

Friday Morning Session– 9 a.m.–1 p.m.

Mystery of the Abbey Boardgame

GM: Kevin Steinkamp

Players: 3–6

The peaceful Templars' Abbey is a rare haven of tranquility for road weary travelers. And so you found it when you arrived late last night. That serenity was shattered this morning with the discovery of the lifeless body of Brother Adelmo at the foot of the Monastery's cliffs. Did the usually nimble-footed Brother slip to his death? Or did someone help him in his fall?

Mystery of the Abbey is a "whodunit" game of deduction and intuition, set in a medieval abbey. Players compete and collaborate to solve the mystery by moving through the Abbey's beautiful courtyard and buildings, and questioning their brethren. Can you solve the Mystery of the Abbey before the other players?

Living Forgotten Realms " RPGA

GM: RPGA Judge

Players: 6

Living Forgotten Realms " RPGA

GM: RPGA Judge

Players: 6

Temple of the Beastmen

GM: Warren Burrus

Players: 10

Play the Famous Space 1889 family board game. Play various characters such as an avenging low land Martian, a soldier of fortune, a distraught mother hunting her for her lost son and many others. All searching the mountain lair of the fearsome **BEASTMEN!** Will you gain fortune or crawl out as your parties sole survivor?

Friday Afternoon Session– 1 p.m.– 5 p.m.

Living Forgotten Realms " RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms " RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Desperado Wild West Miniatures

GM: Warren Burrus

Players: 6-7

Wild West action in 25 mm desperate men battle it out for Gold, Glory, Justice – or just plain survival. Stampedes, wild animal attacks; anything is possible.

Friday Evening Session– 6 p.m.– 11 p.m.

Space 1889 RPG

GM: Ray Davis

Players: 6

“Bring me the head of Tanazda Remington!” A wanted Woman runs for her life on the Red Planet Mars.

Blood Feud In New York Boardgame

GM: Mike Holthaus

Players: 3-6

6 families of mobsters compete to become the dominant Mafioso.(Rules modified from original Eagle Games)

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

New World of Darkness RPG

GM: Nick Davis

Players: 5

"Once More With Feeling". A group of extraordinary gentlemen (and one token woman) attend an auction of mysterious curios and such. Information and items will be bought and bartered. Drinks and discussion

will begin at 6 p.m. This is a game with mature themes.

Raiders & Blockaders- Miniature Wargame

GM. Mark Lueckenhoff

Players: 6

1/1200th scale American Civil War Ironclads clash in an epic battle.

Saturday Morning Session- 9 a.m.-1 p.m.

Living Forgotten Realms • RPGA

GM. RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM. RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM. RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Crimson Skies Miniatures Game

GM. Steve Leenerts

Players: 6

It's a 1930's alternate history air battle filled with unusual planes, deadly aces, and battles galore . This year will feature some new obstacles to challenge your flying abilities. Last year only one player survived to fly off the map alive. Show your nerves of steel and combat skills to every one!

Raiders & Blockaders- Miniature Wargame

GM. Mark Lueckenhoff

Players:6

1/1200th scale American Civil War Ironclads clash in an epic battle.

Game Auction Noon to approximately 3 p.m.

No games scheduled during this time

Saturday Afternoon Session– 2 p.m.– 6 p.m.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Dungeons & Dragons 4th Edition rules will be used.

Mastermind Boardgame

GM: Joseph Newkirk

Players 2

Play this classic game, 2 players go one on one.

Desperado Wild West Miniatures

GM: Warren Burrus

Players: 6–7

Wild West action in 25 mm desperate men battle it out for Gold, Glory, Justice – or just plain survival. Stampedes, wild animal attacks; anything is possible.

Saturday Evening Session– 7 p.m.– midnight

Run Hobbit, Run!

GM (and inventor): Mike Holthaus

Players: 8+1

A group of players try to be the one to slay a hobbit, but this is no ordinary Hobbit. A Quincon classic

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Memoir '44 Tournament

GM: Rob Cook

Players: 2+

Try your hand against Western Illinois' finest Memoir '44 generals! Each player will try their hand at three separate scenarios: one set in North Africa, one on the Eastern Front, and one in Western Europe. The player with the most victory medals at the end will have the honor of being "Generalissimo"; and win a nice little prize to boot. This fast-paced WWII boardgame is produced by Days of Wonder.

World of Darkness Larp "Return to Mama's Roadhouse "

GM: Tammie Davis

Players: 30

Mama's Roadhouse is a popular place for liquor, guns and other pursuits. Those believers in the supernatural find Mama's a sanctuary and a place for information. This is a game with mature themes and will run until midnight. There will be an additional \$5 entry fee to play in this game. Prizes will be provided.

Settlers of Catan boardgame

GM: Scott Webster

Players: 6

Use a combination of resources to build roads, settlements, and cities. The player to accumulate 10 points worth of development points wins. German Game of the Year for 1995. US Board Game of the Year for 1996.

Sunday Morning Session – 9 a.m.–1 p.m.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Living Forgotten Realms • RPGA

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Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Toon Roleplaying Game

GM: Greg Stille

Players: 3-6

Be an animated character striving against the most diabolical minds available ... the other players.

A QuinCon tradition for 20 years.

Temple of the Beastmen

GM: Warren Burrus

Players: 10

Play the Famous Space 1889 family board game. Play various characters such as an avenging low land Martian, a soldier of fortune, a distraught mother hunting her for her lost son and many others. All searching the mountain lair of the fearsome **BEASTMEN!** Will you gain fortune or crawl out as your parties sole survivor?

Sunday Afternoon Session- 2 p.m.- 6 p.m.

Military History Trivia Game

Gm: Mike Holthaus

Players: any

Players in Teams or as individuals compete to show who knows the most about military history.

Scores of any team will be divided by the number of teammates so an individual has an equal chance.

Living Forgotten Realms • RPGA

GM: RPGA Judge

Players: 6

Living Forgotten Realms " RPGA

GM: RPGA Judge

Players: 6

Rub Out - Gangster Board Game

GM: Steve Leenerts

Players: 8-10

"Return to Chicago" It's 1920's Chicago and all the rival gang lords in town are vying to become the supreme boss in town. As rackets flourish the streets threaten to run red with Blood! Every boss has an equal chance - so pit your skills, sense of strategy, and taste for mayhem on a huge game board with authentic cars and characters from organized crimes storied past. A QUINCON TRADITION!

Sunday Evening Session– 6 p.m.– midnight

No games scheduled during this time.