the entrants, their costumes, the audience, or the facility is prohibited. Carrying or displaying weapons or weapon replicas of any sort is prohibited by Convention Management *except during the Costume Contest*. In other words, you may bring secured weapons directly to the contest, but you *cannot* wear or carry weapons into the convention areas or halls. Weapons must be removed and securely wrapped immediately upon leaving the stage. Prohibited items worn into the convention areas will be confiscated. Functional firearms are not permitted at any time in the convention or the costume contest. Fire and liquids are not permitted.
2. Good taste must be used in creation and presentation of costumes and talent. Gore, graphic violence, nudity, swearing, or other objectionable elements may be grounds for disqualification as determined by the Costume Contest Staff. The Costume Contest attracts many families each year and we wish to maintain a comfortable atmosphere for all spectators (PG-13).
3. Any participant may be disqualified from the contest by Show or Facility Management or Costume Contest Staff for failure to observe any of these rules. All decisions made by the judges are final. All prizes will be awarded at the conclusion of the contest.
4. Special stage requests will be considered but cannot be guaranteed. Requests should be submitted in writing along with the registration form.

5. All contestants MUST check in and be prejudged. A valid convention badge will be required at check-in, as well as two \$2.00 generic tickets (no cash). Refer to the Costume Contest

Timetable elsewhere in this document for check-in times and location.

6. No entries will be accepted after check-in has concluded. Contestants who do not appear at check-in will be dropped from the contest.
7. Restrooms are available in the convention center. Entrants are responsible for their own belongings. We are unable to provide a secure area for personal items. Contestants may bring an assistant to help with belongings.
8. **Contestants may supply music** to be played during their performance. Music must be submitted at check-in, and must be on a CD or on a flash drive in MP3 or MP4 format. We are unable to connect electronic devices to the house sound system.
9. Questions about Costume Contest rules and registration may be addressed to the Costume Contest Coordinator. Contact Anne Brown at annebrown@sbcglobal.net, include "Costume Contest" in the subject line. If you wish to check on the status of your registration, please allow fourteen (14) days after mailing your entry. Please do not send entries via email; emailed entries will be ignored.
10. If you use spam-blocking software, please adjust your settings to accept email from the Costume Contest Coordinator (see Rule #9) so you can receive communication via email.
11. Any prize money not claimed by Sunday at 4 pm will be forfeited.
12. A maximum of three (3) medals will be awarded to winners for the Group category.



COSPLAY

AT A Glance

CROSSPLAY CONTEST
LOCATION

Westin : Capitol II

DAY & TIME

Friday
7:30 pm

Find yourself transported into the role of a magical character,
learn exciting new creative skills
or admire the work of the featured talent –
there are so many imaginative possibilities through Cosplay!

Always a popular part of the convention, this year Gen Con has taken it a step further and built the groundwork for **Cosplay programming** catering to attendees who are costume enthusiasts. We've gathered a number of panels and events that pay particular attention to cosplay as an art form, culture, and hobby for all ages. We've also brought in subject matter experts to delve even deeper into this realm of costuming culture.

Some of the fascinating events that you can be a part of are:

- *Smart Cosplay and Costuming on a Budget* WKS1568779 (Thursday 11 am-12 pm Westin : Senate I)
- *Create a Cosplay Magic Wand – Paint it, Collage it, Add jewels, Chains & More* SPA1573080 (Thursday 2-3:30 pm ICC : Room 208)
- *Cosplaying, Styling and the Geek Chic Aesthetic* ANI1569886 (Friday 3-4 pm Westin : Caucus)
- *Making a Cosplay/Geek Documentary* ANI1576710 (Friday 3-4 pm Westin : Capitol I)
- *Level-Up Your Cosplay* ANI1572755 (Saturday 12-1:30 pm Westin : Capitol I)
- *Coming Out Cosplay: An LGBT Community Panel* ANI1576912 (Saturday 7-8 pm Westin : Capitol I)
- *Mask Building for Cosplay 101* ANI1576942 (Saturday 8-9 pm Westin : Caucus)



COSPLAY GUEST OF HONOR

Gen Con is excited to announce
Ejen Chuang
as its first Cosplay Guest of Honor!

ABOUT EJEN

At an age of ten, Ejen Chuang attended his first comic book show in Houston, Texas. In his teenage years he discovered anime and bought comic books until his college graduation, when he promptly packed his belongings and moved to California to pursue a career in photography. Nearly a decade later, Ejen attended his first Anime Expo, and found himself engulfed in the cosplay world.

In 2009, Ejen traveled to six conventions, photographed cosplayers, and self-published his first book, *Cosplay in America*, the following year. In 2013 he successfully launched a Kickstarter campaign to finance his second book, this time photographing behind the scenes, as well as portraits of cosplayers in twenty cities. The second volume, *Cosplay in America V2* is due out summer of 2015.

Ejen currently works as a freelance photographer in Los Angeles. His first book *Cosplay in America* has been mentioned on National Public Radio, MTV Geek, and Boing Boing as well as an exhibition in Los Angeles, CA and New Orleans, LA.

For more information: cosplayinamerica.com.

Check out his **Cosplay in America** events in the Westin, Caucus room:

- ANI1576682 – Thursday, 4-5 pm
- ANI1576683 – Friday, 4-5 pm
- ANI1576684 – Saturday, 4-5 pm

Looking for your own autographed copy? He will also be hosting **book signings** in the Exhibit Hall.

- Thursday, 3-4 pm
- Friday & Saturday, 5-6 pm
- Sunday, 1-2 pm

And last but not least, join Ejen for his **Cosplay Photo Shoots**, Thursday through Saturday at 7 pm. (ZED1582871 – ZED1582873) located at the sky bridge to the Westin.



INSTAGRAM AND PHOTOSHOOTS

We invite you, the fans, to join in on the fun through our Photoshoots and submitting your pictures on Instagram! Tag your photos with #gencon2015 or #genconcosplay.



PHOTOSHOOTS

Learn from the pro or show off your eye for photography!

Several incredible CosPlayers will be available for pictures throughout the convention. Cosplay **Guest of Honor and professional photographer Ejen Chuang** will host these photoshoots!

Located at the Gen Con photo banner on the 2nd floor of the convention center at the Sky Bridge to the Westin, check out ...

Cosplay Photo Shoot: Open Call!

- ZED1582871 – Thursday, 7 pm
- ZED1582873 – Friday, 7 pm
- ZED1582873 – Saturday, 7 pm

If you're ready to gather some pictures of your own or would just like to check out the amazing costumes in closer detail, come be a part of our Gen Con photoshoots.



INSTAGRAM

Have you always wanted to share the amazing costumes you see on social media?

Now you can! This year we'll have our first official account at: [instagram.com/GenConCosplay](https://www.instagram.com/GenConCosplay). Just upload your photos and be sure to add the #GenConCosplay tag. Then get ready to share and compare with all of your new friends since we'll be selecting pictures throughout the convention to be featured on our feed!

COSPLAY FEATURED TALENT

*Introducing our Featured Cosplay Talent!
Check out their amazing costume creations at our photoshoots and throughout the convention.*

ALEXA HEART

Alexa is a cosplayer, sculptor, and 8-bit gamer from Western Kentucky, now based in St. Louis, Missouri. After spending years piecing costumes together and creating her own costumes for movie openings, game releases, and Halloween, she discovered the world of cosplay in 2012 and attended her first convention in 2013. She's probably most well known for her armored version of Cheetara from the Thundercats, but has some big projects debuting this year including Varia Suit Samus and World of Warcraft versions of Ariel and Harley Quinn.

In early 2014, with the support and encouragement of her friends in the geek community, Alexa came out publicly as a transgender female. Since coming out, she has spoken at conventions across the country about diversity and acceptance at our beloved events and in everyday life.

Follow Alexa's Facebook at www.facebook.com/heartandsoulcosplay.



MOGHELLE

Mogchelle started in cosplay by just being an average geek attending an anime convention in 1999. Her love for the artwork in anime, video games, and comic books made her want to bring the 2D images from the pages and screen to real life. She's also been featured in several national and international magazines, and several online entertainment news sources for her costuming. Over the years she has won countless awards internationally for both craftsmanship and performance on the masters level. Conventions across the country often ask Michelle to present panels/workshops on various topics within Cosplay. They vary from lightweight armor creation, molding and casting, wig design, wings, etc. More are added every year, in the effort to spread her love for Cosplay. She has done work for The Children's Museum of Indianapolis, Manga Entertainment, Studio Ironcat LLC, and video game, comic book, and anime publishers across the country.

You can follow her on Facebook at www.facebook.com/mogchellecosplay.



SUPER KAYCE

Kayce Super known as SuperKayce is a cosplayer, artist, gamer, and all around pop culture junkie from Indianapolis, Indiana. She began her journey into the convention world in 2009 when she attended her first Superman Celebration! During the last several years she has definitely expanded her knowledge of costume making as well as the convention scene but she still has a ton to learn! She has won: Fan Favorite at the Superman Celebration 2009, 2nd runner at MetroCon 2011, 1st Place Group at Derby City Con 2012, etc!

Outside of costuming for conventions Kayce has completed and worked closely with several local charities such as SOSI, Heroes fighting against Cancer, Justice League of America Indianapolis, Superhero Training Day by Fishers Library, etc. She has created nearly a dozen costumes such as Stargirl, Dawnstar, Supergirl, Wondergirl, Batgirl, Astrid, Ice, Firestar, Stephanie Brown Robin, Ms. Marvel, MegaMam', and many more!

Please follow her adventures at: www.facebook.com/SuperKayceCosplay.





HALL COSTUME CONTEST

To have a chance at winning ... all you have to do is wear your costume!

The Gen Con Hall Costume Contest is back with roving judges awarding ribbons in a variety of categories. You can win on Thursday, Friday or Saturday and anyone in costume with a valid 2015 Gen Con Badge is eligible. There is no limit to the amount of ribbons you can earn so style away! Costuming is even more fun with friends, the more the merrier!

Wear your finery and show off your design skills because you never know who might be waiting around the next corner with a Hall Costume Contest Ribbon!



CROSSPLAY CONTEST

Gen Con is proud to present its inaugural Crossplay Contest **Friday 7:30 pm** in the Animation & Film program at the **Westin: Capitol II!**

Crossplay (a mix of "cross dressing" and "cosplay") has always been a popular part of convention costume culture where attendees create and wear a costume featuring a character opposite of his/her gender. This event is part costume contest and part RuPaul's Drag Race - so it's as much fun for attendees as it is for those competing!

For more specifics on joining the fun as a spectator, check out **ENT1576674 Crossplay Contest - Attendees Wanted!**



WANNA BE A CONTESTANT?

Get ready to turn up the creativity! Here are the exciting categories that you can win top prize in:

- Best CROSSPLAYER
- Almost The Best CROSSPLAYER (Runner Up)
- Most A-MAZING MALE Crossplay
- Most FABULOUS FEMALE Crossplay

If you've got what it takes and want to share your talent with Gen Con, sign up forms for entry into the contest will be available at the Gen Con Westin HQ Desk starting Thursday. Please secure a ticket to **ENT1576687 The Crossplay Contest Registration** to reserve your spot. There is a limit on the number of entries and those registered in advance are guaranteed a spot in the contest/show.

Entrants should arrive thirty (30) minutes early to turn in his/her entry form. Entrants are accepted on a first come/first serve basis beyond those that pre-register and are limited to forty-five (45) entries total. If you pre-register and are not at the contest by 7:15 PM, your slot will be given to someone on standby.

We look forward to seeing you in costume!



AUTHORS' AVENUE



A VOYAGE THROUGH BOOKS!

Want to set sail for adventure without leaving the couch? Try out an alter ego from the comfort of your bedroom?

Reading your favorite author makes it all possible! Set a course for Authors' Avenue to discover uncharted territory in that special new novel. Peruse different personalities at the Small Press Publisher offerings.

Whether it's fighting dragons, flying airships or solving mysteries ... follow your heart (and the map to the Exhibit Hall) to find your next quest!



MISSING PIECES VI 2015

So many books, so little time...

Actually, it's a nice problem to have, as it seems we never run out of quality reading material. But which books to choose?

Before we immerse ourselves in new fantasy realms, we like to sample the wide variety of voices--some familiar, some as yet unknown--gracing the hallowed aisles of "Authors' Avenue." In this latest edition of "Missing Pieces," 14 fine works of short fiction will entertain and intrigue, introducing new readers to their future favorites.

Enjoy new original stories from Maxwell Alexander Drake, Chris A. Jackson, C.E.Rocco, Paul Lell, Robert Geiger, Roger Sicely, Julie Wolf Scott, Issac Crowe, Dylan Birtolo & more.

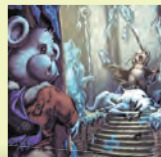
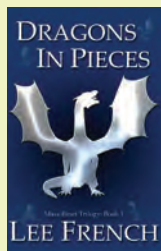
THURSDAY ONLY
30% OFF
COVER PRICE

with a 2015 Gen Con purchase from a *Missing Pieces* contributing author.

JOURNEY THROUGH TIME AND SPACE WITH GEN CON'S ATTENDING AUTHORS!

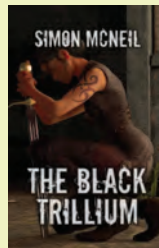
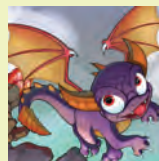
Navigate by the bright star power of these writers and publishers who are new to Gen Con ...

- Angry Robot Books
- Jay Erickson
- Mary Fan
- Lee French
- J.R. Mounts
- Brandon Peat
- Jonathan Skye



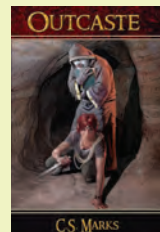
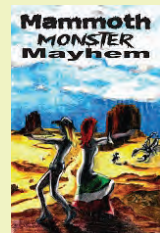
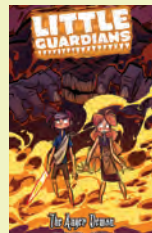
From the Seven Seas to celestial bodies, these Small Press Publishers bring you seasoned stories ...

- Brain Lag
- Mythmakers LLC
- RudderHaven
- Tanstaaf! Press
- Th3rd World Studios



From scalawags to princesses, soothsayers to space lords – you can find them all here and many more in the tales of your favorite Authors' Avenue writers ...

- Christopher Bair
- Dylan Birtolo
- Lee Cherolis
- Tracy Chowdhury
- Isaac Crowe
- Hans Cummings
- Maxwell Alexander Drake
- Ren Garcia
- Rob Geiger
- Chris Jackson
- Robert Kendzie
- Nathan Marchand
- CS Marks
- Hugo Negron
- Christopher Rocco
- Ed Russell
- J. Wolf Scott
- V.J. Waks



AT A Glance
AUTHORS' AVENUE
LOCATION
 Exhibit Hall

DAY & TIME
 Thursday – Saturday
 10 am – 6 pm

Sunday
 10 am – 4 pm



WRITER'S SYMPOSIUM

ATTENDING AUTHORS

These **authors at the Writer's Symposium** can steer you through the perilous seas of the world of writing ...

Saladin Ahmed	Drake	Jonh Horner Jacobs	Marco Palmieri	Michael R. Underwood
Elizabeth Bear *	Erin M. Evan	Kerrie L. Hughes	Jay Posey	Ray Vallese
Bradley P. Beaulieu	David Farland	Kameron Hurley	Thomas M. Reid	Monica Valnetinelli
Donald J. Bingle	Matt Forbeck	Chris A. Jackson	Chris Roberson *	Elizabeth Vaughan
Dylan Birtolo	Jaym Gates	Howard Andrew Jones	Aaron Rosenberg	Josh Vogt
Stephen Blackmore	Geoffrey Girard	Steven S. Longs	Patrick Rothfuss *	Dan Wells
Gwenda Bond	Max Gladstone	James Lowder	Christopher Rowe	Chuck Wendig *
Maurice Broaddus	Jerry Gordon	Scott Lynch	Lauren M. Roy	Django Wexler
Terry Brooks	Daryl Gregory *	Brian McClellan	Jason Schmetzer	Bill Willingham *
Jennifer Brozek	Dave Gross	Jennifer McGowan	Anton Strout	Gregory A. Wilson
Richard Lee Byers	Jeff Grubb	Melanie Meadors	James L. Sutter	Jim Zub
Wesley Chu	Gene Ha *	James Minz	Kelly Swails	Stan!
Delilah S. Dawson	John Helfers	Susan J. Morris	Sam Sykes	
Joe Dever	Tracy Hickman *	Robert A. Mosher	Howard Tayler	
Maxwell Alexander	Stephen Hood		Patrick S. Tomlinson	

* Denotes Featured Speakers



FEATURED GUEST CHUCK WENDIG

Chuck Wendig is the author of the published novels: *Blackbirds*, *Mockingbird*, *Under the Empyrean Sky*, *Blue Blazes*, *Double Dead*, *Bait Dog*, *Dinocalypse Now*, *Beyond Dinocalypse* and *Gods & Monsters: Unclean Spirits*. He is also the author of the soon-to-be-published novels: *The Cormorant*, *Blightborn* (*Heartland Book #2*), *Heartland Book #3*, *Dinocalypse Forever*, *Frack You*, and *The Hellsblood Bride*. Also coming soon is his compilation book of writing advice from this very blog: *The Kick-Ass Writer*, coming from *Writers Digest*.



**PASSPORT TO A NEW WORLD:
ATTEND A BOOK SIGNING**

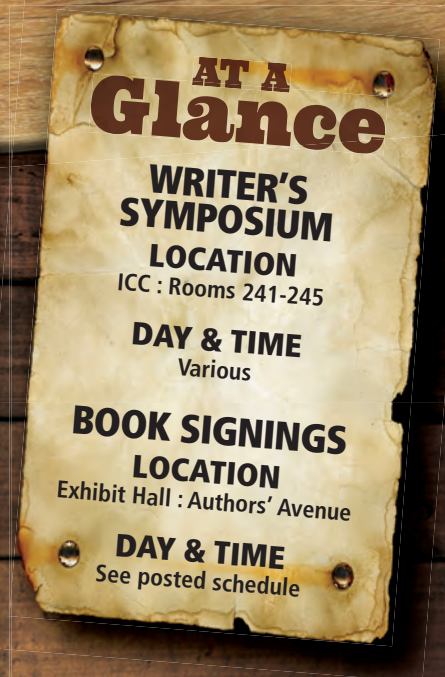
Favorite Authors ahead! New literary discoveries all around! Treasured memories put to paper!

Head to the **Book Signing area** located in the Authors' Avenue section of the Exhibit Hall. Check the schedule below for all the dates/times so you won't miss any of your favorites.

THURSDAY	
11 am	Brian McClellan, Jennifer Brozek
3 pm	Alane Adams, Ejen Chuang
FRIDAY	
10 am	David Ewalt
11 am	Jeff Grubb, Matt Forbeck, Stan!, Chuck Wendig
12 pm	John Hornor Jacobs, Michael A. Stackpole, Sam Sykes, Gregory A. Wilson
1 pm	Django Wexler, Dylan Birtolo, Howard Andrew Jones, Patrick Rothfuss
2 pm	Brian McClellan, Dan Wells, Jay Posey, Monica Valentinelli, Scott Lynch
3 pm	Terry Brooks , Anton Strout, Josh Vogt, Patrick S. Tomlinson
4 pm	Terry Brooks , Ed Greenwood, Kameron Hurley, Lauren M. Roy
5 pm	Alane Adams, Ejen Chuang , Trace Beaulieu
SATURDAY	
10 am	Terry Brooks , Wesley Chu, Elizabeth Vaughan, John Helfers
11 am	Terry Brooks , Dylan Birtolo, Erin M. Evans, Kelly Swails
12 pm	Dan Wells, Delilah S. Dawson, Maurice Broaddus, Donald J. Bingle, Jennifer Brozek
1 pm	Gwenda Bond, Michael A. Stackpole, Jennifer McGowan
2 pm	Anton Strout, Brad Beaulieu, Brian McClellan, Chuck Wendig
3 pm	Cat Rambo, Kerrie L. Hughes, Elizabeth Bear, Wesley Chu, Stan!
4 pm	Gregory A. Wilson, Saladin Ahmed, Stephen Blackmoore, Patrick Rothfuss
5 pm	Alane Adams, Ejen Chuang , Trace Beaulieu
SUNDAY	
10 am	Alane Adams
1 pm	Ejen Chuang

Bold notates Guests of Honor Signings

Schedule subject to change. This schedule is complete as of June 2015.
Check onsite signage for the most up to date schedule.



**BOOKS, BOOKS
EVERYWHERE
... AND THEY'RE
ALL FOR SALE!**

If you dream in pages and pens, sentences and stories, have we got a place for you ... visit the **book seller** in the Exhibit Hall right next to the Book Signing area. Get the perfect gift for book lovers (yourself included) at Gen Con!



WRITER'S SYMPOSIUM

WRITER'S SYMPOSIUM EVENTS

Whether you've set sail on the stormy ocean of publishing or hit the doldrums of writer's block, Writer's Symposium events can guide you through your journey. For the cost of a ticket or the purchase of a book, many events are even free, you can expand your literary horizons into unexplored territory!

For a **complete list of all events offered** by this world class program, stop by the **Writer's Symposium HQ** on the 2nd floor for your copy of their exclusive program book and/or check out the Event Charts in the back of this book.

COMIC WRITING TRACK

This year we're offering a track for writers who want to learn the art of writing comics! As with our fiction tracks, we're bringing in some of the best in the business to take part. **Daryl Gregory** (*Dracula: Company of Monsters*), **Gene Ha** (*Top Ten*), **Chris Roberson** (*iZombie*), **Bill Willingham** (*Fables*), and **Jim Zub** (*Wayward*) will share their knowledge!

This track offers panels that will educate you on topics such as the writer-artist relationship, digital comics, serialized stories, and more. Check them out ...

- Writing Comics: It's a Lot Like a Marriage – Authors & Artists (SEM1578866) – Thursday, 1 pm
- Writing Comics: Writing Women Friendly Comics (SEM1578867) – Thursday, 2 pm
- Writing Comics: Please Stop Doing This to Your Artist! (SEM1578868) – Thursday, 3 pm
- Writing Comics: Web Comics VS Digital Comics VS Paper Comics (SEM1578875) – Friday, 1 pm
- Writing Comics: When Only Batman Will Do (SEM1578877) – Friday, 3 pm
- Writing Comics: The Jekyll and Hyde Syndrome (SEM1578878) – Friday, 4 pm
- Writing Comics: Serial Killers – Writing Serialized Stories (SEM1578883) – Saturday, 1 pm
- Writing Comics: The Sidekick Rule and Other Trade Secrets (SEM1578884) – Saturday, 2 pm
- Writing Comics: Write Until it Hurts (SEM1578885) – Saturday, 3 pm



AUTHOR GUEST OF HONOR TERRY BROOKS

Mystical swords ... dwarves and gnomes ... ancient druids – need we say more? Gen Con is thrilled that legendary author Terry Brooks will be joining us this year!

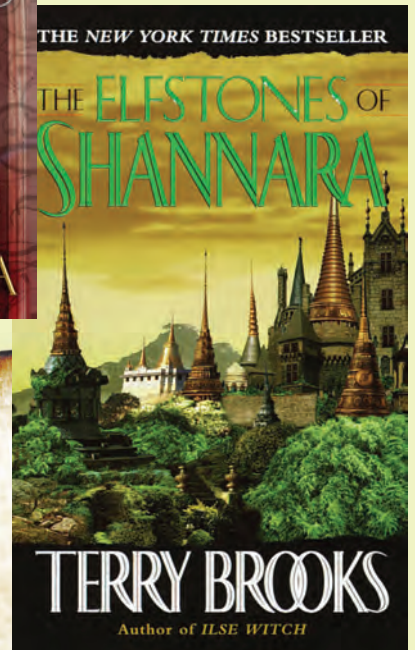
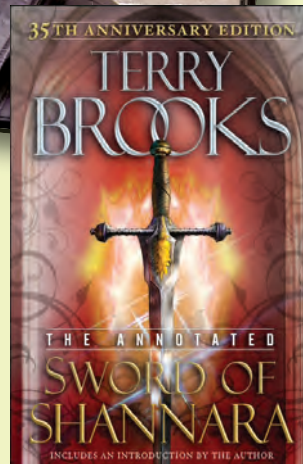
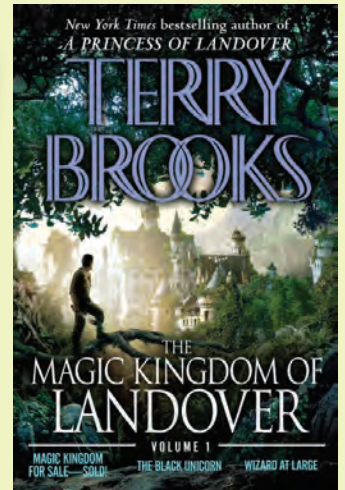
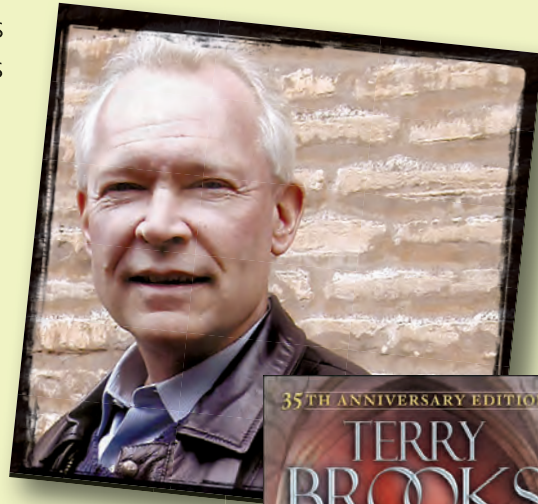
Find your talisman, seek out your hidden heroism and get ready for changing fortunes as we explore Terry's beloved worlds we know so well and dive into the exciting new ones we've yet to set foot in.

Terry Brooks has written 23 New York Times bestsellers and has more than 21 million copies of his books in print. He is one of the best-selling fantasy writers alive today. His books include the upcoming novel *The Darkling Child* (now on sale), the Genesis of Shannara novels *Armageddon's Children* and *The Elves of Cintra*; *The Sword of Shannara*; the Voyage of the Jerle Shannara trilogy: *Ilse Witch*, *Antrax*, and *Morgawr*; the High Druid of Shannara trilogy: *Jarka Ruus*, *Tanequil*, and *Straken*; the nonfiction book *Sometimes the Magic Works: Lessons from a Writing Life*; and the novel based upon the screenplay and story by George Lucas, *Star Wars®: Episode I The Phantom Menace*.™

His novels *Running with the Demon* and *A Knight of the Word* were selected by the Rocky Mountain News as two of the best science fiction/fantasy novels of the twentieth century. A TV series from MTV based on his Shannara books is scheduled to release later this year.

The author was a practicing attorney for many years but now writes full-time. He lives with his wife, Judine, in the Pacific Northwest.

To learn more and see examples of his work visit www.terrybrooks.net.



Summon magic back into your world at these events featuring Terry Brooks ...

- Q & A with Guest of Honor Terry Brooks (SEM1577093) – Saturday, 1 pm
- Or take advantage of several opportunities to get his autograph at his **book signings** ...
- Friday, 3-5 pm (ZED1582403 & ZED1582406)
- Saturday, 10 am – 12 pm (ZED1582407 & ZED1582408)

Book signings are located in the Exhibit Hall. For more details on any of Terry's events or signings, check the Event Charts.

FILM FESTIVAL



Filmmakers from around the world gather to meet and compete in the Gen Con Film Festival. Some travel from as far away as Australia and the United Kingdom for screenings, film panels, and the awards ceremony. Film selections from across the United States, Canada, Australia, Austria, Israel, Japan, and Great Britain make it a truly international event.

The Gen Con Film Festival focuses on genres that appeal to our gaming attendees, including fantasy, sci-fi, horror, animation, anime, martial arts, gaming, parodies, and documentaries.



DETECTIVE DETECTIVE DETECTIVE

FLM1581910 Sat 8 pm
Westin : Grand Ballroom III

A comedy about three estranged brothers hoping to reconnect through playing detectives in a live action role-playing mystery game set in the Alaskan wilderness.



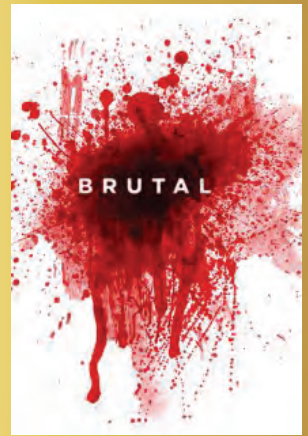
BRUTAL

FLM1581911

Sat 10 pm

Westin : Grand Ballroom IV

Abducted from his backyard at the age of fifteen by an unseen alien presence. Forced into nearly two decades of no-holds-barred fights against other abductees inside an unearthly mixed martial arts arena, Trevor has evolved from an innocent boy into a brutal fighting machine.



TO FLY

FLM1581895 Fri 8 pm

Westin : Grand Ballroom III

Two strangers embark on an enigmatic journey while knowing they are both running from a past that will eventually catch up to them.



YOU, YOUR BRAIN & YOU

FLM1581912 Sat 10 pm

Westin : Grand Ballroom III

A comedic and episodic look at how the Brain Institute helped 81 people with their brain skills--from the ordinary (intelligence and creativity) to the extraordinary (controlling the weather and bending space-time). But one man is determined to show that the head of the Brain Institute is a fraud and a charlatan.



CHRYSLIS (FEATURE)

FLM1581887 Fri 4 pm

Westin : Grand Ballroom III

Set decades after a bio-terrorist attack unleashes a virus upon the world, transforming much of humanity into vicious creatures and laying waste to civilization, Chrysalis follows Josh and Penelope, two survivors who have banded together in the hope of rescuing others and rebuilding civilization.



PLASTIC GALAXY: THE STORY OF STAR WARS TOYS

FLM1581890 Fri 6 pm

Westin : Grand Ballroom III

A documentary that explores this groundbreaking and breathtaking world. Through interviews with former Kenner employees, experts and authors like Stephen Sansweet and Gus Lopez, and of course collectors, it looks at the toys' history, their influence, and the fond and fervent feelings they elicit today.



DARK AGE 2

FLM1581905 Sat 3 pm

Westin : Grand Ballroom IV

18 months ago, civilization as we knew it collapsed... finally! Since our heroes defeated the Whistlers in Dark Age, it's been peaceful at the Castle. But when an old enemy threatens that peace, Georgia-Ann hatches a plot to build an army in Dark Age 2.



THE RANGERS

FLM1581897 Fri 10 pm

Westin : Grand Ballroom III

A special force of soldiers, known as Rangers, who were founded long ago by King Aenarion to guard and watch the borders of the Kingdom of Olan.





INVASION OF THE UNDEAD

FLM1581916 Thurs 2 pm
Westin : Grand Ballroom I&II

An unemployed recent college grad hires two freelance paranormal exterminators to combat a monster infestation in her new home.

GET DEAD

FLM1581914 Thurs Noon
Westin : Grand Ballroom I&II

Two southern idiots go out to the woods to try and prove a local legend, who has been killing innocent campers, actually exists.



THE THROBBIT

FLM1581906 Sat 4 pm
Westin : Grand Ballroom III

Bobo Buggins, a neurotic Throbbit, joins a throng of Dweebs (computer nerd versions of Dwarves) to help them regain their technological treasures trapped beneath Silicon Mountain. On a journey led by Randolph the Wizard, they will encounter Three Stooges-esque trolls, drunken frat boy elves in Jerkwood Forest, a game show contest with the creature Scrottum, and even more ridiculous obstacles.



MAGNETIC

FLM1581900
Sat 1 pm
Westin : Grand Ballroom IV

On December 31st, at 11:58 PM UTC, Earth will have its atmosphere ripped away by a powerful coronal mass ejection. Everything we know will become nothing. Maybe it already has.



REVENGE OF THE SPACEMEN

FLM1581917 Thurs 4 pm
Westin : Grand Ballroom I&II

Aliens come to earth probing everyone and everything they encounter. It's up to George, his friends and the locals to defend the earth. Hillbillies vs Aliens at its best.



FOREVER INTO SPACE

FLM1581938 Sat 11 am
Westin : Grand Ballroom I&II

Set in modern day New York City, we follow a group of millennials as they attempt – with little success – to make a life in an unforgiving, ever-changing city.



OF DICE AND MEN

FLM1581853 Thurs 8 pm
Westin : Grand Ballroom IV

The lives of six roleplaying gamer friends are thrown into upheaval when one of them enlists to go to Iraq. A geek movie without the self-loathing.



BUBBLE BUBBLE MEOWS AND THE LAME-O BABY JIB

FLM1581943 Thurs 2 pm Westin : Grand Ballroom IV

Being the further adventures of a fictional, poorly drawn cat. Bubble Bubble Meows and his buddies work to reverse a new fashion trend's unfortunate side effects.



ANOTHER WORLD

FLM1582386 Thurs 4 pm
Westin : Grand Ballroom IV

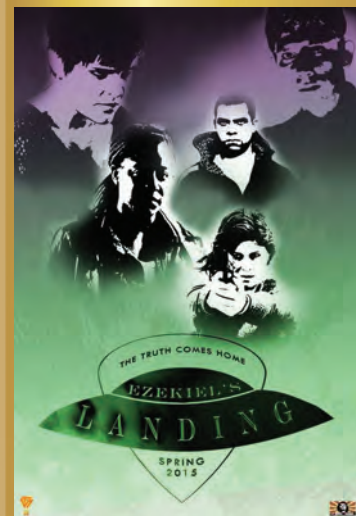
In a post-apocalyptic future, a biological warfare program gone wrong leaves only four survivors defending themselves from 'the infected' - mindless killers. As they struggle to survive and make sense of what is happening, they find another survivor, intent on revealing the truth.



EZEKIEL'S LANDING

FLM1581909 Sat 6 pm Westin :
Grand Ballroom III

The fraudulent author of an alien abduction memoir and a skeptic with a supernatural secret join forces to fight a UFO cult.



HARBINGER DOWN

FLM1582395 Sat 4 pm Westin :
Grand Ballroom I&II

A group of grad students has booked passage on the fishing trawler Harbinger. When the ship's crew dredges up a recently thawed piece of old Soviet space wreckage, things get downright deadly.



THE GAMERS: DORKNESS RISING

FLM1569004 Thurs 10 pm
Westin : Grand Ballroom IV

Watch the fan-favorite movie from The Dead Gentlemen and Zombie Orpheus Entertainment.



THE GAMERS: HANDS OF FATE

FLM1569002
Sat 10 pm
Westin : Grand Ballroom I&II

Join your favorite gamers as they head to Gen Con to compete in the world championships of AEG's Romance of the 9 Kingdoms.



THE EMPTY THRONE

FLM1582180 Sat 6 pm
Westin : Grand Ballroom I&II

King Edgar has finally chosen a bride. After his engagement, she is abducted. Recovery falls to Sorceress Nara. Through her ordeal she will meet new friends, and enemies. The journey to the queen will not be easy. At the heart of it all, a darker path awaits her. The truth.



COSPLAYER NATION: A COSPLAY DOCUMENTARY

ANI1576709
Fri 1 pm
Westin : Grand Ballroom IV

In Dec 2010, Joshua Adams and Uke Li crusaded across the U.S. to document the rising trend of Americans who dress up and 'cosplay.' Three years later, here's where it might be going.



WALKING IN CIRCLES

FLM1581884 Fri 3 pm
Westin : Grand Ballroom IV

This series is a hilarious look into the lives of an adventuring party. Sometimes a quest is an epic journey; sometimes it's just another day at work.



STANDARD ACTION: SEASON 3

FLM1581883 Fri 2 pm
Westin : Grand Ballroom III

Follow four misfit adventurers as they bumble through a world inspired by gaming and nerd culture, looking for their lost companion... and maybe even saving the world in the meantime.

GAMER CHICK SEASON 2

FLM1568552 Sat 2 pm
Westin : Grand Ballroom I&II

Pencil-and-paper gamer chick Gia balances her messy real life with her much-better 'in-game' persona, and she does it with the help of her regular gaming group.



ROLL FOUR: THE SUMMER CAMPAIGN

FLM1581878 Thurs 3 pm
Westin : Grand Ballroom III

The Summer Campaign is a six episode series on YouTube that follows the story of four friends struggling to work together both inside and outside their imagined world of Dungeons and Dragons.



SPINWARD TRAVELLER WORLD PREMIERE

FLM1569408 Thursday 9 pm
Westin : Grand Ballroom III

Join us for the World Premiere of Spinward Traveller TV pilot. Based on the award winning role-playing game created by Marc Miller.



THE GAMERS: NATURAL ONE

FLM1581891 Fri 7 pm
Westin : Grand Ballroom IV

Natural One begins with a summons to Gary from his Canadian half-sister, Monica. She's getting married and family tradition calls for her future partner to be vetted in-game. Is he gamer enough to be worthy of the family name?



GAME BANGERS

FLM1581882 Fri Noon
Westin : Grand Ballroom IV

In the not-so-distant future, tabletop gaming has been made illegal by fear-mongering politicians. Join this zany group of adventurers as they quest to game, while avoiding capture by Detective Petrovich and the rest of the police in this madcap parody!



CASTLES & CRUSADES BLACKTOOTH RIDGE WORLD PREMIERE

FLM1569414
Thursday 5 pm

Westin : Grand Ballroom III

Join us for the World Premiere of Castles & Crusades Blacktooth Ridge TV Pilot . Based on the Castles & Crusades RPG.



THE GAMERS: HUMANS & HOUSEHOLDS

FLM1581892 Fri 7:30 pm
Westin : Grand Ballroom IV

Humans & Households follows a group of fantasy heroes on their day off as they sit down to enjoy a rousing role-playing game set in a mundane world of traffic lights, errant puppies, indoor plumbing, and other diabolical evils. Written and directed by Gamers creator Matt Vancil, this three-episode miniseries shows us that perspective is everything, with hilarious results.



THE BOB & ANGUS SHOW

FLM1581885 Fri 3 pm
Westin : Grand Ballroom III

News sheep Angus and Bob talk about board games, geek culture and ovine lifestyle in this web series by Mayfair Games.



TO THE BATMOBILE!

FLM1581904
Sat 3 pm
Westin : Grand Ballroom III

The guys at Fiberglass Freaks build 1966 Batmobiles for a living. Special Pilot screening with Q&A to follow.



"To the Batmobile"



WEB SERIES BLOCK

FLM1581918 Thurs 6 pm
Westin : Grand Ballroom I&II

Select episodes from independent series: Day Zero, Upstairs, Lilac, Flicker, Game Knights, Spooky, 2.0, The Spell Tutor, Horror Hotel, and Diaries from Wonderland.



KNIGHTS OF THE DINNER TABLE WORLD PREMIERE

FLM1569411 Thursday 7 pm
Westin : Grand Ballroom III
& FLM1569412 Friday 10 am
Grand Ballroom IV

Join us for the World Premiere of Knights of the Dinner Table Live Action Series TV Pilot . Based on the award winning KODT comic book.

ONCE UPON A TIME IN THE 1970S

FLM1581879
Thurs 4 pm
Westin : Grand Ballroom III

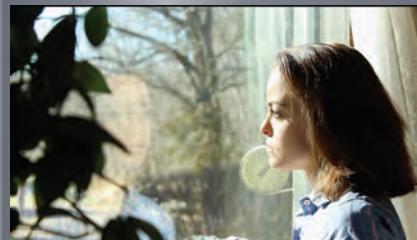
In the probably-alternate 1970s, disco is king and tensions are high. Scientist heroes Jack and Sam try to balance normal family lives with rayguns, robots, and an ominous portal in time and space.



SANTHARIA

FLM1581936 Fri 1 pm
Westin : Grand Ballroom III

A young woman is controlled by her domineering husband. When the marriage becomes physically abusive, she is left with the only remedy known for her escape... witchcraft.



THE WISH

FLM1581937 Fri 11 pm
Westin : Grand Ballroom III

A dark twisted, at times comical tale of a deacon whose wish comes true.



RISE OF THE ESPORTS HERO

FLM1581902 Sat 2 pm
Westin : Grand Ballroom III

Documentary that explores the sub-culture of pro-gaming through the lives of North America's top eSports team, Team Evil Geniuses as they tour the world competing for money, fame and glory.



HORROR SHORT FILM BLOCK

FLM1581941 Friday 3 pm
Westin : Grand Ballroom I & II

Short Horror Films: Chrysalis, RED, Death Chair, Doorbitten (Bite The Bullet), The Wizard, LIQUID, The Peripheral, Shi, The Case of Evil.



COMEDY SHORT FILM BLOCK

FLM1581894 Friday 8 pm
Westin : Grand Ballroom IV

Short Comedy Films: A Date, The Final Fortune, Schnartzoof!, Falling to Pieces, Castcom Cable, Evercare, Meet the Lobsters, Spaced, Test Takers, Diwali Dream Garage, The Obvious Assassin, Karl Manhair Postal Inspector.



SCI-FI FANTASY SHORT FILM BLOCK

FLM1581898 Thurs 6 pm
Westin : Grand Ballroom IV

Sci-fi Fantasy Short Films: Mining Moon, M-Theory, Losers, Awesome City Limits--Skyrim, Beachworld, Dreams of the Last Butterflies, Numenera: Strand, No Milk.



FANTASY SHORT FILM BLOCK

FLM1581896
Friday 10 pm

Westin : Grand Ballroom IV

Fantasy Short Films: Gunpowder Black, Ruins and Reckoning, Les Chroniques de La Source, Roll Again, The Pilot Fish's Tale, Waste Paper, Voyage, On the Edge of Oblivion, Dungeons and Dating.



DOCUMENTARY SHORT FILM BLOCK

FLM1581901 Sat 1 pm
Westin : Grand Ballroom III

Short Documentary and Mockumentary Films: Modesto 2034: Glimpses of the Future, The Match, My Top Three Things From GenCon 2014, Gen Con: Tres Geek!

HORROR COMEDY SHORT FILM BLOCK

FLM1581940 Friday 2 pm
Westin : Grand Ballroom I & II Short Horror

Comedy Films: There's Something in the Toilet!, The Ghost Has To Go, Mr. Snuggles, The Phantom of the Kitchen, Sh!t Zombies Say: A Love Story, Sherlock Holmes: The Case of the Sexy Vampire.



THRILLER SHORT FILM BLOCK

FLM1581942 Sat 9 pm
Westin : Grand Ballroom I & II

Short Thriller Films: Cell, I Owe You, Retribution, Finders Keepers.



SUPERHERO SHORT FILM BLOCK

FLM1581888 Fri 5 pm
Westin : Grand Ballroom IV

Superhero Short Films: After the Fire, Rock Paper Superhero, Villain, Batgirl Rises, and David and Jess are Jerks. They also have Superpowers.



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ANIMATED SHORT FILM BLOCK

FLM1581899 Sat 11 am
Westin : Grand Ballroom IV

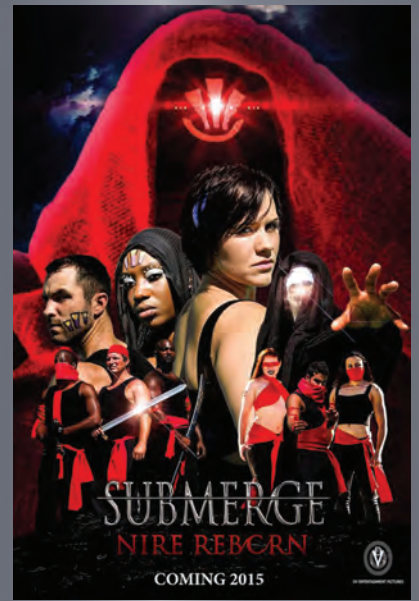
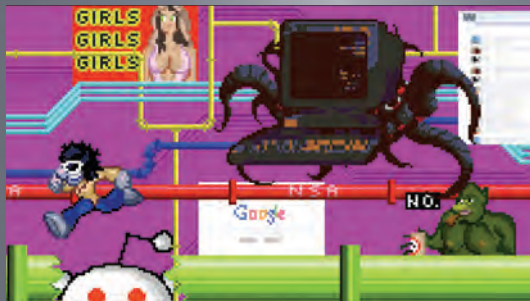
Animated Short Films:
Palmer's Beard, TICK TOCK, The Legend of Fiction: Our Guide Through Fairy Tales, Flowerstream Prelude, Penguins: The Magic Hat, Amaqut Nunaat, Dynamic Venus, The Orphan and the Polar Bear, C.O.B.A.L.T.



MUSICAL SHORT FILM BLOCK

FLM1581907 Sat 6 pm
Westin : Grand Ballroom IV

Musical Short Films and Music Videos: Music Videos and short Musicals. If Only, The Internet Stole My Brain, Spock's Brain, Savant: Kali 47, Rigamortis: A Zombie Love Story.



**SUBMERGE:
THE CHRONICLES OF NI'RE**
FLM1581889

Fri 6 pm
Westin : Grand Ballroom IV

Ni're is down to nothing in her life but the clothes on her back and her unborn child. Being chased by the Government, she is unexpectedly thrown into another world.

C. A. MCGREGOR JORDAN LEIGH WHEATLEY LEC ZORN EURA DORACI



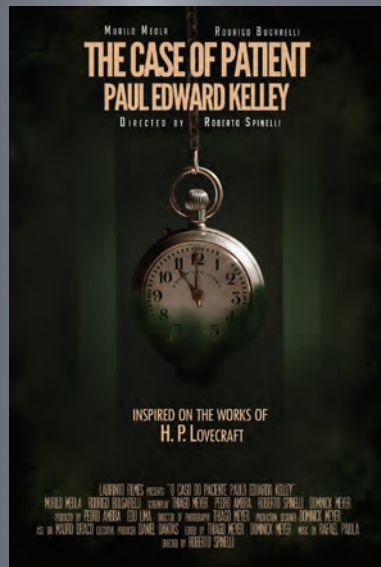
IN THE RIGHT TIME

FLM1581934 Fri Noon
Westin : Grand Ballroom III

A 'technology challenged' father discovers a way to the past and finds happiness there. But his daughter wants him back.

**THE CASE OF PATIENT
PAUL EDWARD KELLEY**

Directed by ROBERTO SPIRELLI



**THE CASE OF PATIENT PAUL
EDWARD KELLEY**

FLM1581919 Fri 11 am
Westin : Grand Ballroom III

Psychologist faces the case that will challenge his foolproof technique, every step towards healing is a step beyond the edges of reason. Inspired by HP Lovecraft.

PRINCESS RAP BATTLES

FLM1581908 Sat 7 pm
Westin : Grand Ballroom IV

From the internet to Gen Con. Watch your favorite princesses face off in Rap throwdowns. Featuring Whitney Avalon.



MEDIA GUEST OF HONOR MARINA SIRTIS



Marina Sirtis gained worldwide acclaim as the sexy and cerebral “Deanna Troi” of the successful *Star Trek: The Next Generation* TV series and *Star Trek* feature films. Over the life of the role, Marina skillfully transformed the popular character from reserved beauty to delicious diva by inserting her own trademark wit and comedic timing.

Marina’s dramatic and comedic range has since created opportunities on stage, television, and feature films far beyond the *Star Trek* franchise.

Her feature films include the Academy Award-winning Best Picture *Crash* for which she received a SAG Award (Ensemble). On the small screen, she starred as in the SCI-FI Channel’s movie *Grendel* as well as numerous guest-starring appearances on shows like *Grey’s Anatomy*, *Make It or Break It*, *Young Justice*, *Three Rivers*, *Without a Trace*, *Girlfriends*, *The Cleveland Show*, *The Closer* and the UK’s *Hobie City*. Films include *31 North 62 East*, *The Grudge 3*, *Green Street Hooligans 2*, *Otis E.*, and *Shadows From The Sky*.

Marina was born in London, England to Greek parents who initially did not want her to become an actress. After high school, she secretly applied to the prestigious Guild Hall School of Music and Drama. After graduating, Marina earned her acting chops performing on British television and stage. In 1986, Marina moved to Los Angeles hoping to make her mark in American film and television.

After six months, Marina was ready to call it quits and head back to the UK. Legendary *Star Trek* creator Gene Roddenberry would change her mind. He was casting for *Star Trek: The Next Generation*. After what she thought was a terrible audition, and just moments before boarding a plane for London, Marina got the call that would launch her career. Producers wanted her for the role of “Deanna Troi.”

She lives in Los Angeles.

EVENTS

Marina will participate in several **autograph signings** during the following dates/times ...

- Saturday, 11 am-2 pm
- Saturday, 3-6 pm at the **Mayfair Games booth**
- Sunday, 10:30 am-1 pm and 2-4 pm

She also will be a guest at Mayfair Games “**Star Trek: Five Year Mission Charity Event**” (BGM1582089), Saturday, at 7pm on Georgia Street.

Autographs are \$40. — *The Autograph Area is located in the Exhibit Hall (behind the Art Show and Authors’ Avenue).*

AUTOGRAPH

MEDIA GUEST OF HONOR SUMMER GLAU



Summer Glau is an American prima ballerina and actress, who is best known for her iconic characters River Tam in Joss Whedon's TV series *Firefly* and the feature film, *Serenity* and Cameron Philips in *Terminator: The Sarah Connor Chronicles*.

Summer got her start in Joss Whedon's much acclaimed TV series *Angel* playing a cursed ballerina in the 2002 episode "Waiting in the Wings". Contributing to her Sci-Fi credit were roles in USA's *The 4400* as Tess, a Schizophrenic that can control others with her mind and followed it with a return to the Whedon-verse in *Dollhouse* as Echo's long lost nemesis, Bennet Halverson.

Summer revisited TV screens in 2011 in NBC's highly anticipated *The Cape* as Orwell, an investigative blogger who teams up with Vince/The Cape in order to fight crime and restore justice. Most recently Summer did an impressive guest appearance on *Alphas*. It has just been announced that she will now be seen in the CBS TV pilot "*Scent of the Missing*" as Sedona with Tricia Helfer.

EVENTS

Summer will **sign autographs** during the following times ...

- Friday, 10:30 am-1 pm and 2-5 pm
- Saturday, 10:30 am-1 pm and 2-5 pm

Get an event ticket to secure your place and time slot. Look for ...
"Summer Glau, Media Guest of Honor Signing & Photo Op"

- Friday's Game IDs ... ZED1582819 – ZED1582824
- Saturday's Game IDs ... ZED1582829 – ZED1582834

Walk-ups are welcome but you will have to wait until all ticketed attendees are served first.

Autographs and photo ops are \$40. — *The Autograph Area is located in the Exhibit Hall (behind the Art Show and Authors' Avenue).*

AUTOGRAPH