

Board Games & Other Games Schedule 2008

1. *****

Munchkin

Friday 10am-2pm

<http://www.sjgames.com/munchkin/game/>

We will be running this popular card game from Steve Jackson games throughout the weekend, with plenty of time to instruct new players in the game. Bring your friends and relax with this fun and social game!

This is a Players' Choice event, where players get to choose which Munchkin variant(s) you wish to play, from among the following selections:

Munchkin - The original card game.

Munchkin 2 - Unnatural Axe

Munchkin 3 - Clerical Errors

Munchkin 4 - The Need For Steed

Star Munchkin - Kill the monsters, steal the treasure, and stab your buddy . . . in space!

Star Munchkin 2 - The Clown Wars brings the epic saga of The Clown Wars to life, except with better acting . . .

Munchkin Fu - Chop-socky monster-whacking action straight from Hong Kong's worst films!

Munchkin Bites! - The Munchkins are now vampires . . . and werewolves . . .

Munchkin Bites! 2 - Pants Macabre - Munchkin is about beating up monsters, taking their stuff, and sequels. Munchkin Bites! is no different. Thus were born . . . the Pants Macabre.

Super Munchkin - Not a bird, definitely not a plane . . .

2. *****

Caylus

Friday noon-4pm

<http://www.ystari.com/caylus/eindex.php>

2-5 Players

Approx 120min.

Type: City Building, Resource Management, Economics, Medieval

King Philip the Fair challenges the five greatest master builders in France to complete his new castle for the glory of France. Jockey for position against the other builders to place workers along the road. Beware. Only places the provost has approved may produce resources fit for this fine castle; however, like most government officials, they are not above lining their coin purse. The castle needs three sections built - the dungeon, walls, and towers. Master builders who do not contribute to each section will lose prestige with King Philip. When the bailiff reaches the edge of the castle's lands, the master builder who won the most prestige will receive land and title. The rest will be rewarded with residence in the castle dungeon...

3. *****

Ticket to Ride

Friday noon-4pm

2-5 Players

Approx 60min.

A USA cross country train game from Days of Wonder. Players make trains with cards to claim city to city train routes. Earn points by claiming routes and filling destination tickets. A very easy to learn competitive game.

4. *****

Steve Jackson Games Demonstrations

Friday 2pm-6pm

This is a player's choice event, with the option for players to choose between Dork Tower, Frag, Cthulhu Munchkin, and The Good, The Bad, and The Munchkin. The Steve Jackson Games Men in Black will be on hand to teach new players and answer any players' questions.

5. *****

World Domination, LLC Board Game Demonstrations

Friday 2pm-6pm

The Massive Vs. The Masses

(2 Players)

As seen in many a movie full of rubber suits and forced perspective, a giant reptilian

monster stomps, shoves, and burns its way through the city of Tokyo, as defended by tanks, planes, and the odd giant robot. The Massive Vs. The Masses is a strategy game based on the B-Movies of the 50's and 60's where one player controls a single nigh unstoppable unit, while the other fields a large army of varied units trying to bring them down.

Red Shirt

(2-8 Players)

A tongue in cheek card game where players seek the glory to be found in space exploration using the unique skills and expertise of a crew of highly trained specialists... or just by sending wave after wave of red shirts to be eaten by monsters. That works too.

Collision

(2-12 Players)

Take the wall-extruding motorcycles from Tron, add some chaotic simultaneous turns a la Robo Rally, and this is the result. Plan several moves ahead just to stay alive in a constantly shifting maze, where every step anyone takes leaves a deadly barrier behind them, and slowing down isn't an option.

6. *****

Munchkin

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Super Munchkin - Not a bird, definitely not a plane . . .

7. *****

Werewolves of Miller's Hollow
Friday 6pm-7pm

This is a fantastic updated version of the classic “assassin” game. A convention favorite!

8. *****

Tannhauser
Friday 6pm-8pm

It is now 1949 and the Great War has never ended. Quick to learn, amazingly fun and completely addictive!

9. *****

Twilight Imperium
Friday 6pm-midnight

An age of twilight shall once more spread across the galaxy. A broken empire shall once more be re-forged. Hidden powers from dark space shall come forth to make an ancient claim.

10. *****

Steve Jackson Games Demonstrations: Dork Tower, Frag, and Munchkin
7pm-11pm

This is a player's choice event, with the option for players to choose between Dork Tower, Frag, Cthulhu Munchkin, and The Good, The Bad, and The Munchkin. The Steve Jackson Games Men in Black will be on hand to teach new players and answer any players' questions.

11. *****

Poker - Texas Hold 'em
Friday 7pm-midnight

Test your skills against 15 others in this classic poker variant. Each night will be a separate tourney. There will be a sign up sheet posted at the convention's registration desk. The games will be capped at 16, and you must show up at the starting time or an alternate may take your spot. The player who does the best overall will earn the title of Templecon Pokermaster, as well as a 200-chip Texas Hold 'em poker set in a rosewood case, so you can continue playing in steampunk style long after the convention is over!

12. *****

Diplomacy - Teaching Session: Regular Diplomacy and/or
Escalation Diplomacy depending on numbers.
Friday 8pm-11pm
<http://www.variantbank.org/results/rules/e/escalation2.htm>

We will use the "five minute teaching guide" that will be handed out at the game.

13. *****

Arkham Horror
Friday 8pm-midnight
<http://www.fantasyflightgames.com/arkhamhorror.html>
8 player limit (7 + game-master)
Game length: 2-4 hours

February 16, 1933

"An eldritch fog has rolled over the town of Arkham, Massachusetts. It is obscuring the heavens making it difficult to see the current alignment of the stars."

"Professor Armitage of Miskatonic University is nearly done with his research of ancient artifacts from the Pacific borrowed from the Arkham

Historical Society."

These two newspaper clippings from the Arkham Advertiser were found crumpled in the fist of a patient who fled from Arkham Asylum. Sadly, the grotesque man with bulging eyes and frog-like features was never questioned as he fell dead upon entering the police station in a neighboring town exhaling "ai ai fhtagn..."

Do you dare investigate the mysteries that lie in Arkham?

14. *****

Ticket to Ride: Switzerland
Friday 8pm to midnight
<http://www.ticket2ridegame.com/>
2-5 Players
Approx 60min.

This expansion for the classic Ticket to Ride game takes you from the shores of Lake Geneva to the slopes of Davos. Climb aboard the Mont-Blanc Express connecting Martigny to France and explore the mountains of Switzerland on the Bernina Express into Italy.

15. *****

Werewolves of Miller's Hollow
Friday midnight-1am

Event Details To Be Announced.

16. *****

Munchkin
Saturday 8am-noon

We will be running this popular card game from Steve Jackson games throughout the weekend, with plenty of time to instruct new players in the game. Munchkin is a great late-night game, so bring your friends and relax with this fun and social game!

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Super Munchkin - Not a bird, definitely not a plane . . .

17. *****

Steve Jackson Games Demonstrations
Saturday 9am-1pm

This is a player's choice event, with the option for players to choose between Dork Tower, Frag, Cthulhu Munchkin, and The Good, The Bad, and The Munchkin. The Steve Jackson Games Men in Black will be on hand to teach new players and answer any players' questions.

18. *****

North American Diplomacy Federation Grand Prix Tournament - Round 1
Saturday, 9am - no official stop time, but games should end by about 4pm.
<http://www.wizards.com/default.asp?x=ah/prod/diplomacy>

Board Assignments: Random to board and country in First Two Saturday rounds, Top Board plus Random for Final Sunday round. In the third round, players cannot play the same country as they played in either of the first two rounds. Tournament Director will play if necessary to fill out a board and can possibly play positions on two boards simultaneously to fill out boards -- tournament director's scores do not count. Otherwise

first come/first served, at most, one board may start late if players assemble late.

Game Turn Schedule: Run games on Central Clock with possible delayed exception of "final board" for each round. 20 minutes per Spring and Fall season with builds and retreats taken out of negotiation time run as quickly as possible.

Voting on Draws/Game Stop: Comes out of negotiation time; Tournament Director discretion can be disallowed or delayed for repeated requests.

Limit on Players: 28 players or four boards (but this could be raised prior to the event if there is indication that more players are coming from the advance Diplomacy hobby publicity)

Scoring System: Detour98f

This is the scoring system used for most New Zealand tournaments and New England tournaments.

- If you survive to 1905 then you get a point (whether you're eliminated later or not).
- If you are in the draw at the end of the game then you get a point.
- You get a point for every supply centre you own.
- If you are in the outright lead then you get a bonus of the difference between you and the next best player.
- If you are first on the board you get 4 bonus points, if you are second you get 3 bonus points, if you are third you get 2 bonus points, if you're fourth you get 1 bonus point. (If there's a tie you get the points for the lower position - i.e., equal 2nd both get 2 bonus points)
- You add each person's points to get a raw score. The next step is to standardize the game. Divide each person's raw score with the sum of all the raw scores and then multiply by 100. This generate a percentage for everyone. So an entire game is worth 100 points and how much of those points that each person gets is determined points 1-5.
- If you solo you get 110 points and everyone else gets *nothing*.
- Tournament Scoring: Total points across the three rounds will be scored with the last round featuring a Top Board featuring the top seven players playing the last round based on scores in the first two rounds. Scoring on the Top Board will be doubled for Tournament Scoring purposes.
- There also will be Best Country awards for each of the seven countries which can be won by people who play only one round. For purposes of Best Country scoring, scores on the Top Board will not be doubled.

19. *****

Werewolves of Miller's Hollow
Saturday 2-3pm

This is a fantastic updated version of the classic “assassin” game. A convention favorite!

20. *****

Steve Jackson Games Demonstrations
Saturday 2pm-6pm

This is a player's choice event, with the option for players to choose between Dork Tower, Frag, Cthulhu Munchkin, and The Good, The Bad, and The Munchkin. The Steve Jackson Games Men in Black will be on hand to teach new players and answer any players' questions.

21. *****

Steve Jackson Games Demonstrations: Illuminati
Saturday 2pm-6pm

The Steve Jackson Games Men in Black will be on hand to teach new players this fun and strategic card game, and answer any players' questions.

22.

Ticket to Ride: Mystery Train and 1910 expansions
Saturday 3pm-5pm
<http://www.ticket2ridegame.com/>
2-5 Players
Approx 60min.

The US version of the game with its 2 expansions. Players make trains with cards to claim city to city train routes. Earn points by claiming routes and filling destination tickets. The expansions add new destination tickets and alternative rules.

23. *****

Keythedral
Sat 3pm-7pm
http://www.cafegames.com/html/body_keythedral.html
2-5 Players
Approx 90min.

Type: City Building, Resource Management, Auction/Bidding, Tile Placement, Medieval

A new land is discovered and people have flocked to this fertile land to build a new town named Keytown. Discover the resources in the area and direct villagers to their new residences. Once they are settled, they will wish to erect a keythedral as an edifice to attract people far and wide.

Five wealthy citizens have hired builders for the job. Their influence can change the laws to ease the burden on their workers or make their opponents suffer. They can also have fences erected to opponents' workers from gathering precious resources from those fields.

When the keythedral is finished, the citizen with the greatest contribution and resources shall be declared mayor of Keytown.

24. *****

North American Diplomacy Federation Grand Prix Tournament - Round 2
Saturday, 6pm - no official stop time, but games should end by about 1am.
<http://www.wizards.com/default.asp?x=ah/prod/diplomacy>

The continuation of TempleCon's NADF Grand Prix Diplomacy event.

25. *****

Colosseum
Saturday 7pm – 11pm
3-5 Players
Approx. 60-90 minutes

In Colosseum you are a Roman impresario, producing great spectacles in your arena in the hope of attracting the most spectators to your events. You'll earn wealth and glory for each event you run, using it to build ever more ambitious events. Attract the most spectators to one of your events and you'll be granted the title of Grand Impresario, with tales of your extraordinary spectacles acclaimed throughout the empire.

26. *****

Steve Jackson Games Demonstrations
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Tower, Frag, Cthulhu Munchkin, and The Good, The Bad, and The Munchkin. The Steve Jackson Games Men in Black will be on hand to teach new players and answer any players' questions.

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29. *****

Tannhauser
Saturday 9pm-11pm

Event Details To Be Announced.

30. *****

Werewolves of Miller's Hollow
Saturday midnight-1am

Event Details To Be Announced.

31. *****

Arkham Horror
Saturday midnight-4am

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Super Munchkin - Not a bird, definitely not a plane . . .

33. *****

Tannhauser
Sunday 10am-noon

34. *****

Werewolves of Miller's Hollow
Sunday noon-1pm

Event Details To Be Announced.

35. *****

Ticket to Ride: Europe
Sunday noon-2pm
<http://www.ticket2ridegame.com/>
2-5 Players
Approx 60min.

The second TTR game from Days of Wonder with a European theme. Play takes place on a new and challenging map of Europe. Players make trains with cards to claim city to city train routes. Additionally players use their cards to complete routes through tunnels and across water ways via ferries. Players can also create stations to help complete destination tickets using a competitor's routes.

36.

Salah ad-Din Prototype Board Game Play-Testing

2-6 players
Sun noon-2pm

You are the Emir of a middle eastern city during the time of the crusades. You realize that on your own you will be unable to defeat the crusaders, however if you were to rally all the middle eastern cities behind your banner, you would have a large enough force to drive the crusaders out. Therefore you must build up your city, extend your influence, and form alliances. Once you have proven yourself as a true leader, you will gain the respect and allegiance of the people of the middle east.

Come, play-test this new prototype board game and give your feedback to its creator!

37. *****

Tannhauser
Sunday noon-2pm

Event Details To Be Announced.

38. *****

North American Diplomacy Federation Grand Prix Tournament - Round 3
Sunday, noon - no official stop time, but games should end by about 5pm.
<http://www.wizards.com/default.asp?x=ah/prod/diplomacy>

The Continuation of TempleCon's NADF Grand Prix Diplomacy event.

39. *****

Infernal Contraption™ 2 – Sabotage
Sunday 2pm-4pm
2-4 players
Approx. 20-60 min

Infernal Contraption™ is the stand-alone card game where goblin mechanics race to assemble nigh-uncontrollable magical machines.

Through the strategic placement of arcane components like arcantric funnels, chthonic grinders, and entropic processors, just to name a few, these crazy goblins risk life and limb to overcome the competition with the ultimate Infernal Contraption.

40. *****

Shadows Over Camelot

Sunday 2pm-6pm

<http://www.daysofwonder.com/shadowsovercamelot/en>

3-7 Players

Approx 90min.

Type: Cooperative, Adventure, Medieval

Knights of the Round Table! To arms! The Black Knight is on the loose and someone must stop him. The whereabouts of Excalibur, the Holy Grail, and a suit of mystical armor have been discovered. There is even rumour of a dragon roaming the countryside. The siege engines of the Picts and Saxons are nearly at the doorstep of Camelot's moat. Mordred, Morgan, Vivien, and a host of others stand ready to help these invaders bring down the famed knights, defenders of truth and justice.

The forces of evil seem ready to strike a decisive blow and the knights must come together to quest for legendary relics. They will have to decide which knights will travel to perilous lands and which will fight the invaders.

Can they cast aside their egos and petty squabbings to overcome Camelot's greatest threat? Or is there a traitor in their midst manipulating the Knights of the Round Table to their demise?

41. *****

Munchkin

Sunday 2pm-6pm

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2-6 players

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