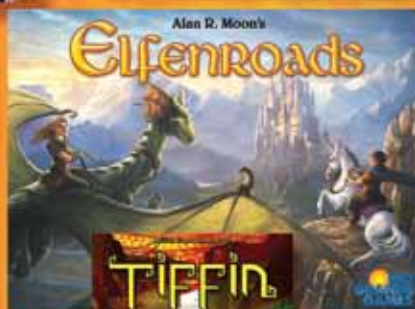




2018 On-site Booklet

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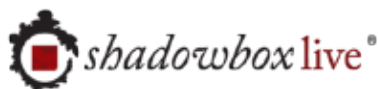
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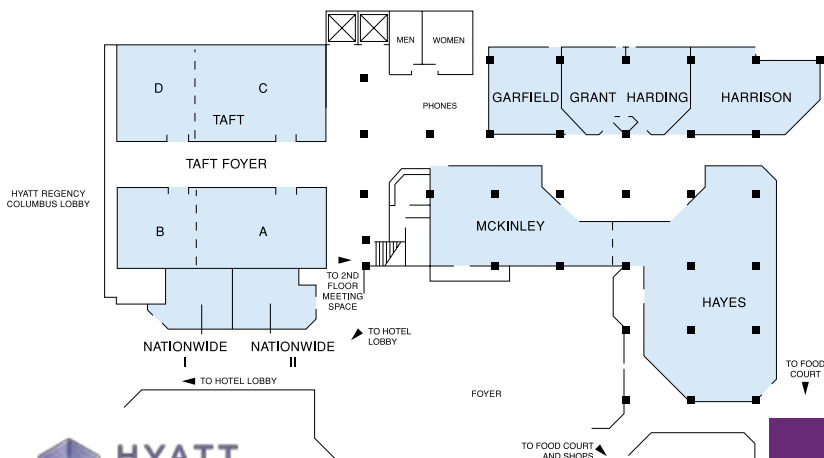
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Guest of Honor

Richard Borg



Richard Borg's career began with an idea for a game that was a variation of a game he played with his softball buddies using the numbers in dollar bills called "liars poker." He self-published this first game called Doubters Dice in 1987. It was discovered by a representative of Milton Bradley during a game convention in Lake Geneva, Wisconsin. The game was licensed as Liars Dice and made it to market in 1988.

Following his first game there were a number of designs for TSR Hobbies and a series of Marvel games for Pressman Toy. In 1993, FX Schmidt brought Liars Dice to Germany as Bluff and won the German Prize Spiel des Jahres.

Richard was a partner in the Star Wars customizable card game design team published by Decipher and was also involved with a number of other CCGs during their peak. Richard also enjoys family cards games and has successfully licensed a number of card games through his career.

Battle Cry, published by Avalon Hill in 2000, was the seed to many other successive award winning titles using Richard's Commands & Colors war game mechanics including; Memoir '44, Command & Colors Ancients and Napoleonics, BattleLore, Samurai Battles, and the latest Tricorne American Revolution.

Richard's professional game credits cover a broad spectrum, which includes over 60 published titles and expansions. Because his body of work does encompass so many age groups and genres, you just may have one or more of Richard's designs in your personal game collection.

Special Guests

Elder Entertainment

Hailing from Louisville, Ky., Mayghin and Eli Levine have returned to BGF for more Lovecraft-inspired role-playing events. Between home-grown LARP systems and numerous games under the *Dread* system (think Jenga where characters' lives are at stake), they've been scaring attendees at BGF, Origins, GenCon, and other regional cons for years. Their motto perfectly describes the atmosphere they create for their players: "There's nothing we can do to you worse than what you're about to do to each other."



Raymond Chandler III

Raymond has always loved games since being introduced to board gaming at a young age by friends and family. In 2004 he had the esteemed honor of studying the art of game making under the father of modern role playing games, Dave Arneson.

Raymond is completely in love with "the hobby" and has obsessively been playing and designing games ever since. After 10 years of intense research and experimentation with multiplayer game dynamics, Raymond partnered with Artana's Dirk Knemeyer to create "Corrupted Kingdoms", which was published in 2016.

His new game, City of the Big Shoulders will be on Kickstarter later this year, which was named "The Best Game at Gencon 50" by Heavy Cardboard, and has received critical acclaim by reviewers and everyday gamers alike.



Travis and Holly Hancock



Facade Games creates games that are simple, smart, and sleek. It is based in Columbus, Ohio, and run by Travis and Holly Hancock. Salem was our first project and raised over \$100,000 on Kickstarter in spring 2015. Once that happened we began working on games full time! Our second game, Tortuga 1667, raised \$400,000 in early 2017. Both games have now sold over 20,000 copies and are played around the world! Our third game, Deadwood 1876, raised \$587,000 on Kickstarter in March 2018. It is available now for pre-order and will be released this fall.

Lucas Hedgren



Lucas likes playing, studying, designing, developing, explaining, describing, breaking down, understanding, reading about, writing about, and thinking about boardgames. Subdivision was his first published design, in 2014, from Bezier Games. Lucas writes off and on for OpionatedGamers.com and lives in Dublin, Ohio with his wife, daughter and two dogs.

Patrick Hillier



Patrick Hillier is a board gaming media creator, active Twitterer and a longtime contributor to the What Did You Play This Week Podcast, a boardgaming review and discussion podcast. From his “studio” in Kettering, Ohio, he records Patrick & Eric in the Morning for WDYPWTW, as well as interviews designers and publishers for a second show called the Conversation Thing on the same podcast feed. Patrick also regularly co-hosts The Cubist, a weekly live YouTube gaming chat that features different guests.

In addition to being active in his local Dayton-area gaming community, Patrick is a convention junkie who travels across the state and country, and enjoys meeting fellow gamers to play new and old games as his Twitter handle [@overthehillier](https://twitter.com/overthehillier) may imply. If you see him at the convention, say hello and ask to play a game — he’s always happy to teach or learn! Patrick also likes puns.

Dale Yu



Dale Yu is an enigma wrapped in a mystery shrouded gaseous mist which is hidden by that large stack of game boxes that pretty much blocks your view no matter what angle you try to take. He is well known in some circles as being a square peg. He is also often confused for his brother. While this generally leads to some embarrassing situations, it’s never quite certain whether Dale or his brother should be more offended to be mistaken for the other. Dale has never been mistakenly identified as OMG!Melissa... (yet). Dale has designed about a trillion games which are all quite good. Dale is also a prolific liar in his online musings.

When he’s not writing or playing boardgames, Dale works as an Internal Medicine physician in Ohio. He also spends an inordinate amount of time transporting his two children to various athletic events.

Finally, Dale must admit that he finds it quite awkward to write about himself in the third person. Someday, he aspires to become the Most Interesting Boardgamer in the World.

Harassment Policy

What Constitutes Harassment?

Harassment is generally any behavior that alarms, threatens, or excessively annoys another person or group. Harassment includes offensive verbal comments (related to gender, sexual orientation, disability, physical appearance, body size, race, religion), sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, unwelcome sexual attention, and false accusations of harassment. Attendees asked to stop any harassing behavior are expected to comply immediately.

Your right not to be harassed is not a right not to be offended. All of us have different things that we find offensive. If you are offended, the best solution may be for you to walk away from the person who offends you. Should that person pursue you and continue to offend you that could be harassment.

How to Handle Harassment

If you feel that you are being discriminated against or harassed, or if you notice anyone behaving inappropriately (such as violating hotel policies), we respectfully suggest the following:

1. If you feel comfortable doing so, point out the inappropriate behavior to the person(s) involved. Often this will solve the problem immediately.
2. If you do not feel comfortable talking with the person(s) involved, or if talking to them does not resolve the issue, please report the situation immediately to any convention board member or volunteer at Registration. Issues involving a volunteer or game master should be reported directly to Scot Palenshus, president of Buckeye Game Festivals.

Please provide a name, badge name, and/or physical description of the person(s) involved when reporting an event. Remember that we need information so we can act on any unfortunate incidents during the event to make everyone's experience a positive one!



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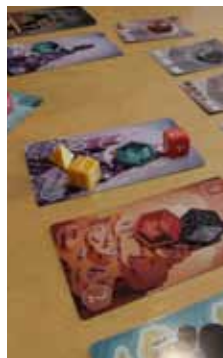
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Information

CABS Library

The CABS Library is here for you to borrow games throughout the weekend. A photo I.D. per game borrowed is required so we can keep track of who has what game. The library will be available from 9 a to midnight on Thursday, Friday, and Saturday. On Sunday, it will be available from 9 a to 3 p. Please make sure to have all games checked in by 3 p so we can begin packing the library.

Consignment Store

The Consignment Store will be held in the Nationwide Room Saturday morning from 10 a to 12:15 p. The cost to sell in the store is \$1 to receive a seller number, payable in advance, and 10 per cent of the selling prices per item sold. Additionally, each unsold item will incur a \$0.25 fee. Each item placed in the store will have three prices: first 9:30-10:30, the second 10:45-11:45, and the final price 12-1. The store will be accepting cash, check or credit.

To register for the store, you will need to fill out a Store Item Sheet attached to each item, and a Store Registration Form listing all the items you are selling in your lot. A seller number will be assigned to you when you turn in your items. Forms can be found online at BuckeyeGameFest.com or at Registration. All forms must be completed in advance and then deposited with the items Friday in the Nationwide Room between 9 and 11 p. Please pick up any items not sold by 2 p on Saturday.

Events

We have many events this year, all of which are included with your paid admission. Take a look over the next several pages to see if there are any of interest. Please only register for the ones you plan to attend and make sure to arrive by the starting time or a even few minutes early. You can register online at BuckeyeGameFest.com.

Several of our events are run by special guests. Take some time to play in one of their events or at their demo tables and let them know how much you appreciate them coming to BGF.

Raffle

Come join us in the Main Gaming Hall on Saturday at 8 p. We will be raffling some awesome prizes—including a weekend stay at Ravenswood Castle, full passes to Origins 2019 and more. You can select the prize you want to try to win! **Must be present to win.** We will be drawing numbers in advance of 8 p and posting them. The top prizes will be drawn live.

Tickets are available for sale Thursday, Friday and Saturday at Registration. (cash or card only, please) \$1 for 1 ticket, \$5 for 6 tickets, \$10 for 15 tickets.

Thursday, September 13

- | | | | |
|------|---|---|--|
| 11 a | Star Wars Destiny Learn to Play
Learn to play Star Wars Destiny
Experience: None | 1 | Garfield Table 1

Age: 10+ Players: 2 |
| 1 p | Star Wars Destiny Learn to Play
Learn to play Star Wars Destiny
Experience: None | 1 | Garfield Table 1

Age: 10+ Players: 2 |
| 2 p | Game of Thrones—the board game
King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. Based on the best-selling A Song of Ice and Fire series of fantasy novels by George R.R. Martin, A Game of Thrones is an epic board game in which it will take more than military might to win. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!
Experience: None | 4 | Garfield Table 2

Age: 14+ Players: 6 |
| 4 p | Cosmic Encounter—Old School
It's won countless awards. It inspired Magic: The Gathering. It's Tom Vassel's all-time favorite game. It's Cosmic Encounter! You've heard of it. But have you ever played it? Now you can, using the original components from the Eon Games version published in 1977.
Experience: None | 2 | Garfield Table 3

Age: 12+ Players: 6 |
| 6 p | 4th Annual BGF Shogun Showdown!
Who will be Shogun? Join in the contest of wits and fortune to find out if you have what it takes to be ruler of 15th century Japan. Really cool prize awarded for the winner of the final board! Prize for 2nd place- you have brought dishonor to your clan and you want a prize? Top scorer from each board moves on to the final board. If you don't win Round 1, you can play in Round 2 if seats are available. 5th player for the final board will be the single top 2nd place scorer from Rounds 1 & 2. If the event is full, I still encourage you to show up just in case there are still open seats at game time. Some experience recommended but if you need a rules refresher, show up 30 minutes early. Once the showdown starts, you are on your own.
Experience: None | 3 | Garfield Table 4

Age: 12+ Players: 10 |
| 7 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding

Age: 10+ Players: 6 |
| 8 p | Ultimate Werewolf Legacy: Chapter 1
Join us in telling a story of good versus evil. Are you an innocent Villager? Or, are you a werewolf? In this version of Ultimate Werewolf, a story spanning five chapters is told. Everything that happens in each chapter will impact later chapters. The decisions of the players will impact the evolution of the village and possibly themselves. What will your part be in the story? Each chapter will have three 1-hour sessions. Although recommended, players do not need to be in each chapter. Players may be swapped out between chapters.
Experience: None | 4 | Nationwide

Age: 12+ Players: 15 |
| 8 p | Wizard School Fiasco
A cooperative storytelling game to get you in touch with your inner (and awkward) Harry Potter. It should be zany, madcap fun! Toil & Trouble Fiasco Playset by Mark Meredith: Take a bunch of pubescent kids in a confined space out in the middle of nowhere, full of adolescent fury and desires. Now give them unfettered magical powers. You are someone of magical power, brought here to the school to learn to harness said power. Well, let's just say that's a fiasco in the making.
Experience: None | 3 | Grant

Age: 18+ Players: 5 |

Thursday, September 13 (conc.)

- 8 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 9 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6

Friday, September 14

- 10 a Commands & Colors Epic Ancients ✨ 4 Hayes Table 1
The battle of ZAMA (202BC) epic style with Designer Richard Borg.
Experience: Some Age: 13+ Players: 8
- 11 a Circus Train 2 Garfield Table 1
Are you are carnie or a rube? Find out in this game about managing a circus in the prohibition era United States and Canada!
Experience: None Age: 13+ Players: 5
- 12 p Bunny Kingdom 1.5 Garfield Table 2
Come play the best game with bunny meeples around. Bunny Kingdom is a card drafting/area control game with a large number of combos that can be played.
Experience: None Age: 12+ Players: 4
- 1 p The Flow of History for Extra Life 2 Garfield Table 3
History is a harsh river that flows steadily through the ages. Since the dawn of time, numerous civilizations have risen over the fallen ashes of others, and yet every one of them had once shone brightly in its own moment of glory! Clever civ building game where you build a tableau and fight it out with the other players. You start out really small and build up over time. It can get rather vicious toward the end.
Experience: None Age: 10+ Players: 5
- 1 p Star Wars Destiny Casual Tournament 3 Garfield Table 4
Casual Star Wars Destiny Tournament
Experience: Some Age: 10+ Players: 16
- 1 p Charterstone: Post-Campaign 2 Garfield Table 5
Revisit the Kingdom of Greengully to play Charterstone on a one-of-a-kind post-campaign board. Charterstone is a worker placement and engine building game where players control a unique village charter. Please note: this is a single post-campaign play, so there will be spoilers for the legacy campaign.
Experience: Some Age: 10+ Players: 5
- 1 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 2 p BIG Battle Cry ✨ 4 Hayes Table 1
The Battle of Peachtree Creek (July 20, 1864) with designer Richard Borg.
Experience: Some Age: 13+ Players: 8
- 2 p Cutthroat Kingdom 3 Garfield Table 1
The throne to the Kingdom of Aurum lies unclaimed. Six great houses vie for control of the land in an ongoing dispute of title, territory, and birthright. Embroiled in conflict, the lords and ladies lock eyes on the crown as they fight to contend with a great plague that has now turned upon the people, ravaging the kingdom for which they war.
Experience: None Age: 14+ Players: 6

Friday, September 14 (cont.)

- | | | | |
|--------|---|----------|------------------|
| 2 p | Restaurateur
Try out a game that is going to be kickstarted at the start of BGF. You are opening a new restaurant and will be responsible for running your kitchen. You will hire and train new cooks, gather and prep ingredients and fulfill reservations during the 5 day soft open before the Grand Opening. Restaurateur is an action placement euro.
Experience: None | 2 | Garfield Table 2 |
| | | Age: 12+ | Players: 5 |
| 2 p | The Quiet Year
The war with The Jackals destroyed everything that we were, everything that we were going to be. We lost too many in driving them off, but now, we have the chance for a year of peace, to rebuild, reconnect, and remember who we were. Winter will come again too soon though and we might not survive beyond it. For right now though, we could have a few days of light. The Quiet Year is a game about a community trying to rebuild and thrive after the fall of civilization. You collectively draw a map, make decisions about the community, and guide them through a year in the post-apocalyptic landscape.
Experience: None | 3 | Grant |
| | | Age: 13+ | Players: 4 |
| 2 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding |
| | | Age: 10+ | Players: 6 |
| 3 p | Istanbul for Extra Life
There's hustle and bustle at Istanbul's grand bazaar as merchants and their assistants rush through the narrow alleys in their attempt to be more successful than their competitors. This is a tactical race to be first to maneuver your merchant and assistants, collect and trade goods, and gamble your way to collecting the winning number of gems first.
Experience: None | 1.5 | Garfield Table 3 |
| | | Age: 10+ | Players: 5 |
| 3 p | Dinosaur Island
Research DNA sequences to clone dinosaurs, build restaurants and roller coasters, and attract visitors to your park. But don't forget to hire security, or those dinos will break loose and eat your guests.
Experience: None | 2 | Garfield Table 5 |
| | | Age: 12+ | Players: 3 |
| 3 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding |
| | | Age: 10+ | Players: 6 |
| 4 p | Doctor Who: Time of the Daleks
Gale Force Nine's semi-cooperative game, based on the BBC series.
Experience: None | 3 | Garfield Table 4 |
| | | Age: 10+ | Players: 4 |
| 4 p | Cosmic Encounter
It's won countless awards. It inspired Magic: The Gathering. It's Tom Vasel's all-time favorite game. It's Cosmic Encounter! You've heard of it. But have you ever played it? Now you can. New players welcome.
Experience: None | 2 | Garfield Table 2 |
| | | Age: 12+ | Players: 8 |
| 4 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding |
| | | Age: 10+ | Players: 6 |
| 5:30 p | Hero's of Land Air And Sea
It is a 4x game where you control an army that explores and fights. Is a great strategy game.
Experience: None | 6 | Garfield Table 1 |
| | | Age: 15+ | Players: 6 |

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Friday, September 14 (cont.)

- 6 p Commissioned 2 Garfield Table 5
A historically-based, cooperative game featuring deck-building and area movement. Players represent apostles charged with maturing their faith and growing the early Christian Church.
Experience: None Age: 8+ Players: 5
- 6 p Big Trouble in Little China for Extra Life 3 Garfield Table 3
You've seen the movie, now play the movie! Explore Chinatown, complete missions, fight minions, and eventually make your way into Lo Pan's lair and defeat him! We will play the standard game.
Experience: None Age: 14+ Players: 5
- 6 p 4th Annual BGF Shogun Showdown! 3 Garfield Table 2
Who will be Shogun? Join in the contest of wits and fortune to find out if you have what it takes to be ruler of 15th century Japan. Really cool prize awarded for the winner of the final board! Top scorer from each board moves on to the final board. If you don't win Round 1, you can play in Round 2 if seats are available. 5th player for the final board will be the single top 2nd place scorer from Rounds 1 & 2. Some experience recommended but if you need a rules refresher, show up 30 minutes early. Once the showdown starts, you are on your own.
Experience: None Age: 12+ Players: 10
- 6 p Ultimate Werewolf Legacy: Chapter 2 4 Garfield
Join us in telling a story of good versus evil. Are you an innocent Villager? Or, are you a werewolf? In this version of Ultimate Werewolf, a story spanning five chapters is told. Everything that happens in each chapter will impact later chapters. The decisions of the players will impact the evolution of the village and possibly themselves. What will your part be in the story? Each chapter will have three 1-hour sessions. Although recommended, players do not need to be in each chapter. Players may be swapped out between chapters.
Experience: None Age: 12+ Players: 15
- 6 p What a Fiasco in Night Vale! ✨ 3 Grant
A friendly desert community where the sun is hot, the moon is beautiful, and mysterious lights pass overhead while we all pretend to sleep. Welcome to Night Vale. In this mashup event players will take on the roles of citizens of Night Vale, a small town in the desert where alien incursions, vengeful spirits, hovering cats, hooded figures, and mysterious lights in the sky are all just part of another Tuesday. In Night Vale, every conspiracy theory is real. Feel free to listen here at: <http://www.welcometonightvale.com/> to gain a feel for the setting.
Experience: None Age: 18+ Players: 5
- 7 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 8 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 9 p Giant Zendo 2 Hallway Giant
Pyramids! What rule determines how the pyramids are arranged? It's obvious! Or is it? If the event fills up, show up anyway. We've never turned anyone away. See <http://www.koryheath.com/zendo/> for more about Zendo. Or just stop by and we'll teach you.
Experience: None Age: 14+ Players: 6
- 9 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6

Friday, September 14 (conc.)

- 10 p Adults Only party game 1 Garfield Table 5
Cards Against Humanity is a very simple game. It's likely to make you cringe and laugh out loud.
Experience: None Age: 18+ Players: 9
- 10 p Ultimate Werewolf Legacy: Chapter 3 4 Garfield
Join us in telling a story of good versus evil. Are you an innocent Villager? Or, are you a werewolf? In this version of Ultimate Werewolf, a story spanning five chapters is told. Everything that happens in each chapter will impact later chapters. The decisions of the players will impact the evolution of the village and possibly themselves. What will your part be in the story? Each chapter will have three 1-hour sessions. Although recommended, players do not need to be in each chapter. Players may be swapped out between chapters.
Experience: None Age: 12+ Players: 15

Saturday, September 15

- 9 a Roll for the Galaxy for Extra Life 3 Garfield Table 1
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Roll for the Galaxy with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None Age: 12+ Players: 4
- 10 a Commands & Colors Epic Napoleonic ✨ 4 Hayes Table 1
The Battle of Waterloo (June 18, 1815). This will use Tacticians and Generals as well as the epic system.
Experience: Some Age: 13+ Players: 8
- 10 a Megamaniology for Extra Life 1.5 Garfield Table 3
Ever wanted to be an evil genius, but lacked that degree in nuclear warping from a shady South American university? Now is your chance! Gather your body parts, chemicals and duct tape, stick your brain in a jar, and get to work with your deformed helper on that mind control beam you've wanted since high school gym class! Megamaniology is a simple card game about collecting ingredients to make the best experiment ever! First player to 23 points wins the game. I can guarantee this will be the most obscure game you will play at BGF. Come give it a try!
Experience: None Age: 8+ Players: 5
- 10 a ROBOT RISE! 1 Garfield Table 2
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None Age: 8+ Players: 6
- 11 a Mega Civilization 13 Garfield Table 4
Expanded and streamlined update of the classic boardgame Advanced Civilization.
Experience: Some Age: 16+ Players: 17
- 11 a ROBOT RISE! 1 Garfield Table 2
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None Age: 8+ Players: 6
- 11 a Dwarven Smithy 2 Garfield Table 5
Dwarven Smithy is a 2 to 4 player, crafting card game with hand/area management. Players take on the role of a Dwarven blacksmith gathering resources, selling resources and crafting items in their workshop. Create weapons, shields, armor and other items to sell for gold! Hire apprentices to change game rules and forge tools so crafting needs fewer resources. Craft special King's items in secret then reveal them at the end of the game. Players need to refine their resources, choose which cards to use or sell, and strategically manage their hand and tableau well. The player with the most coins at the end of the game wins!
Experience: None Age: 12+ Players: 4

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Saturday, September 15 (cont.)

- | | | | | |
|---------|---|---|----------|------------------|
| 11 a | The Tower | ☆ | 3 | Grant |
| | You wake up and find yourself smack dab in the middle of the nation's newest game show craze: THE TOWER. Players compete in level after level of mental and physical challenges for the chance to claim their share of fabulous cash and prizes...if, that is, they can survive! Will you make it through The Tower's terrors? Find out as you are challenged by THE TOWER! WARNING: While THE TOWER comes to you weekly over broadcast TV, this game contains mature themes and potentially distributing imagery. It is not suitable for young viewers.
Experience: None | | | |
| | | | Age: 16+ | Players: 9 |
| | | | | |
| 11:30 a | Why First? for Extra Life | | 0.5 | Garfield Table 3 |
| | Why First? is a racing game in which players vie to be second in order to win. The game consists of 5 races. Coming in second wins a race - which gives you points. But having the most points means you're LOSING. Manipulate your opponents over 5 races so one of them gets the most points, while holding on to your second-place spot to win the game. This is a fast and simple card game with a clever twist.
Experience: None | | | |
| | | | Age: 7+ | Players: 6 |
| | | | | |
| 12 p | Why First? for Extra Life | | 0.5 | Garfield Table 3 |
| | Why First? is a racing game in which players vie to be second in order to win. The game consists of 5 races. Coming in second wins a race - which gives you points. But having the most points means you're LOSING. Manipulate your opponents over 5 races so one of them gets the most points, while holding on to your second-place spot to win the game. This is a fast and simple card game with a clever twist.
Experience: None | | | |
| | | | Age: 7+ | Players: 6 |
| | | | | |
| 12 p | Codenames for Extra Life | | 3 | Garfield Table 1 |
| | Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Codenames with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None | | | |
| | | | Age: 12+ | Players: 10 |
| | | | | |
| 12 p | Bunny Kingdom | | 1.5 | Garfield Table 6 |
| | Come play the best game with bunny meeples around. Bunny Kingdom is a card drafting/area control game with a large number of combos that can be played.
Experience: None | | | |
| | | | Age: 12+ | Players: 4 |
| | | | | |
| 12 p | Artemis Spaceship Bridge Simulator | | 2 | Harding |
| | Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | | | |
| | | | Age: 10+ | Players: 6 |
| | | | | |
| 1 p | PitchCar! | | 1 | Garfield Table 7 |
| | Race your car around the track by flicking your disk around turns, make daring jumps, and zoom down straightaways all while avoiding your opponents.
Experience: None | | | |
| | | | Age: 8+ | Players: 8 |
| | | | | |
| 1 p | Picky Eater | | 1 | Garfield Table 2 |
| | Make every morsel matter! Keep the best foods & toppings for your own plate while helping your opponents get stuck with the other ones in this strategy game that's accessible for kids and challenging for adults. Pre-published playtest.
Experience: None | | | |
| | | | Age: 8+ | Players: 5 |
| | | | | |
| 1 p | 4th Annual BGF Shogun Showdown! | | 3 | Garfield Table 8 |
| | Who will be Shogun? Join in the contest of wits and fortune to find out if you have what it takes to be ruler of 15th century Japan. Really cool prize awarded for the winner of the final board! Top scorer from each board moves on to the final board. If you don't win Round 1, you can play in Round 2 if seats are available. 5th player for the final board will be the single top 2nd place scorer from Rounds 1 & 2. Some experience recommended but if you need a rules refresher, show up 30 minutes early. Once the showdown starts, you are on your own.
Experience: None | | | |
| | | | Age: 12+ | Players: 10 |

Saturday, September 15 (cont.)

- | | | | |
|-----|--|-----|--|
| 1 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding
Age: 10+ Players: 6 |
| 2 p | Memoir '44
Overlord - Market Garden with designer Richard Borg.
Experience: Some | ✨ 4 | Hayes Table 1
Age: 13+ Players: 8 |
| 2 p | Game Design Competition—Design Phase
Want to try your hand at designing a game? Need a little inspiration? This is your invitation! Contestants will be divided into small groups and given a set of parameters. You will have four hours for the design portion. No experience necessary; bring your friends or come alone! Supplies will be provided by PledgeManager.
Experience: None | 4 | Nationwide
Age: 16+ Players: 24 |
| 2 p | Picky Eater
Make every morsel matter! Keep the best foods & toppings for your own plate while helping your opponents get stuck with the other ones in this strategy game that's accessible for kids and challenging for adults. Pre-published playtest.
Experience: None | 1 | Garfield Table 2
Age: 8+ Players: 5 |
| 2 p | Dwarven Smithy
Dwarven Smithy is a 2 to 4 player, crafting card game with hand/area management. Players take on the role of a Dwarven blacksmith gathering resources, selling resources and crafting items in their workshop. Create weapons, shields, armor and other items to sell for gold! Hire apprentices to change game rules and forge tools so crafting needs fewer resources. Craft special King's items in secret then reveal them at the end of the game. Players need to refine their resources, choose which cards to use or sell, and strategically manage their hand and tableau well. The player with the most coins at the end of the game wins!
Experience: None | 2 | Garfield Table 5
Age: 12+ Players: 4 |
| 2 p | San Juan for Extra Life
San Juan is a card game based on Puerto Rico with similarities to Race for the Galaxy. Try out this classic game!
Experience: None | 1 | Garfield Table 3
Age: 10+ Players: 3 |
| 2 p | Restaurateur
Try out a game that is going to be kickstarted at the start of BGF. You are opening a new restaurant and will be responsible for running your kitchen. You will hire and train new cooks, gather and prep ingredients and fulfill reservations during the 5 day soft open before the Grand Opening. Restaurateur is an action placement euro.
Experience: None | 2 | Garfield Table 6
Age: 12+ Players: 5 |
| 2 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding
Age: 10+ Players: 6 |
| 3 p | Tichu for Extra Life
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Tichu with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None | 3 | Garfield Table 1
Age: 12+ Players: 3 |
| 3 p | Lost Valley: The Yukon Goldrush 1896
Do you have what it takes to survive the great gold rush of 1896? Explore the Lost Valley and race to gain the most gold before winter sets in!
Experience: None | 1 | Garfield Table 7
Age: 12+ Players: 6 |

Saturday, September 15 (cont.)

- | | | | | |
|--------|---|---|------------------|-------------------------|
| 3 p | Picky Eater
Make every morsel matter! Keep the best foods & toppings for your own plate while helping your opponents get stuck with the other ones in this strategy game that's accessible for kids and challenging for adults. Pre-published playtest.
Experience: None | 1 | Garfield Table 2 | Age: 8+ Players: 5 |
| 3 p | Dinosaur Island
Research DNA sequences to clone dinosaurs, build restaurants and roller coasters, and attract visitors to your park. But don't forget to hire security, or those dinos will break loose and eat your guests.
Experience: None | 2 | Garfield Table 9 | Age: 12+ Players: 3 |
| 3 p | That is Not Dead Which Can Eternal SLUMBERPARTY! ✨
Dad is out of town and the kids have gone wild. Typical slumber party hijinks were planned, but then you found the Ouija board in the attic. To hell with spin the bottle—now you have a REAL game to play! Tonight is about eating junk food, playing games, and summoning an elder god, but which one? Find out at this Cthulhu inspired slumber party!
Experience: None | 3 | Grant | Age: 16+ Players: 15 |
| 3 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a spaceship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding | Age: 10+ Players: 6 |
| 3:30 p | Tiny Epic Galaxies for Extra Life
In Tiny Epic Galaxies each player controls a galactic empire, aiming to expand their influence by acquiring highly contested planets and increasing their cosmic armada. The game revolves around an innovative dice-rolling combo mechanic. Each die is engraved with symbols representing the various actions you can take, such as moving a spaceship, increasing your culture or energy resources, or advancing your political or economic influence over newly discovered planets. Be the most efficient in using your actions to colonize planets, improve your galaxy, and achieve your secret goal.
Experience: None | 1 | Garfield Table 3 | Age: 10+ Players: 4 |
| 4 p | ROBOT RISE!
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None | 1 | Garfield Table 2 | Age: 8+ Players: 6 |
| 4 p | Cosmic Encounter—Hard Core
It's won countless awards. It inspired Magic: The Gathering. It's Tom Vassel's all-time favorite game. It's Cosmic Encounter! The alien powers are color-coded for complexity. Are you ready to play with the most complicated versions against experienced players?
Experience: Moderate | 2 | Garfield Table 8 | Age: 12+ Players: 8 |
| 4 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a spaceship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding | Age: 10+ Players: 6 |
| 5:30 p | Steampunk Rally
Come play this drafting race game with dice placement and a dash of Take That! in a steampunk setting. Includes extra large board and all levels of experience are welcome.
Experience: None | 2 | Garfield Table 7 | Age: 14+ Players: 8 |
| 5:30 p | PitchCar!
Race your car around the track by flicking your disk around turns, make daring jumps, and zoom down straightaways all while avoiding your opponents.
Experience: None | 1 | Garfield Table 3 | Age: 8+ Players: 8 |

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Saturday, September 15 (cont.)

- 5:30 p Diplomacy Friendly 4 Garfield Table 6
Diplomacy- you've heard things. Bad things. Hard feelings, betrayal. Experience the infamous game that's been destroying friendships since 1959. This a friendly, introductory game for new Diplomacy players, rules taught, time limited to 4 hours. Experienced players also welcome with the possibility of multiple boards. Possible prize support from Avalon Hill!
Experience: None Age: 12+ Players: 7
- 5:30 p ROBOT RISE! 1 Garfield Table 2
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None Age: 8+ Players: 6
- 5:30 p Dwarven Smithy 2 Garfield Table 5
Dwarven Smithy is a 2 to 4 player, crafting card game with hand/area management. Players take on the role of a Dwarven blacksmith gathering resources, selling resources and crafting items in their workshop. Create weapons, shields, armor and other items to sell for gold! Hire apprentices to change game rules and forge tools so crafting needs fewer resources. Craft special King's items in secret then reveal them at the end of the game. Players need to refine their resources, choose which cards to use or sell, and strategically manage their hand and tableau well. The player with the most coins at the end of the game wins!
Experience: None Age: 12+ Players: 4
- 6 p Game Design Competition—Judging & Awards 2 Nationwide 2
Want to try your hand at designing a game? Need a little inspiration? This is your invitation! Contestants will be divided into small groups and given a set of parameters. You will have four hours for the design portion. No experience necessary; bring your friends or come alone! Supplies will be provided by PledgeManager.
Experience: None Age: 16+ Players: 40
- 6 p Dead of Winter for Extra Life 3 Garfield Table 1
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Dead of Winter with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None Age: 16+ Players: 4
- 6 p Ultimate Werewolf Legacy: Chapter 4 4 Nationwide 1
Join us in telling a story of good versus evil. Are you an innocent Villager? Or, are you a werewolf? In this version of Ultimate Werewolf, a story spanning five chapters is told. Everything that happens in each chapter will impact later chapters. The decisions of the players will impact the evolution of the village and possibly themselves. What will your part be in the story? Each chapter will have three 1-hour sessions. Although recommended, players do not need to be in each chapter. Players may be swapped out between chapters.
Experience: None Age: 12+ Players: 15
- 6 p ROBOT RISE! 1 Garfield Table 2
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None Age: 8+ Players: 6
- 6 p Too Many Bones 6 Garfield Table 3
RPG adventure base game. Create characters and fight together to kill a boos.
Experience: None Age: 15+ Players: 4
- 6 p Firefly Adventures: Brigands and Browncoats 2.5 Garfield Table 8
Gale Force Nine's cooperative game of Thrillin'Heroics and Shameless Misbehaving.
Experience: None Age: 12+ Players: 4

Saturday, September 15 (conc.)

- 7 p Memoir '44 ✨ 4 Hayes Table 1
Overlord - Guadalcanal with designer Richard Borg
Experience: Some Age: 13+ Players: 8
- 7 p ROBOT RISE! 1 Garfield Table 2
Embrace your inner mad scientist! Take on a secret identity, build giant robots, deploy gadgets, escape disasters, & form temporary alliances to survive this fast-paced card game.
Experience: None Age: 8+ Players: 6
- 7 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 8 p Carry On My Wayward Son ✨ 4 Grant
His death was shocking, not only because of the cause but because of who he was. No one seemed more happy, more full of life, than him. When his wife broke the news you couldn't believe it. It seemed unreal. But now, sitting in the church and staring at his coffin, everything seems too real...including the monstrous faces you could swear you saw behind the eyes of the other mourners. Often in stories death is an ending, but in this game it is just the beginning.
Experience: None Age: 16+ Players: 9
- 8 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 9 p Terraforming Mars for Extra Life 3 Garfield Table 1
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Terraforming Mars with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None Age: 12+ Players: 4
- 9 p Artemis Spaceship Bridge Simulator 2 Harding
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None Age: 10+ Players: 6
- 10 p Adults Only party game 1 Garfield Table 2
Cards Against Humanity is a very simple game. It's likely to make you cringe and laugh out loud.
Experience: None Age: 18+ Players: 9
- 10 p Ultimate Werewolf Legacy: Chapter 5 4 Nationwide
Join us in telling a story of good versus evil. Are you an innocent Villager? Or, are you a werewolf? In this version of Ultimate Werewolf, a story spanning five chapters is told. Everything that happens in each chapter will impact later chapters. The decisions of the players will impact the evolution of the village and possibly themselves. What will your part be in the story? Each chapter will have three 1-hour sessions. Although recommended, players do not need to be in each chapter. Players may be swapped out between chapters.
Experience: None Age: 12+ Players: 15

Sunday, September 16

- 12 a Castle Ravenloft: The Board Game for Extra Life 3 Garfield Table 1
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing the Castle Ravenloft Board Game with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None Age: 12+ Players: 4

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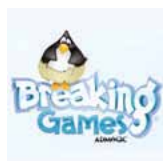
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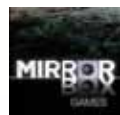
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Sunday, September 16 (conc.)

- | | | | |
|------|---|----------|------------------|
| 3 a | Roll Through the Ages for Extra Life
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing Roll Through the Ages with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None | 3 | Garfield Table 1 |
| | | Age: 18+ | Players: 3 |
| | | | |
| 6 a | Pyramid Arcade for Extra Life
Support Extra Life, a fundraiser for Children's Miracle Network Hospitals, by playing games from Pyramid Arcade with CABS for Kids Team Leader, Bill Reed. Bill is attempting a 24-hour gaming marathon. Will you help him get those games played? Donations to Extra Life are welcome, but not required.
Experience: None | 3 | Garfield Table 1 |
| | | Age: 12+ | Players: 4 |
| | | | |
| 10 a | A Surprise Demo Game Hosting by Richard Borg
Designer Richard Borg will (pending availability) demo his newest game, Red Alert - Space Fleet Warfare. This will use a system comparable to Command & Colors. If the game is not available, Richard will demo Commands & Colors Tricorn - The American Revolution.
Experience: None | ✨ 4 | Hayes Table 1 |
| | | Age: 13+ | Players: 8 |
| | | | |
| 10 a | Firefly the Game
Gale Force Nine: Find a Crew—Find a Job—Keep Flying!
Experience: None | 3.5 | Garfield Table 2 |
| | | Age: 12+ | Players: 4 |
| | | | |
| 11 a | Kids Summon The Darndest Things
This Call of Cthulhu LARP is designed for younger and beginning gamers. Mayhem and madness ensue when an after-school program comes face-to-face with the supernatural.
Experience: None | ✨ 3 | Grant |
| | | Age: 7+ | Players: 16 |
| | | | |
| 11 a | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding |
| | | Age: 10+ | Players: 6 |
| | | | |
| 12 p | Bunny Kingdom
Come play the best game with bunny meeples around. Bunny Kingdom is a card drafting/area control game with a large number of combos that can be played.
Experience: None | 1.5 | Garfield Table 3 |
| | | Age: 12+ | Players: 4 |
| | | | |
| 12 p | Artemis Spaceship Bridge Simulator
Bring your friends and play an electronic simulation of a starship bridge! Run missions, help distressed ships, get into some combat, and see how high you can score in 90 minutes!
Experience: None | 2 | Harding |
| | | Age: 10+ | Players: 6 |
| | | | |
| 1 p | PitchCar!
Race your car around the track by flicking your disk around turns, make daring jumps, and zoom down straightaways all while avoiding your opponents.
Experience: None | 1 | Garfield Table 4 |
| | | Age: 8+ | Players: 8 |
| | | | |
| 1 p | Primordial Soup for Extra Life
Guide and mutate your single-cell species to rule the pond! We will use the Freshly Spiced expansion to support up to 6 players and add new mutations. Come join the fun in this Buckeye Game Fest tradition!
Experience: None | 2 | Garfield Table 5 |
| | | Age: 10+ | Players: 6 |
| | | | |
| 2 p | Restaurateur
Try out a game that is going to be kickstarted at the start of BGF. You are opening a new restaurant and will be responsible for running your kitchen. You will hire and train new cooks, gather and prep ingredients and fulfill reservations during the 5 day soft open before the Grand Opening. Restaurateur is an action placement euro.
Experience: None | 2 | Garfield Table 3 |
| | | Age: 12+ | Players: 5 |

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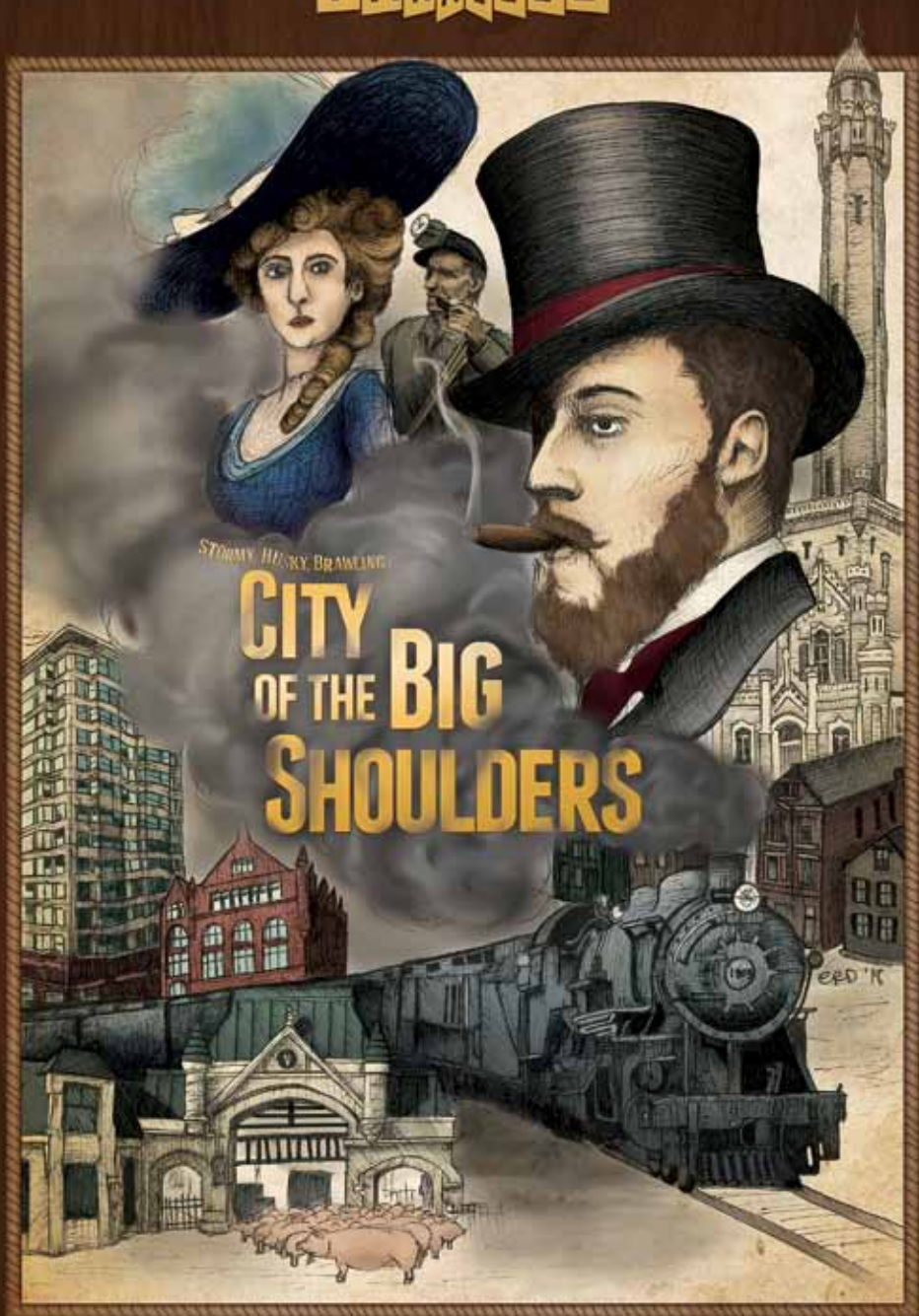
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