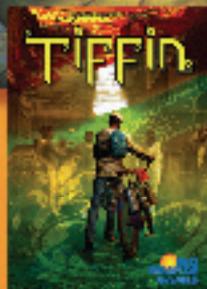
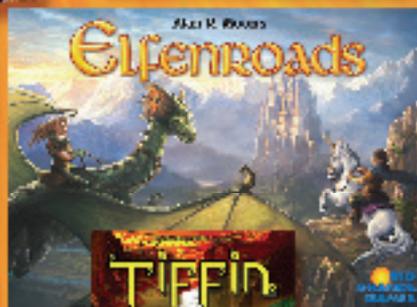
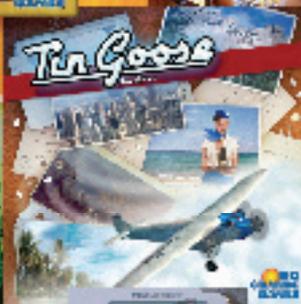




**2019 On-site Booklet**

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## Guest of Honor

### Rodney Smith



With a passion for teaching and playing board games, **Rodney** started a YouTube channel in 2011 dedicated to the idea of sharing the hobby. Since then, *Watch It Played* has taught over 240 games and produced over 1,000 videos, growing to be the largest channel dedicated specifically to instructional content in the hobby. A project that began as a part-time hobby from his basement in Prince Edward Island, Canada, turned into full-time work with major publishers in the tabletop industry from all over the world. Keen to spread the hobby further, you'll find Rodney active on-line and in the community, wherever he

goes, answering questions about teaching games, sharing the hobby, and creating online media content

Follow Watch It Played on Social Media: @watchitplayed for Twitter, Instagram, and Facebook

## 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."



### Richard Launius



**Richard Launius** has designed games for over 40 years, beginning with the first edition of *Arkham Horror* published in the 1980s. His designs are known for a strong theme, and most of his designs are cooperative. Design credits include *Arkham Horror* first and second editions, *Defenders of the Realm*, *Elder Sign*, *Dragon Rampage*, *Defenders of the Last Stand*, *Ace Detective*, *Legends of the American Frontier*, *Run, Fight or Die*, *Planet of the Apes*, *Thunder Alley Crew Chiefs*, *Fate of the Elder Gods*, *Descent*, *Shark Island*, *Madness at Midnight*, *Alien Uprising*, and *Cthulhu's Vault* just to name a few. Some of his most recent

designs include *Dragon Shards* from Arcane Wonders and *Run, Fight or Die—Reloaded* from Grey Fox Games.

For those of you that like baseball trivia, Richard designed the uniform the Chicago White Sox wore from 1982–1986 and is now worn as their Sunday special uniform.

Richard and his wife, Carolyn, reside in Simpsonville, S.C. They have three children and six grandchildren.

## James Nathan



**James Nathan** is a regular contributor to the *OpinionatedGamers* blog, typically covering the Japanese/doujin beat, convention reports, and other odds and ends. He likes games that sound like they shouldn't work, but do, and has a soft spot for games where you play two cards on your turn. Last year he tried to practice making more mistakes in his life by helping start RollingCon, a 24-hour convention oriented around playing train games on a train while

in route to another board game convention, and T5, a small house-con for trick-taking games. He carries dental floss and a piece of cryolite in his front left pocket, and hopes to one day bake a decent croissant.

## David Thompson

**David Thompson** is a relative newcomer to the board game design world, having published his first game in 2016. Since that time, he has emerged as one of the up-and-coming designers in the wargame category, while also working on Euro and hybrid designs with his main co-design partner, Trevor Benjamin. David's 2018 co-designed title, *War Chest*, has climbed up the Board Game Geek charts and sits at the #10 spot for abstracts. David also designed the critically acclaimed wargame, *Pavlov's House*, which ranked in the top 10 wargames for 2018. In 2019, David has been just as prolific. At GenCon, Osprey released David's co-designed title, *Undaunted: Normandy*, a tactical wargame made accessible through its elegant deck-building core. The success of *War Chest* paved the way for its first expansion, *War Chest: Nobility*, which will be released at Spiel 2019. Plus, the success of *Pavlov's House* has launched a series of games called "Valiant Defense." The next title in the series, *Castle Itter*, is due for a fall 2019 release. When David is not designing games, he serves as a senior intelligence analyst with the U.S. Department of Defense. He lives in Dayton, Ohio with his wife and three children.



## Dale Yu



**Dale Yu** has been playing board games since being introduced to them in his college days in the 1990s. Over the years, he has become involved in the industry—on both the press side as well as the production side.

Dale has design credits for the *Agricola* X-deck, *Flizz&Miez*, *Start Frei*, and *Gib Gas!* Of note, *Flizz&Miez* was nominated for the *Kinderspiel des Jahres* in 2014. Development wise, Dale is one-half of the partnership known as "They Might Be Developers" (TMBD) along with Valerie Putman. TMBD is responsible for the development of *Dominion*, *Dominion: Intrigue*, and the *Alchemy*, *Seaside*, *Prosperity* and *Cornucopia* expansions for *Dominion*. On his own, Dale has also worked on refining the solo game for *Agricola* for *Lookout Games/Z-Man*. He has also done development work for *Bezier Games* on *Suburbia*, *Castles of Mad King Ludwig*, *Palace of Mad King Ludwig* and *Subdivision*. Currently, Dale is the editor-in-chief of *The Opinionated Gamers* ([www.opinionatedgamers.com](http://www.opinionatedgamers.com)), a blog dedicated to the written review and discussion of board games. It has been active since 2011 with over 1,100 reviews published in that time. When he's not writing about games, he also serves as an administrator on *BoardGameGeek*, mostly working on the files system. Since 2017, Dale has been on the jury for the *International Gamers Awards*.

In real life, Dale is an Internal Medicine physician in a small Midwestern city. He watches his boys play a lot of soccer and goes for daily walks with his wife.

# 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!

## 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 Taft Rooms C and D Saturday morning from 9 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 9-9:45, the second 10-11, and the final price 11:15-12:15. 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. Your seller number is the same as your badge number. Forms can be found online at BuckeyeGameFest.com. All forms must be completed in advance and then deposited with the items Friday in the Nationwide Room between 9 and 11 p. No items will be accepted without the forms already completed. DO NOT expect to complete forms on Friday night. Please pick up any items not sold by 2 p on Saturday.

## Information

### 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](http://BuckeyeGameFest.com). Some events will have space available even if you show up, but to guarantee a spot, get a ticket!

Several of our events are run by special guests and sponsors. 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.

Additionally, many events this year are run by the Guest of Honor, Rodney Smith, and are helping to raise funds for ExtraLife. These events cost a minimum of \$5 and can only be booked online.

### 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 2020 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.

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# COLUMBUS BOARD GAYMERS

A SAFE(R), FUN PLACE FOR LGBTQ+ AND ALLIES TO PLAY BOARD GAMES, MAKE FRIENDS, AND LAUGH.



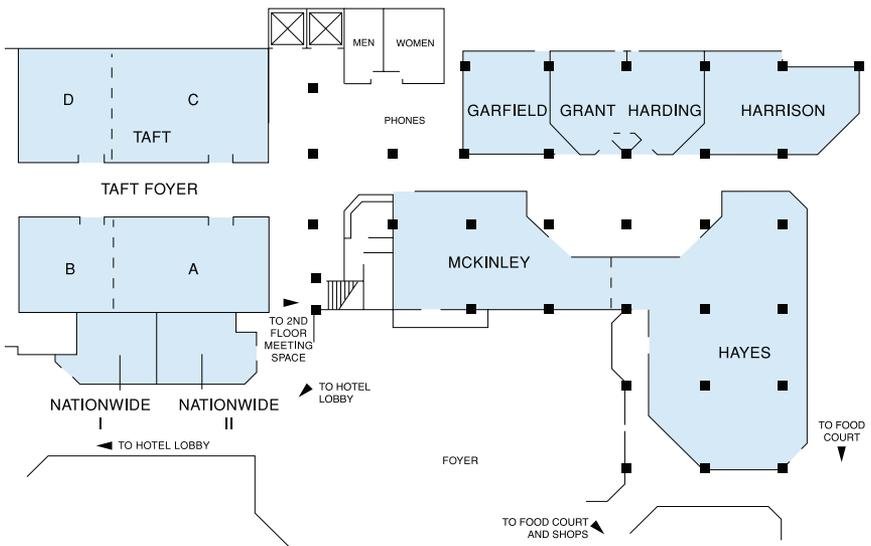
2ND SATURDAYS AT CLUB DIVERSITY  
4TH SUNDAYS AT TABLETOP GAME CAFE

[HTTP://BIT.LY/CBUSGAYMERS](http://bit.ly/cbusgaymers)

## Locations

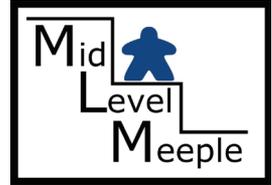
We are in the same space in 2019 as we were last year, with one exception. We now have Taft C and D instead of Nationwide, so it's all contained in the same hallway! Every space is on the first floor of the Hyatt Regency meeting rooms. Easy access to the food court for dining during the day.

- Registration/Show H.Q.: McKinley Foyer, Thursday 9a-Sunday noon
- Game Library: Hayes Foyer, Thursday-Saturday 9 a-midnight, Sunday 9 a-3 p
- Open Gaming: Hayes Hall, Thursday 9 a-Sunday 3 p
- Overflow Gaming: Taft Hall C-D, Friday 9 a-9 p, Saturday 4 p-Sunday 3 p
- Vendors/Designer Alley: McKinley Hall, Friday 10 a-6 p, Saturday 10 a-6 p, Sunday 10 a-3p (Some vendors/designers may have restricted hours.)
- Consignment Store: Taft C-D, Saturday 9 a-12:15 p
- War Room: Harrison Hall, Monday 9 a-Sunday 3 p
- Artemis Space Bridge: Harding Hall, Thursday-Sunday (times vary)
- Tabletop Events: Garfield Hall, Thursday-Sunday (times vary)
- RPG Events: Grant Hall, Thursday-Sunday (times vary)



## Vendors

We have a full vendor hall this year for your shopping enjoyment. From board games to accessories to sweet merch and everything in between. All vendors are located in McKinley Hall beginning Friday.



## Designer Alley

New this year, we have an area specifically setup for Designers to showcase their games. Find the designers between the vendor hall and the open gaming space.



PREMIUM ORGANIZERS  
AND ACCESSORIES

# THE BROKEN TOKEN



FOR TABLETOP GAMERS  
BY TABLETOP GAMERS

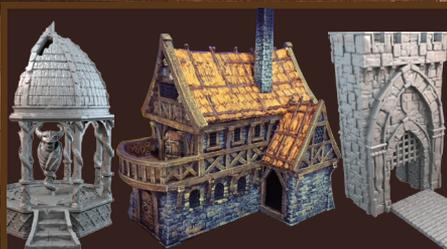


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## War Room

A full room dedicated to war games, the War Room at Buckeye Game Fest runs an extra three days before the rest of BGF begins. In order to access the room, even during BGF, you need to have a special War Room ribbon. War Room Ribbons can be added on-site. Just stop by registration and enjoy some of the best war gaming in Columbus! (War Room ribbons are fully refundable upon proof of hotel registration.)

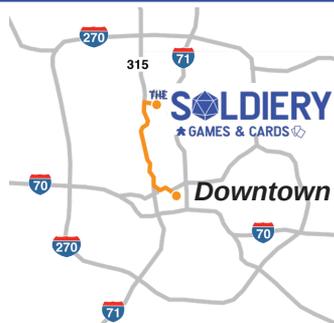


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**September 17-20, 2020**

**The War Room**

**September 14-20, 2020**

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