

2024-05-13 Final Export

Code	Title	System	Description	Gamesmaster	Table(s)	Start	End	Category	Time Slot
BFA068	Pocket Battles	Pocket Battles	A Wargame that fits in your pocket! Tiles represent troops and troops make up units in your own custom made army. Play as or fight against Romans, Celts, Persians, Macedonians, Orcs, or Elves. It is up to you!	Nangwaya	z1-z2	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
BFA143	Learn to Play - Vampire: The Eternal Struggle	Vampire: The Eternal Struggle	"Vampire: The Eternal Struggle is a customizable card game in which four or five players take on the roles of ancient vampires known as Methuselahs. The game is set in a shadowy, alternate reflection of our own reality called the World of Darkness. ... Throughout the world, Methuselahs manipulate their minions to frustrate the designs of the other Methuselahs, just as they have for as long as anyone can remember. These eternal struggles are sometimes covert and subtle, sometimes open and spectacular."	S. Macdonald	x1-x2	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
BFA180	Space Race Board Game (Alpha Testing)	Space Race	It's 1960. The first rocket to orbit Earth has been launched. The Space Race has begun!  Build and launch rockets, set up your mission control and astronaut training facilities, and lead your country through a series of increasingly complex and dangerous missions to become the first nation to land people on the moon, while trying to prevent other nations from getting there first.	Spiechoc	Y1	14:00:00	18:00:00	Board Game	1 - Friday Afternoon
MFA038	FULL: So You Want to Be a Lance Commander?	Alpha Strike - BattleTech	This will be an introductory game of Alpha Strike, a tactical game of armoured combat set in the far future. You'll command a team of elite MechWarriors, piloting the massive, robotic war machines known as BattleMechs. The mission will be simple: defeat your enemies and stay alive. We'll walk you through the basic rules and match you up against another unit.	Paul Nemeth	B1	14:00:00	18:00:00	Miniatures Game	1 - Friday Afternoon
MFA117	Champions of Phoenix Arena	Champions of Adventure	Champions is an easy to learn, but difficult to master fantasy miniatures game.  Teams of 1-3 verses teams of 1-3.	Dan Piché	C1	14:00:00	16:00:00	Miniatures Game	1 - Friday Afternoon
MFA124	Rivet Wars	Rivet Wars	WWI meets steampunk meets minions! Fight for control of strategic objectives in this fast-paced game of trench warfare.	Glen Simpson	E3	16:00:00	18:00:00	Miniatures Game	1 - Friday Afternoon
MFA168	Champions of Phoenix Arena	Champions of Adventure	Champions is an easy to learn, but difficult to master fantasy miniatures game.  Teams of 1-3 verses teams of 1-3.	Dan Piché	C1	16:00:00	18:00:00	Miniatures Game	1 - Friday Afternoon
MFA199	Old West - Matties Gold	Dead Man's Hand Redux	The law is starting to sniff around Old Man Matties gold claim / moonshine operation. Gather up the other mountain men and see em off.	Mike Abbott	D1	14:00:00	18:00:00	Miniatures Game	1 - Friday Afternoon
RFA040	Best Laid Plans	Modiphuis Dune	An alarm rings at one of the House's Facility. Investigate	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA100	Terror Forms	Sentinel Comics	There's a mysterious plot which could spell doom for the rebuilding of Rook City! Uncover the plot and show Rook City you are the heroes they need!	Eric Paquette	F4	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA106	Star Chapters	Star Chapters	Star Chapters is a tabletop roleplaying game about an ordinary girl with special, magical powers. Inspired by anime like Cardcaptor Sakura and Sailor Moon, Star Chapters is designed to tell lighthearted stories about magic and friendship. It takes an hour or two to play.	Kurt Refling	G2	16:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA151	Sock Puppets	Sock Puppets	Sock Puppets is a game about puppets and their problems. You play a group of puppets (and their puppeteers) on a failing children's television show. Sock Puppets is filled with messy relationships and selfish personal agendas. It's gonna work like this:  We all make puppets together. We improv an absolute catastrophe of a children's television show.  Please note: This game is intended for adult players. While Sock Puppets is a comedy, it relies on passive aggressive communication and coded language, and contains references to sexuality and romantic relationships between player characters.	Kurt Refling	G2	14:00:00	16:00:00	LARP	1 - Friday Afternoon
RFA161	Space Raiders: The Hunt for VEDMAK	Traveller (Classic Traveller, 1981)	You are a Space Raider! Hunting for the fabled "Vedmak" on a lost world belonging to the long gone Union in the name of your Duke. Use your wits, cunning, and laser weapons to alter the balance of power for a dozen stars!	Ezra B.	F6	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA191	The Mirrors of Tizune Thane	Conan 2d20	To save the kingdom of Aquilonia, the heroes must venture into the Mirrors of Tizune Thane and return with the gem to activate the Shield of the Phoenix in return for rewards and glory.	Panda Thomson	F3	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA196	A World of Our Own Design: Part 1	Microscope	Roleplay in a world you helped build! Playing 3 Systems in 3 Days!  Day 1: Join us in designing a world and its history together in Ben Robinson's fractal world building game Microscope. Brainstorm ideas and write a history of whatever genre we please, jumping backwards and forwards, zooming in and out as we like.	Monkish Monkfish	E4	14:00:00	18:00:00	Roleplaying Game	1 - Friday Afternoon
RFA188	Dirtbags, a sci-fi shooter RPG	Dirtbags	Dirtbags is a sci-fi shooter TTRPG inspired by Starship Troopers and Aliens. In this game, you take on the role of convicts who have been coerced into corporate military service. Will you be sent to distant planets and forced to blast your way through wave upon wave of alien bugs? Or perhaps wake up on a distant station, a members of its last line of defense? Fall in and find out!	Jean Luc Lariviere-Lacombe	G4	14:00:00	6:00:00	Roleplaying Game	1 - Friday Afternoon
BFE059	Root	Root	Root is a game of adventure and war in which 2 to 4 (1 to 6 with the 'Riverfolk' expansion) players battle for control of a vast wilderness. Like Vast: The Crystal Caverns, each player in Root has unique capabilities and a different victory condition. Now, with the aid of gorgeous, multi-use cards, a truly asymmetric design has never been more accessible.	Noral Rebin	x1-x2	19:00:00	23:00:00	Board Game	2 - Friday Evening
BFE060	Spirit Island	Spirit Island	Spirit Island is a complex and thematic cooperative game about defending your island home from colonizing Invaders. Players are different spirits of the land, each with its own unique elemental powers. Every turn, players simultaneously choose which of their power cards to play, paying energy to do so. Using combinations of power cards that match a spirit's elemental affinities can grant free bonus effects.	Noral Rebin	Special: w1, x	19:00:00	23:00:00	Board Game	2 - Friday Evening
BFE067	Quebec 1759	Classic Columbia War game	Classics Block War game from 1972 that has stood test of time.  In it you can recreate the strategic moves needed for the Battle on the Plains of Abraham	Larry Sisson	Z1-Z4	19:00:00	23:00:00	Board Game	2 - Friday Evening
BFE099	Railroad Tycoon	Railroad Tycoon	Railways of the World is a railway-themed board game designed by Martin Wallace	Norm Newton	y1-y2	19:00:00	23:00:00	Board Game	2 - Friday Evening
BFE140	Evil High Priest	Evil High Priest	Everyone is talking about summoning the Great Old Ones but you are doing something about it!	Glenn Crawford	Y4	19:00:00	21:00:00	Board Game	2 - Friday Evening
BFE158	Brass Tournament Heat	Brass	Become the most successful British industrialist!	Roger Leavoy	X4	19:00:00	23:00:00	Board Game	2 - Friday Evening
BFE172	Veiled Fates	Veiled Fates	Part social deduction, part strategy, Veiled Fate pits wit against wit.  Play as a divine being who has sired a demigod in the realm of humankind. The identity of your lineage is known only to you. Use positional play to complete quests and influence fate to ensure the outcome is in your favor. Strike the perfect balance of misdirection and mischief to capture the throne.	Rita Asangarani	Y3	19:00:00	21:00:00	Board Game	2 - Friday Evening
MFE007	Spacehulk 3D	Spacehulk	In Space Hulk, one player commands a force of superhuman Space Marine Terminators, while the other contrains a force of the alien Genestealers. These two sides battle against each other within the labyrinthine corridors and rooms of a gigantic derelict starship. Each side has its own goals and objectives, and is determined to achieve these while crushing the opposition.	Jeff Black	B1	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE011	Vercingetorix and Caesar: Gergovia 52 BC	Art de la Guerre	In 52 BC Caesar laid siege to Gergovia a Gallic city commanded by the up and coming Vercingetorix. Can the legions complete their assault of the city before the allied tribes arrive?	Tod Creasey	B2	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE018	1759: Battle of the Plains of Abraham	Might & Reason (modified)	It is September of 1759, after a frustrating summer of siege and setback Major General James Wolfe rolls the dice one final time in an attempt to capture Quebec City before the Canadian winter sets in. Lieutenant General Louis Joseph de Montcalm rushes his hodgepodge army of Canadian militia, French regulars and Odawa native allies to the plains outside of the citadel of Quebec to face the British and decide the fate of Canada.  Step into the riding boots of the various commanders on either side of the battle and see if you can re-write history! This scenario will use a modified version of Dr. Sam Mustafa's Might and Reason ruleset. No experience required!	A. Drawson	D2	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening

MFE019	Gaslands - To Mars! Heat 1	Gaslands Refuelled	The battle to go to Mars is on! In this knockout style tournament, you will battle with other racers on Earth to try and win your way to Mars, where only the elite go. You will be given all the luxuries you can think of as you arrive at the Red planet. But first, you must win!  The first part of the tournament will be creating your team. You will be given 15 minutes to spend 40 cans on your team. The winner advances to the finals.  This game is open for beginners as well. If you have never played, that's cool! I'd recommend hitting up a youtube video or two on how to play gaslands though just to familiarize yourself with the mechanics of the game.	Vidar	B3	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE039	Chariots	Chariots	Race your chariot. Eliminate the competition. All in good fun.	Shelagh Clancy	C1-C2	19:00:00	23:00:00	Cangames Favorite	2 - Friday Evening
MFE052	Revolution: Next Generation Wargaming Demo Table	Revolution: The Wargame	Join us Sunday morning or afternoon at the TundraWorks exhibit for live demos of the latest, most advanced game development in miniature tabletop gaming - set during the French Revolution. No previous experience is required, ages 12+. Multi-generational gaming is encouraged - but at the end of the day, who will mount the scaffold? Sessions will run roughly an hour or less, with new sessions available to passerbys after the initially booked games are finished.  What is Revolution: the Wargame? Revolution: the Wargame is a miniature wargaming system developed by Jacobin Games for the French Revolutionary Period (1792-1805). In its core, Revolution: the Wargame plays like your traditional card-based miniature wargame, players get to assign orders, roll dice, and enact battles with physical miniatures on a physical table. But Revolution: the Wargame is also modernized by the inclusion of a mobile application specifically designed to enhance the miniature tabletop experience. The application acts both as the rulebook and game master, with additional features including server-supported solo campaign	TundraWorks	D3	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE089	Gas in the Metal, Gas to the Pedal	Battletech: Alpha Strike	Who doesn't like giant stompy robots (and a few tanks)? No previous mech piloting experience necessary.  The year is 3025. Comstar has recently discovered a forgotten map of an abandoned bioweapon facility that they want to reclaim (or at least get off world). Somehow, The Lyran Commonwealth has gotten wind	Sungercan	D1	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE107	Closing the Porte - the Empire strikes back!	Victory at Sea hybrid	December 1912 - The First Balkans War is underway with fighting raging across the Ottoman Western empire - large land forces clash in Bulgaria, Greece, Serbia, Montenegro and the Turkish territories. But forget that, the victory will be won at sea and the ability of the Ottoman empire to resupply its forces across the Aegean. This is an operational and tactical naval game which illustrates some of the firsts of naval warfare of the time: the first use of a fixed wing air attack on naval vessels, the first firing of a torpedo from a submerged submarine, major amphibious landings and shore bombardments as well as the first clash of post dreadnought ships in history. This was the naval precursor to the Jutland era.	David Redpath	C3	19:00:00	23:00:00	Miniatures Game	2 - Friday Evening
MFE125	Rivet Wars	Rivet Wars	WWI meets steampunk meets minions! Fight for control of strategic objectives in this fast-paced game of trench warfare.	Glen Simpson	E3	19:00:00	21:00:00	Miniatures Game	2 - Friday Evening
OFE155	Lexicon: The Crystalbalmanac (asynchronous game)	Lexicon	Lexicon is a digital storytelling game where players write articles about a fantasy world created by you! Everyone is free to read and submit at any time throughout the convention. Head to <a href="https://crystalbalmanac.wiki">https://crystalbalmanac.wiki</a> to start playing! (Site will be offline until May 16th)	David Gourevitch	Online	14:00:00	23:00:00	Other	2 - Friday Evening
RFE003	Danger in the Air (DCC Funnel)	Dungeon Crawl Classics	(Level-0 DCC Scenario)  A gigantic alien creature drifts in the air high above the homes of simple villagers, its transparent skin rife with wounds. A structure is visible within its great bell-shaped body and the glitter of treasure sparkles beyond a crack in one wall. The creature hangs in the sky unmoving, as if slain and a trickle of coins slowly drops from its ravaged body. What other treasures and terrors might this strange visitor from elsewhere possess, and who in the village is brave enough to venture within its otherworldly form?	Justin Mohareb	F6	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE016	Zara the Forgotten World	Starfinder	This module is designed to introduce players to the Starfinder Universe. You do not need to know much about the game to play. There will be an assortment of pre-generated characters to choose from.  In the Starfinder universe, in the far reaches of the Vast Space is the planet Zara. It has some rare metal and crystals that resulted in its barren world being colonized by a small mining colony funded by Hydro Corp, one of the wealthiest companies in the PACT galaxy. Before the Swarm came, the warrior minded reptilian Vesks were once close to conquering the planet Zara. They send a ship to the planet each month to collect a tribute of minerals as part of an agreement so that they do not finish what many want to do - takeover what should have been theirs. Your crew has inherited a large space buggy. You are paid to transport mining crews to some of the more remote locations of the planet. You also do side jobs working as scavengers finding anacite chips and selling them or doing whatever jobs the company pays you to do. The small colony has suffered many wars but thanks to Hydro Corp, it still manages to keep the mining going. But the price of peace is giving in to the demands of the Vesks and paying the monthly tribute.	Grant Hamilton	G4	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE028	Fairycakes	Rivers of London: The Roleplaying Game	When a very normal, respectable but somewhat dull businessman savagely attacks a homeless man that he swears is some sort of monster, the case file comes to the Folly. Because the homeless man isn't a monster - but he is a troll. And DCI Nightingale would like some answers. So your investigators are tasked to find out what's going on. This adventure is one for the urban fantasy mystery roleplaying game based on the Rivers of London series of books by Ben Aaronovitch.	John M. Kahane	G1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE041	Hats and Catsuits	Classified	A Soviet defector was found dead in a safe house, holding a flower. What killed him?	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE069	Goblin Gobbler	Castles and Crusades	The goblins have killed Sam the Spear, the mayor and leader of the village of Sounding Grove. They have been quiet for a very long time, but no one is wondering why they are active again. All that matters is the foul creatures have started causing problems again, and no further thought is required! What better way to have them dealt with than to send an adventuring party to deal with them? They are only goblins after all, how dangerous could they be for professionals?  Goblin Gobbler is a Castles and Crusades adventure designed for 6 players with an average party level of 2. This game will have pre-generated characters. Participants will receive a \$10 gift certificate for the	Daniel Kingsley	F4	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE071	Save the Baby!	Goblin Slayer TTRPG	A band of Goblins attacked a Farming Village and stole a baby. A perfect first mission for a group of Porcelain level adventurers.	Steven Ross	F3	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE074	Ghost Hunters: Hunt for the Red Baron	Ghostbusters (West End Games)	In 1984, Tokyo, the skies turn crimson red as people begin to fall ill. Scientists aren't able to discern what exactly is happening. However, the Mysterious Phenomenon Institute, a team comprised of monks, scientists, and even sages, have come together and concluded that this was the work of ghosts. Namely, the spirit of the Red Baron, Manfred von Richtofen. Armed with ghost hunting equipment and even assistance from past luminaries from the afterlife, this will be the first sortie of the Ghost Hunters.	Nicholas Tsoukalis	F6	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE077	In This World...	In This World	Nations have borders. Police have badges. Dragons breathe fire. You work for money.  That's the world we've come to expect. But in this world, the world we create together, we can question those assumptions and imagine alternatives.	Kevin Farnworth	G3	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE101	The Phoenix's Ember	Savage Worlds - Adventure Edition (SWADE)	The small village of Emberbrook lies nestled in the shadow of the Cinderpeaks, a range of dormant volcanoes. For generations, the villagers have revered the mythical Phoenix, believing it to be the guardian of their land. But now, the once-thriving village faces a dire threat: the Cinderpeaks have begun to rumble, and the skies darken with ash. Join the oracle's chosen ones as you brave the peaks to restore the village of Emberbrook.	Luc Millette	F2	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE128	The Tao of the Zombie	AFMBE	It is 1283, and the Mongols have launched an invasion against the Island nation of Japan. The invading forces have traced a recent Zombie outbreak to the land of the rising sun and have vowed to eradicate the source of the outbreak.	Sean Migneault	E5	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE153	Tomb of Horrors	AD&D 1e	Venture into Acererak's sinister Tomb of Horrors! Be prepared for puzzles, loot and death in this famous module, run in its original AD&D 1e ruleset. Please do not register if you've played before, thank you!	David Gourevitch	E1	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
RFE162	Flight of the Tarentulla (Classic Traveller 1981)	Traveller (Classic Traveller, 1981)	The war rages on through the subsector, and for you, the crew of the dromedary Tarentulla, your role is critical, to refuel friendly warships and keep up the war effort. Now your host sits hanging above the gas giant. The heavy cruiser Hakor has just departed, and now the bowsers are being pumped full of freshly processed fuel from the giant. What is that you hear from the depths of the fuel tanks?	Ezra B.	G2	19:00:00	23:00:00	Roleplaying Game	2 - Friday Evening
BSM092	Robo Rally v2016 (with some house rules)	RoboRally 2016	A resurrected version to this classic, Robo Rally pits your cute little robot against the ravishing onslaught of competing robots as you try to escape the factory with your "innocents" intact	Dave Ramnarine	X1	9:00:00	15:00:00	Board Game	3 - Saturday Morning
BSM093	Colombophilie	Colombophilie	A pigeon racing deck building card game. Breed your pigeons and select your best to race.	Eric Paquette	Y1	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM095	Britannia	Britannia Original	"Britannia" is a historical Strategic board-wargame that broadly depicts the millennia-long struggle for control of England, Scotland, and Wales. The game begins with the Roman invasion of 43 A.D., continues through the many struggles between Angles, Saxons, Picts, Norsemen, Scots, Irish, and other tribes, and ends with the Norman invasion of 1066.	Norm Newton	Z1-Z4	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM112	Pax Pamir	Second Edition	"In Pax Pamir, players assume the role of nineteenth century Afghan leaders attempting to forge a new state after the collapse of the Durrani Empire.  Western histories often call this period "The Great Game" because of the role played by the Europeans who attempted to use central Asia as a theater for their own rivalries.	S. Macdonald	Y4	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM120	Project EOS Rise	Board Game	Project EOS Rise is an epic cooperative space adventure game that combines the thrill of Worker Placement, the excitement of Push Your Luck, and the strategic challenges of Dice Placement. As the pilots of the world's first intergalactic starship, the EOS, you and your team must use your unique skills to complete mission-critical tasks and level up your crew. But beware, as you journey through the open universe, you may encounter alien races that could either help or hinder your quest to find the fabled Paradise Planet. With multiple paths to victory and the fate of humanity in your hands, are you ready to rise to the challenge?	James Baker	E5	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM132	Nero: Legacy of a Despot	The game designed by Alexander S. Berg from	A four player game set in Ancient Rome, the year of the 4 Emperors. Players will take their legions and possible fleets to vie for territory and prestige. The players can block other players moves with their hand of cards. Sponsored by the OTTAWA WARGAMING CLUB	Gilbert Collins	X4	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM141	Evil High Priest	Evil High Priest	Everyone is talking about summoning the Great Old Ones but you are doing something about it!	Glenn Crawford	Y4	9:00:00	11:00:00	Board Game	3 - Saturday Morning

BSM149	Terraforming Mars	Terraforming Mars	In the 2400s, mankind begins to terraform the planet Mars. Giant corporations, sponsored by the World Government on Earth, initiate huge projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable. In Terraforming Mars, you play one of those corporations and work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.	Roger Leavoy	X2	9:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM170	Fractured Sky	Fractured Sky	A game of deduction, sneaky strategy, and resource management set on a fantastical island.  Using airships, players send their armies to regions with the star shards, but finding those is not always easy and hiring seers to predict their falls can be worth the investment. Over time, players will increase their presence on the island, placing permanent buildings to give them advantages like extra resources or increasing the size of their troop numbers.	Rita Asangarani	W1	9:00:00	11:00:00	Board Game	3 - Saturday Morning
BSM171	Fractured Sky	Fractured Sky	A game of deduction, sneaky strategy, and resource management set on a fantastical island.  Using airships, players send their armies to regions with the star shards, but finding those is not always easy and hiring seers to predict their falls can be worth the investment. Over time, players will increase their presence on the island, placing permanent buildings to give them advantages like extra resources or increasing the size of their troop numbers.	Rita Asangarani	W1	11:00:00	13:00:00	Board Game	3 - Saturday Morning
BSM173	Rail Baron Beginner	Rail Baron	<span style="font-size: small;"> "friendly, beginner level" Rail Baron All players, including those who have never played Rail Baron before, are welcome.</span>  <span style="font-size: small;">  Special House Rules :  (1.) A Superchief is half price (relative to the cost stated in the official rules, note that an Express is still the normal cost).	Kevin Shields	Y2	9:00:00	13:00:00	Board Game	3 - Saturday Morning
MSM008	Age of Fantasy: Regiments - Learn to Play	Age of Fantasy Regiments	Please arrive before 11 am.  Learn to Play: Learn the basics of this fantasy rank and file game of two epic armies' battling it out. Say hello to the OnePageRules system, where simplicity meets strategy. Two armies clash in this FREE alternative rule set to Warhammer Fantasy, Picture it! Two mighty armies locked in combat. The clash of steel, the roar of war cries! It's all here! Whether you're a seasoned general or a fresh recruit, this game is for you if you want big rank and file battles. Command your troops to charge headlong into the enemy's battle line. Will you break their ranks or face defeat? The choice is yours! And guess what? No prior experience required. Our Ottawa Chapter rules are crazy simple and fit on just one page. Age of Fantasy Regiment Rules (Ottawa Chapter): <a href="https://docs.google.com/presentation/d/1e7VWP0vj8YoU4oXVvKk7wsdoUvU44aAjI2Ms1MQy7fo/edit?usp=sharing">https://docs.google.com/presentation/d/1e7VWP0vj8YoU4oXVvKk7wsdoUvU44aAjI2Ms1MQy7fo/edit?usp=sharing</a> All materials will be provided, even the models!	#N/A	C1-C3	11:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM010	Chaos Actual	Force on Force	20 mm Force on Force modern. It's gone bad, but it can get worse: Dodger six actual, this is Ripper six, repeat last, over. // Ripper six this is Dodger seven. Six Actual is down. Repeat: Six Actual is down. Request expedite Dustoff. Expedite High Hat. We're flanked on Exfil One, and &#tshhkr&#t;	Chris Evans	B1	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM034	Capital City Warmachine Bash	Warmachine	The Ottawa Gatineau Warmachine Club will be hosting a 100 point, 2 list (2nd optional) Prime tournament.  Players will be paired off in Longshanks and play up to four rounds depending on the number of registered players.  This is a Warfare Weekend Qualifier Event.  There are spots for up to 16 players. A trophy for 1st place and best will be offered, as well as numerous door prizes.  Players should also sign up on Longshanks here: <a href="https://warmachine.longshanks.org/event/14313/">https://warmachine.longshanks.org/event/14313/</a>	Marc-Andr� Leblanc	B3	9:00:00	18:00:00	Miniatures Game	3 - Saturday Morning
MSM037	Battle of Vellinghausen, 15 July 1761	Might and Reason	The French army under the Duc de Broglie has finally cornered Ferdinand of Brunswick's allied British and German army near the village of Vellinghausen. Time to attack!	Nicholas Swales	C6	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM049	Revolution: Next Generation Wargaming Demos	Revolution: The Wargame	Join us Sunday morning or afternoon at the TundraWorks exhibit for live demos of the latest, most advanced game development in miniature tabletop gaming - set during the French Revolution. No previous experience is required, ages 12+. Multi-generational gaming is encouraged - but at the end of the day, who will mount the scaffold? Sessions will run roughly an hour or less, with new sessions available to passerbys after the initially booked games are finished.  What is Revolution: the Wargame? Revolution: the Wargame is a miniature wargaming system developed by Jacobin Games for the French Revolutionary Period (1792-1805). In its core, Revolution: the Wargame plays like your traditional card-based miniature wargame, players get to assign orders, roll dice, and enact battles with physical miniatures on a physical table. But Revolution: the Wargame is also modernized by the inclusion of a mobile application specifically designed to enhance the miniature tabletop experience. The application acts both as the rulebook and game master, with additional features including server-supported solo campaign	TundraWorks	D3-D5	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM101	Wreck of the Golden Hind	Frostgrave	Frostgrave game with goblin pirates, undead sailors and treasure to be found on board on of the most famous privateer ships.	Duncan Martelock	D1	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM108	Mobile Frame Zero: Rapid Attack Demo Table	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield!	Bryan Rombough	B2	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM126	Rivet Wars	Rivet Wars	WWI meets steampunk meets minions! Fight for control of strategic objectives in this fast-paced game of trench warfare.	Glen Simpson	E3	9:00:00	11:00:00	Miniatures Game	3 - Saturday Morning
MSM164	Gladitorial	Homegrown	You are a gladiator. It is up to you if you will survive and be the last one standing. Oh, and make sure that the Emperor is entertained or your time in the Coliseum might be very short.	Jennifer Rothwell	C5	9:00:00	13:00:00	Cangames Favorite	3 - Saturday Morning
MSM166	Grimdark Future Demo	One page rules	Demo of One Page Rules Grimdark Future.  We are a partnered event with the one page rules fantasy tournament,	Logan	C4	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
MSM178	Battle in the Badlands!	Heavy Gear Blitz	Heavy Gear is back! Come join us for a Heavy Gear battle royal. Prior experience or models not required, we have terrain and demo armies for you.  If you do have your own stuff build yourself a 100 pt and 50 pt force. The 50 pt force will be used if we play a special Battle royal mode, rules found <a href="https://docs.google.com/document/d/1EyYfuMmg6Oyq3Wo2HDRDmH4-kj_B7oC-CKParEQ-UGU/edit?usp=sharing">here</a>	Pascal Leduc	D2	9:00:00	13:00:00	Miniatures Game	3 - Saturday Morning
RSM004	Beneath the Well of Brass (DCC Funnel)	Dungeon Crawl Classics	(Level-0 DCC Scenario)  As long as you've known of the flame-licked caves and suffocating caverns, they have been forbidden to your people. But three days ago the Black King and his brigands overran your small hamlet, taking friends and family hostage. His demands are as simple as they are impossible: Venture into the burning caverns and return with the secret of eternal life.  Now, standing before the seething fissure, armed with only your simple tools and desperate courage, you must accomplish what an army of blackguards cannot. The Well of Brass awaits.	Justin Mohareb	F6	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM014	Cassandra in the Lair of Despair	Hollow Earth Expedition	The massive roar of the underground waterfall left behind, a steaming lake of sulfurous water fading into the dimness ahead, illuminated by faint glowing sparks shining down from upon high. The water stirs and swirls, as if alive - can hope still remain for Cassandra and her unquenchable comrades?	Roddy Turner	F4	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM024	Hard Luck and Trouble	Big Eyes, Small Mouth (1st Edition)	The Princess and her entourage are on route to a mountain resort for a much needed vacation, but when things start to go wrong... they go really, really, really wrong.	Tim Bisallon	G1	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM030	Infinity wars - The Expendables	FASERIP	Incarcerated in the inescapable prison Sciencell for accidentally killing a Green Lantern. Can the Guardians of the Galaxy escape, go back in time and find the Avengers before Thanos.	Stephen Simpson	F3	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM042	Horses and Pistols	WEG DC	1920's superheroes. An old mysterious house is opening. When the full moon is bright, the farm workers call for help. Will you answer the call?	Daniel Poulin	F1	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM053	Frissons � Daisy Town	Deadlands : The Weird West (Savage Worlds A	Alors que le sh�rif de Daisy Town, Lucky Luke, est encore � la poursuite des Dalton, un jeune gar�son fait irruption dans le restaurant d'h�tel, �gratign� et ensanglant�. Les yeux inject�s de sang, il marmonne tr�n�tiqument au sujet d'un myst�rieux "furet de nez". Alors que les joueurs se plongent dans ce r�cit cryptique, ils d�m�leront un myst�re sombre et surnaturel.	Richard Fafard	G4	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM060	Escape to Karlino	Twilight: 2000 (1e)	You are a member of the Royal 22e Regiment ("Van Doos") seconded to the US XI Corps as they mount a counter-attack deep into central Poland. You survived the disastrous Battle of Kalisz, and manage to escape the area by stealing a Soviet general's helicopter. The town of Karlino, the Regiment's base on the western edge of Poland, is only a few hours flight away. Nothing can go wrong, right?  This tactical RPG is based on the original Twilight: 2000 (1984), with combat rules from Twilight Encounters. You do NOT need to have played "Part 1" last year in order to participate in this year's event, but past players might enjoy continuing the story of this rag-tag squad. For more details, visit <a href="https://minimaxgames.ca/CanGames/Twilight2000-1e/">https://minimaxgames.ca/CanGames/Twilight2000-1e/ target="_blank" rel="noopener" data-safedirecturl="https://www.google.com/url?q=http://minimaxgames.ca/CanGames/Twilight2000-1e&amp;source=gmail&amp;ust=1709699160801000&amp;usq=AOvVaw1dAEGU2lebtDqztyFzJ89">https://minimaxgames.ca/CanGames/</wbr />Twilight2000</a>	Garth Elliott	E1	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM075	Dude, Where's My Car Again?	Dude, Where's My Car? (By Greg Pogorzelski)	Weird things happen to you as you and your friends go searching for your car. Believe it or not, there are TWO Dude Where's My Car RPGs and this was the one that was gonna be run at 2020!	Nicholas Tsoukalis	G3	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM082	Kafka's Sanitorium	AD&D 5e with mods	You awaken, groggy, wondering where you are, why you are strapped in a bed. How did you get here? And why is there a crab claw where your left arm use to be?	Bruce McDiarmid	F5	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM085	The Body of the Phoenix	D&D 5e	What happens when a phoenix dies but the body doesn't turn into ash? You sell it to the highest bidder of course. You and your friends have found the body of a dead phoenix on the streets of Sigil. You know you can sell it, but can you do that without losing the body and dying in the process?	Christopher Rothwell	F2	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning



RSM103	I Named My Baby Goku	I Named My Baby Goku	I Named My Baby Goku is a game about a small fan community and the thing they love. It's a game where everyone works together to create characters and their stories. Inspired by i'm sorry did you say street magic and Hypnospace Outlaw, this game will take about two hours to play, with all players telling a story together. Goku is currently in playtesting -- thank you for helping!	Kurt Refling	G2	9:00:00	11:00:00	Roleplaying Game	3 - Saturday Morning
RSM104	I Named My Baby Goku	I Named My Baby Goku	I Named My Baby Goku is a game about a small fan community and the thing they love. It's a game where everyone works together to create characters and their stories. Inspired by i'm sorry did you say street magic and Hypnospace Outlaw, this game will take about two hours to play, with all players telling a story together. Goku is currently in playtesting -- thank you for helping!	Kurt Refling	G2	11:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM197	A World of Our Own Design: Part 2	Kingdom	Roleplay in a world you helped build! Playing 3 Systems in 3 Days!  Day 2: Design and take leadership of a community from the world we built yesterday as today we play Kingdom, another game by Ben Robinson. Take on one of three roles that will guide the community and shape its future in this world building-role playing hybrid.	Monkish Monkfish	E4	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
RSM200	Balanced on a Blade	Warhammer Fantasy Role Play	Role playing in the mud and the blood- Desperation and danger.	Jeff K	E2	9:00:00	13:00:00	Roleplaying Game	3 - Saturday Morning
BSA062	Axis and Allies Original	Axis and Allies original	It depicts WWII on a grand scale, full global level. Up to five players can play on two different teams. The Axis which has Germany and Japan, and the Allies which has the USA, the United Kingdom, and the USSR. A full map of the world is provided, broken up in various chunks similar to Risk	Noral Rebin	Special: W1, X	19:00:00	23:00:00	Board Game	4 - Saturday Afternoon
BSA119	Project EOS Rise	Project EOS Rise	Project EOS Rise is an epic cooperative space adventure game that combines the thrill of Worker Placement, the excitement of Push Your Luck, and the strategic challenges of Dice Placement. As the pilots of the world's first intergalactic starship, the EOS, you and your team must use your unique skills to complete mission-critical tasks and level up your crew. But beware, as you journey through the open universe, you may encounter alien races that could either help or hinder your quest to find the fabled Paradise Planet. With multiple paths to victory and the fate of humanity in your hands, are you ready to rise to the challenge?	James Baker	E5	14:00:00	19:00:00	Board Game	4 - Saturday Afternoon
BSA133	Distilled	Distilled	You have inherited a distillery from a long-lost relative, and strive for the title of master distiller, through purchasing goods, building up your distillery, and crafting the world's most renowned spirits!	Caroline Baskerville	Y1	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA134	Wyrmspan	Wyrmspan	You are an amateur dracolologist in the world of Wyrmspan, a place where dragons of all shapes, sizes, and colors roam the skies. Excavate a hidden labyrinth you recently unearthed on your land and entice these beautiful creatures to roost in the sanctuary of your caves.	Shelagh Clancy	Y1	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA144	EuroRails - Empire Builders	EuroRails	Fun and easy to play EuroRails is another entry in the Mayfair Games crayon rail games, like Empire Builder.  Players use different-colored crayons to draw rail from dot to dot, building their rail system. A deck of cards is used to determine how much money will be generated by picking up a particular commodity and delivering it to the listed city.	Norm Newton	Z1-Z3	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA146	Wonderland's War	Wonderland's War	The Looking Glass has shattered, madness is being drained from the inhabitants, and war has come to Wonderland. Alice, Mad Hatter, Red Queen, Jabberwock, and Cheshire Cat must gather all that they can while playing nice at the Hatter's Tea Party before going to battle!	Shelagh Clancy	Y3	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA147	History of the World	History of the World	History of the World from Avalon Hill from 3000 BC to 1914 AD	Richard Hebert	X3	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA159	Brass Tournament Heat	Brass	Become the most successful British industrialist!	Roger Leavoy	X5	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
BSA194	aurigae	aurigae	aurigae is a game based on ancient Roman chariot races. Be the first to cross the finish line while your opponents will throw everything they have at you to slow you down. The game is full of humor and is as enjoyable to play as it is to watch.	Simon gilbert	E4	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
MSA009	Age of Fantasy: Regiments - APOCALYPSE game	Age of Fantasy Regiments	Apocalypse Game: A large multiple person battle, where two teams will play concurrently. Say hello to the OnePageRules system, where simplicity meets strategy. Two armies clash in this FREE alternative rule set to Warhammer Fantasy. Picture it as two mighty armies locked in combat. The clash of steel, the roar of war cries it's all here! Whether you're a seasoned general or a fresh recruit, this game is for you if you want big rank and file battles Command your troops to charge headlong into the enemy's battle line. Will you break their ranks or face defeat? The choice is yours! And guess what? No prior experience required. Our Ottawa Chapter rules are crazy simple and fit on just one page. Age of Fantasy Regiment Rules (Ottawa Chapter): <a href="https://docs.google.com/presentation/d/1e7VWP0v8Y8YoU4oXVnKk7wsd0UvU44aAj2Ms1MQy7fo/edit?usp=sharing">https://docs.google.com/presentation/d/1e7VWP0v8Y8YoU4oXVnKk7wsd0UvU44aAj2Ms1MQy7fo/edit?usp=sharing</a> All materials will be provided, even the models!	#N/A	C1-C2	14:00:00	17:00:00	Miniatures Game	4 - Saturday Afternoon
MSA020	Gaslands To Mars! Heat 2	Gaslands	The battle to go to Mars is on! In this knockout style tournament, you will battle with other racers on Earth to try and win your way to Mars, where only the elite go. You will be given all the luxuries you can think of as you arrive at the Red planet. But first, you must win!  The first part of the tournament will be creating your team. You will be given 15 minutes to spend 40 cans on your team. The winner advances to the finals.  This game is open for beginners as well. If you have never played, that's cool! I'd recommend hitting up a youtube video or two on how to play gaslands though just to familiarize yourself with the mechanics of the game.	Vidar	B3	14:00:00	18:00:00	Board Game	4 - Saturday Afternoon
MSA051	Revolution: Next Generation Wargaming Tournament	Revolution: The Wargame	A 4 Round tournament for Revolution: The Wargame running from 1pm to 10pm. Any painted 15/18mm collection based for 1.5x1 inches that are in the napoleonic period will be accepted, as a celebration of both the old and new in the napoleonic wargaming community. Come with your best collection from over the years and put them through their paces!  Pre registration is required for this event, contact Tundraworks for details. Prizes will be donated from Tundraworks in addition to a Cangames trophy.  Schedule (to be updated): 1pm: Round 1 3pm: Round 2 5pm: Round 3 7pm: Round 4 What is Revolution: the Wargame?	Tundraworks	D3-D5	14:00:00	23:00:00	Miniatures Game	4 - Saturday Afternoon
MSA055	CanGames Sprint	Car Wars 5th ed.	A miniatures version of the classic Steve Jackson game, Car Wars. Lots of racing and combat mayhem on a track where conflict is inevitable. Can you win, or even survive, the CanGames Sprint? For more details, visit <a href="https://minimaxgames.ca/CanGames/CanGamesSprint/">https://minimaxgames.ca/CanGames/CanGamesSprint/</a> or <a href="https://www.google.com/url?sa=D&source=docs&uq=ACoVaw2973pdrAQ2ES32P398yG">https://www.google.com/url?sa=D&source=docs&uq=ACoVaw2973pdrAQ2ES32P398yG</a>	Garth Elliott	B1-B2	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA098	Mobile Frame Zero: Rapid Attack Demo Table	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield!	Bryan Rombough	D1	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA114	Incident at Map Grid 36-80 - D3D-N4D'D' D' D'D'D'NED'N.Dj 36-80	Homegrown Modern Naval	Incident at Map Grid Map 36-80 - D3D-N4D'D' D' D'D'D'NED'N.Dj 36-80. What happened there, people who were there say nothing but a secret document in the hands of the game master is recreating the event. Be one of the participants to know what happened that remains secret to this day. Modern Naval Combat Simplified. All participants will be sworn to secrecy to avoid the general public from ever finding out what happened.	Bernhard Holmok	D2	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA122	Injurius Games	Injurius Games	This Sci-fi skirmish game pits 4 squads of Space Rangers against each other in two rounds of play, with powers increasing as play progresses.	Glen Simpson	E2	14:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA127	Rivet Wars	Rivet Wars	WWI meets steampunk meets minions! Fight for control of strategic objectives in this fast-paced game of trench warfare.	Glen Simpson	E3	14:00:00	16:00:00	Miniatures Game	4 - Saturday Afternoon
MSA169	Rivet Wars	Rivet Wars	WWI meets steampunk meets minions! Fight for control of strategic objectives in this fast-paced game of trench warfare.	Glen Simpson	E3	16:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
MSA177	Grimdark Future Demo	MSA177	Demo of One Page Rules Grimdark Future.  We are a partnered event with the one page rules fantasy tournament.	Logan	C3	13:00:00	18:00:00	Miniatures Game	4 - Saturday Afternoon
RSA001	The Gears of War	After the War	A civil war is brewing in Port Thoth. The Belters and the Martians have been in conflict for well over a century and these ancient grievances are leading to new conflicts. A MarsCorp cargo shuttle which exploded over the port, raining flaming wreckage and killing over a dozen workers. The Martians blame the Belter criminal syndicates and terrorist allies while the Belters claim poor maintenance and corporate malfeasance led to the accident. Even more disturbingly are reports of outbreaks of violence throughout the port, and a severe case of Tormenta infection was detected. Unless someone steps up, war and destruction seem inevitable.	Jason Pitre	G1	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA005	Shadow of the Beakmen	Dungeon Crawl Classics	(LVL 1 DCC Scenario)  Towering obelisks stab the sky. Monstrous knights with blazing lances prowl the night. Huts burn, and entire villages are taken as slaves to be fed darksome pits. The cries of terror and panic give the horrors a name: the Beakmen have come.  But you are no mere peasant or serf, cowering in the dark. You and your companions are reavers, with bloodied blades and spells wrenched from the dreams of demons. You stride through chaos while others flee, turning your steps towards the great stone obelisk, the source of the Beakmen and their alien magics.	Justin Mohareb	F6	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon

RSA026	Pirates of the Dragon Spiral	Story Six (Tentitive Name)	The Moon Cats are causing trouble for you and your pirate crew. It's infuriating, you should be levelling your guns at the Baronies, not each other. Oh well, time to teach them a lesson.	Christopher Challice	G4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA029	The Ruins of Skaro	Doctor Who Roleplaying Game	While en route to Woodstock in 1969, your TARDIS is diverted to the harsh and dead world of Skaro, drained of energy. Facing the natural (and not so natural) hazards that dwell there, you must affect repairs to the TARDIS and survive several traps that have been left behind. Will you be able to repair your TARDIS and determine who or what forced you to the homeworld of the Daleks?	John M. Kahane	G3	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA031	FULL: Infinity wars à€ Journey to knowhere	FASERIP	Young Justice are sent on a mission to knowhere to rescue the Justice league from the Collector. Can they complete the mission before Darkseid or Thanos find them.	Stephen Simpson	F3	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA043	The Longest Race	Troubleshooters	Foreign saboteurs have targetted European auto workers and their drivers. Stop them!	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA072	FULL: Alien: Building A Better World	Alien RPG (Free League Publishing)	Welcome to 1N-3X. You are part of the new colony terraforming this small planet. Work hard and get extra shares.	Patrick Gleason	F4	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA083	Lifting of the Veil	Lucidity	Lucidity is a multi-genre role-playing game where Heroes use their elemental powers to weave the forces of order and chaos to do wonderous things. In the time before there were two worlds, Earth and Gaia, that existed in symbiotic harmony. Then something happened that caused the two worlds to drift apart. Earth lost it's spark. It's creativity. Gaia became a place of utter chaos. Then the last true dreamer enacted his spell, and caused the Cataclysm. From it a new world was born as both Earth and Gaia merged into one world. Once again the beings of myth and magic walk amongst mortals. Gods and monsters unlike have tried to lay claim to this new world, but only those individuals, those heroes who are awakened, can perceive what has happened. This is the world our heroes have suddenly found themselves in. As newly awaked they must find a way to reconcile the reality they thought they knew with this startling new reality right before them.	Mark 13	F5	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA129	The Tao of the Zombie	AFMBE	It is 1283, and the Mongols have launched an invasion against the Island nation of Japan. The invading forces have traced a recent Zombie outbreak to the land of the rising sun and have vowed to eradicate the source of the outbreak.	Sean Migneault	F2	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
RSA174	The Under-Tower	D&D 5e	The Under-Tower, the final place for the Pirate-Adventress, Bruna Waveheart. You have taken it upon yourselves to find her treasure and legacy. But what dangers await you in this lair of mystery?	Chris Brady	G2	14:00:00	18:00:00	Roleplaying Game	4 - Saturday Afternoon
BSE006	Junta	Junta	Players represent various families in Republica de los Bananas.  Each game turn has between 7 and 9 rounds, drawing cards, President assigns roles, foreign aid money is drawn, the president proposes a budget which is voted on, locations are chosen, there are	Noral Rebin	x1-x2	19:00:00	23:00:00	Board Game	5 - Saturday Evening
BSE056	Rail Baron	Rail Baron	Rail Baron is considered to be Monopoly with trains. Complete rail trips to gain money and buy rail lines to build your rail network. Some rules being used are: you can switch your initial rolled home and destination cities. In this case your destination becomes your home city. If rail lines cross, they are connected, the rover rule will be used, 4 to a table. Newbies and novices will play against each other as will the expert players. The newbies and novices will play for the Cangames trophy and the expert players will play for different pricing.	Larry Savage	Z1-Z4	19:00:00	23:00:00	Board Game	5 - Saturday Evening
BSE063	Shogun / Samurai Swords	Shogun / Samurai Swords some minor mods	The game focuses on the chaotic feudal society of Japan during the Middle Ages. Players play one of several factions that erupt into a civil war, trying to consolidate their strongholds and then defeat other armies for the right to be called Shogun, the supreme ruler.	Noral Rebin	Special: W1, X	19:00:00	23:00:00	Board Game	5 - Saturday Evening
BSE121	Project EOS Rise	Project EOS Rise	Project EOS Rise is an epic cooperative space adventure game that combines the thrill of Worker Placement, the excitement of Push Your Luck, and the strategic challenges of Dice Placement. As the pilots of the world's first intergalactic starship, the EOS, you and your team must use your unique skills to complete mission-critical tasks and level up your crew. But beware, as you journey through the open universe, you may encounter alien races that could either help or hinder your quest to find the fabled Paradise Planet. With multiple paths to victory and the fate of humanity in your hands, are you ready to rise to the challenge?	James Baker	E5	19:00:00	23:00:00	Board Game	5 - Saturday Evening
LSE154	Casino Fatale (Murder Mystery)	Freeform Games	Welcome to the famous Casino Fatale in Paris! A once-in-a-lifetime charity auction held by a mysterious Mr. X has attracted jewel thieves, Interpol agents, and criminals from all around the globe. Do you have what it takes to solve the mystery? This is a fantastic game for beginners looking to dip their toes in RPGs or LARPS!	David Gourevitch	Basement (S)	19:00:00	23:00:00	LARP	5 - Saturday Evening
MSE012	(FULL) Rubberboots and the Island Time Forgot	Silver Bayonet	(FULL) Deep in the South American Jungle the intrepid explorer Caerwyn Wuthers-Smyth has followed the trail of the Sociedad de GarduA to a secret clearing. What secrets are they hiding and what is that in the sky?	Tod Creasey	B1	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE021	Gaslands To Mars! - Heat 3	Gaslands	The battle to go to Mars is on! In this knockout style tournament, you will battle with other racers on Earth to try and win your way to Mars, where only the elite go. You will be given all the luxuries you can think of as you arrive at the Red planet. But first, you must win!  The first part of the tournament will be creating your team. You will be given 15 minutes to spend 40 cans on your team. The winner advances to the finals.  This game is open for beginners as well. If you have never played, that's cool! I'd recommend hitting up a youtube video or two on how to play gaslands though just to familiarize yourself with the mechanics of the game.	Vidar	B2	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE116	Champions of Phoenix Arena	Champions of Adventure	Champions is a fast paced, easy to learn, but difficult to master fantasy combat game.  Team play of 1-3 players versus another team of 1-3 players.	Dan Piché	C1	19:00:00	21:00:00	Miniatures Game	5 - Saturday Evening
MSE137	Adjective Number: Heroes Battle!	Power Legion	Fantastic Four, Secret Six, Terrible Trio, Dynamic Duo	Glenn Crawford	C2	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE163	The Battle of Fort Necessity, 1754	Bombards and Bayonets	The Battle of Fort Necessity July 3, 1754, began the French and Indian War, which later would come into the global conflict known as the Seven Years' War. Lt Col. George Washington built Fort Necessity on an alpine meadow west of the summit of a pass through the Laurel Highlands of the Allegheny Mountains.  Scale: 28mm FIW	Carrandrew	C3	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE167	Champions of Phoenix Arena	Champions of Phoenix Arena	Champions is a fast paced, easy to learn, but difficult to master fantasy combat game.  Team play of 1-3 players versus another team of 1-3 players.	Dan Piché	C1	21:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE183	9th age Fantasy Battles Demo	9th Age Fantasy Battles	Maintained by hundreds of passionate players from all over the world, the 9th Age is a free fantasy tabletop miniatures wargame designed for everyone.  Casual players will love the unlimited customisation of armies represented by models from any company, and the ability to play fun games which are not decided by a single dice roll. Tournament gamers will appreciate the precise rules and the exceptional balance. Storytellers can immerse themselves in a setting characterised by its realism, rooted in authentic medieval cultures and legends, where there is infinite room for their own story.	Lionel Scott-Harston	D1	19:00:00	23:00:00	Miniatures Game	5 - Saturday Evening
MSE184	Gamma Wolves - Big stompy robot fighting	Gamma Wolves	Big robots fighting in a toxic landscape over the scraps of a destroyed civilization.	Jeff Black	D2	20:00:00	22:00:00	Miniatures Game	5 - Saturday Evening
RSE023	Return of the Snakes on a Plane	Snakes on a Plane	After several years of lockdowns and pandemics, people are now finally able to return to flying across the blue skies. Caduceus Airlines was the first to open its gates to those wanting to reunite with friends and loved ones. Of course, with the opening of airways comes the return of a traditional classic.	Nicholas Tsoukalis	G1	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE032	FULL: In space, can you hear a Marine scream?	Alien RPG (Free League)	You're a member of the 33rd Marine Assault Unit, a rapid response force for any trouble in the Outer Veil. Your ship, the USS Caliente attack transport, has been sent to investigate the disappearance of the USSCS Cronos, a Weyland-Yutani science vessel. It's probably nothing, but details of the mission are conspicuously vague. For more details, visit <a href="https://minimaxgames.ca/CanGames/AlienRPG/">https://minimaxgames.ca/CanGames/AlienRPG/</a> &source=gmail&ust=1709699160801000&usq=AQvVaw14noR0gCbvbPrwdn6cnA.Jv" data-bbox="495 725 755 755" style="font-size: small;">&source=gmail&ust=1709699160801000&usq=AQvVaw14noR0gCbvbPrwdn6cnA.Jv" data-bbox="495 725 755 755" style="font-size: small;">>minimaxgames.ca/<wbr />CanGames/AlienRPG/</a  This game involves science-fiction horror based on the Aliens movies. This may contain adult language, instances of fear, horror, or gore.	Garth Elliott	G4	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE044	Locked up Vampires	World of Darkness	You and the other vampires in your city are on lockdown. Why?	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE054	La Malédiction de Drax	Advanced Labyrinth Lord (Goblinoids Game)	Le portail magique vous a bien conduit à de grands trésors, mais aussi à la puissante Liche Drax qui les gardaient! Et maintenant elle veut éliminer les seuls à moins de son retour! Saurez-vous survivre assez longtemps pour retrouver son phylactère et le détruire! (Niveau 14+) (En Français)	Alain Fafard	F3	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE070	Slippery Little Kobold	Castles and Crusades	Adventurers do many things for a few coins. Sometimes, when down on your luck, you need to accept the boring jobs and see what else comes your way. A noble needs a neutral party to play messenger and deliver a small chest, but not everything goes as planned, and even easy jobs sometimes get very complicated. This leads to a hunt through city streets and the countryside to catch the sneakiest, wiliest kobold they have ever heard of. Not to mention the fastest.  Can they catch him in time? If they fail, what will be the outcome? Is there an opportunity for other treasures along the way?	Daniel Kingsley	F4	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE078	Microscope	Microscope	Microscope is a worldbuilding game about fractal history. We'll create and destroy empires, develop and change cultures, and form our own epic history. We decide together what kind of world we want to create, jump around the timeline and zoom in to parts we find most interesting, and then zoom back out to see how individual events impact the course of history.	Kevin Farnworth	G3	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening

RSE105	Here We Used to Fly	Here We Used to Fly	Here We Used to Fly is a rules-light tabletop RPG about a group of friends exploring an abandoned theme park. Over the course of a single session, players will create two versions of the same character: one a child visiting the vibrant amusement park, one an adult investigating the ruins. As they discover or revisit each location in the park, they'll play out scenes spotlighting moments of joy, frustration, fear, love, loss, and more.	Kurt Refling	G2	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE152	Warden of the Dead	Metamorphosis Alpha 1E	The generational starship Warden sails into deep space loaded with active crew, and scientists in cryo-capsules allowing them to sleep through the voyage and not age in a state of suspended animation. During the trip, a terrible and unknown radiological event kills most of humanity onboard, mutating plants and animals, and even affecting many of the capsules with humans sleeping inside. The players wake up inside a veritable ghost ship, with their memories completely wiped.  Never played MA? Do not fret! No prior knowledge of the rules are required.	Jocelyn Guillemette	F6	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE176	Temple of the Moon Priests	ELEMENTAL	A jewel of peculiar power - the Sky Shard - lies buried deep within the lost temple of the Moon Priests. When the King's dying words hint at the temple's location, adventurers from far and wide strike out in search of the stone. Begin right outside this classic dungeon by the co-creators of Icewind Dale: Rime of the Frostmaiden. ELEMENTAL is a remarkably fast and flexible RPG for any character, any setting, any story.	Steve Collins	F5	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE182	The Raven's Mark	ELEMENTAL	The loveless match of Lady Penelope to Baron Von Rupenstein will be the event of the season and the crime of the century. Tonight, your cunning band of criminals must infiltrate the lavish pre-wedding ball at Stoneagles Estate, outwit Captain Waldorf and the Duke's guard, and liberate the host's gold, the guests' jewellery, and the bride to be herself! What could possibly go wrong...?  Suitable for 3-5 players, pre-generated characters will be provided: Atticus (the mastermind), Slaine (the acrobat), Scarlet (the confidence woman), Wollensky (the stage magician), and Preston (the man of a thousand faces).	J. Wayne Boulton	F2	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE189	Dirtbags, a sci-fi shooter RPG	Dirtbags	Dirtbags is a sci-fi shooter TTRPG inspired by Starship Troopers and Aliens. In this game, you take on the role of convicts who have been coerced into corporate military service. Will you be sent to distant planets and forced to blast your way through wave upon wave of alien bugs? Or perhaps wake up on a distant station, a members of its last line of defense? Fall in and find out!	Jean Luc Lariviere-Lacombe	E3	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
RSE199	All Dice Must Be Eaten	Hollow Earth Expedition, adapted	You're on the midnight shift at the local grocery -- a dull, safe job. But this stormy night, what is happening in the bakery? Where is the master baker? When did the cookies get so big, and why do they have fangs? How will you survive the night as your strength and endurance wane? It's eat or be eaten out there, folks, so you may as well take a chance. All dice must be eaten!	Shannon Dickson	E4	19:00:00	23:00:00	Roleplaying Game	5 - Saturday Evening
BDM057	Talisman	Talisman	Talisman is an adventure board game set in a high fantasy medieval world. Players have 14 characters to choose from all based on role playing archetypes, such as heroes, wizards, villains, thieves, monsters, etc. The game makes players feel they are traveling the world to find equipment, weapons, ancient relics, and companions that will help them on their quest to acquire the Crown of Command. Along the way they visit various locales in the worlds, battle each other and fantastic creatures to make their way to the top.	Corby Gilmore	y1-y2	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM094	Dominion	Dominion	Fantasy deck building card game. Every running is a new game. Choose what action cards to buy, what to discard, with the goal to earn the most victory points.	Geoff Delage	X1	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM096	Iron Dragon	Empire Builder	Fantasy rail-building. Players compete to deliver loads and build rail networks connecting major cities while avoiding disasters such as dragon attacks.	#N/A	z1-z2	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM097	Iron Dragon - Beginner	Iron Dragon	Fantasy rail-building. Players compete to deliver load, connect major cities, and avoid disasters such as dragon attacks.	#N/A	Z3	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM160	Brass Tournament Final	Brass	Become the most successful British industrialist!	Roger Leavoy	X3	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM186	Blood on the Clocktower	Blood on the Clocktower	A murder has occurred in the town of Ravenswood Bluff! And to make it worse, the culprit is a demon hiding among the Villagers!  Blood on the Clocktower is a social deduction game similar to Werewolf or Mafia, where all players are given secret roles, some good and some evil. It is up to the Good team to find the demon player, and the Evil team to prevent that from happening!	Laurence Cunnane	E1	9:00:00	13:00:00	Board Game	6 - Sunday Morning
BDM195	Bower Builder	Bower Builder	Collector, designer, thief - which will you embody on your quest for love? Play as a bowerbird and collect objects to decorate your bower. But watch out! Your rivals are waiting to snatch your perfectly placed treasures for their own bachelor pads!	Bailey Wright	Y4	9:00:00	13:00:00	Board Game	6 - Sunday Morning
MDM037	Battle of Newburn	Pike and Shotte	See if you can do better than King Charles invading Scotland in 1640?	Martin Rowland	B1	9:00:00	18:00:00	Miniatures Game	6 - Sunday Morning
MDM050	Revolution: Next Generation Wargaming Demo Table	Revolution: The Wargame	Join us Sunday morning or afternoon at the Tundraworks exhibit for live demos of the latest, most advanced game development in miniature tabletop gaming - set during the French Revolution. No previous experience is required, ages 12+. Multi-generational gaming is encouraged - but at the end of the day, who will mount the scaffold? Sessions will run roughly an hour or less, with new sessions available to passerbys after the initially booked games are finished.  What is Revolution: the Wargame? Revolution: the Wargame is a miniature wargaming system developed by Jacobin Games for the French Revolutionary Period (1792-1805). In its core, Revolution: the Wargame plays like your traditional card-based miniature wargame, players get to assign orders, roll dice, and enact battles with physical miniatures on a physical table. But Revolution: the Wargame is also modernized by the inclusion of a mobile application specifically designed to enhance the miniature tabletop experience. The application acts both as the rulebook and game master, with additional features including server-supported solo campaign	Tundraworks	D3-D4	9:00:00	18:00:00	Miniatures Game	6 - Sunday Morning
MDM073	Might & Reason: Fontenoy 1745	Might & Reason	Fight the Battle of Fontenoy with prizes from Tundra Works! Play as a coalition of Pragmatic generals under the Duke of Cumberland or as the staff of Maurice de Saxe for French. In this battle the French must overcome a half century of defeats at the hands of the crack British infantry regiments. Can Maurice de Saxe redeem the French honour with a careful trap? Or will the British elite infantry smash through the French positions?  This scenario is for 4-7 players. Each French player will command a portion of Maurice de Saxe's army and they are free to communicate and co-ordinate their strategy. On the Pragmatic team, Cumberland's Generals act on their own. They will have to deal with bad communications and deployment setbacks to reflect the situation in real life. In the days and hours leading up to the battle the army under Cumberland stumbled forward, ignoring reports and disregarding intel on the French position. On the morning of the battle the Pragmatic army was faced with several setbacks as the various components deployed on separate roads for a coordinated attack that quickly became disjointed. In our scenario each player on the Pragmatic team will deploy without their teammates nearby to discuss plans and will also be faced with separate decisions to be made alone, making it possible for quick witted players to overcome the problems faced by these generals in the real battle.	Jordan Vandergragt	C3	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM080	Commerce Raider	Smoke on the Horizon	[1/2400 WWII naval, German vs British] A commerce raider has been ravaging merchant shipping in the Atlantic, and needs to be stopped. Intel suggests a resupply rendez-vous mid-ocean. The enemy will be vulnerable. It's our time to strike!	Chris Evans	B2	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM088	Warhammer the Old World Tournament	Warhammer the Old World	A fun casual warhammer tournament. 1500 points, all armies including legends allowed, rule of 3 for non-core units will apply.  Note: players must bring their own army.  Time wise we will do 3 2hr rounds  Sign in 9	Mike Abbott	Special: B5, B	9:00:00	18:00:00	Miniatures Game	6 - Sunday Morning
MDM110	Mobile Frame Zero: Rapid Attack Demo Table	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield!	Bryan Rombough	D1	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM113	OGRE Classic Scenario	OGRE 6th Edition/Designer's Edition	In 2085, armored warfare is faster and deadlier than ever. Hovercraft, tanks, and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's a giant cybernetic tank bristling with guns and missiles. It's the Ogre.  This event is the classic OGRE scenario, but using 6th edition rules and Designer's Edition components. For more details, visit <a href="http://minimaxgames.ca/CanGames/OGRE/">minimaxgames.ca/CanGames/OGRE/</a>	Garth Elliott	D2	11:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM145	Time Tripper	Time Tripper	It's 2016 in Kandahar province, Afghanistan. Your section of Princess Pat's Canadian Light Infantry has been ambushed by the Taliban and in the fire fight your radio has been damaged. Hunkered down in a walled compound you find some Soviet era equipment and in a desperate attempt managed to fix the radio. Or did you? You power it up, there's a sharp smell of ozone and a flash. Where are you? Suddenly, you see some... WHAT!... Roman Legionnaires. Things don't look good.	Paul Smith	B3	9:00:00	13:00:00	Miniatures Game	6 - Sunday Morning
MDM185	9th age Fantasy Battles Demo	9th Age	The 9th Age is a tabletop wargame set in a Fantasy universe. Build armies of miniatures and clash with opposing forces in an exciting struggle for glory or survival. Regardless of what faction you choose, there is a wide variety of units at your disposal. From rank and file soldiers to skilled archers, mounted knights, hideous beasts, devastating war machines and inspiring heroes. The game takes place on a 4 by 8 foot battlefield (1,22 m x 1,83 m) where your miniature armies move to engage and fight each other. Taking turns each player manoeuvres its warriors, casts spells, fires weapons and fights in bloody combat, rolling dice to determine the outcome. A normal-sized game usually takes 2-3 hours to play, but you and your opponent can agree on scaling up or down to meet your own desires. The 9th Age is a game made to be enjoyed and customised so that everyone can find something to their liking, whether you're into huge epic battles, small skirmishes, or narrative-driven campaigns spanning multiple battles over several days with your friends.	Lionel Scott-Harston	C1	9:00:00	11:00:00	Miniatures Game	6 - Sunday Morning

RDM002	Red Carnations on a Black Grave	Red Carnations on a Black Grave	For just over two months in 1871, the Paris Commune tried to make an egalitarian, socialist state a reality despite disagreement within their walls and attacks from outside it. This is the story of a community caught up in a sudden revolution, their messy personal lives and their attempts to create a utopia in the face of impending death. How far would you go for what you believe in? Would you stand firm even if it meant your death?  Red Carnations on a Black Grave is a freeform roleplaying game for 4-6 players that brings to life the 72 tumultuous days of the Paris Commune. A game is playable in a single session of four hours or less. Each player portrays two characters during the two months of the Commune, one of whom must die during the French Army's all-out assault on Paris in the last week of May, 1871. Special cards guide your play, providing questions about how the characters are related to each other, historical incidents to serve as the basis of scenes in the game, and the ultimate fate of your surviving characters.	Jason Pitre	G1	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM015	Cassandra in the Lair of Despair	Hollow Earth Expedition	The massive roar of the underground waterfall left behind, a steaming lake of sulfurous water fading into the dimness ahead, illuminated by faint glowing sparks shining down from upon high. The water stirs and swirls, as if alive â€œ can hope still remain for Cassandra and her unquenchable comrades?	Roddy Turner	F4	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM017	Van on the Run	Dungeon Crawl Classics	Ancient dragonscale tomes chronicle a vehicle of astral origin, driven by the sorcerous, jumping through labyrinthine time-light, spawning beings of pure energy, and challenging gods. Could this be it, sitting wrecked before you?  Inside, a dangling, shrunken hag's head shrieks, â€œLIVE DRIVER REQUIRED!â€ A wasteland awaits, where you must carve through the dreaded croc-ti to rescue the demon who can fix your ride. Only then can you fly your arcane chariot to conquer the gargantuan Crocndoom and prove your mastery of the van on the run!  PCs will be provided, or bring your own survivors from this weekend's funnels.	Justin Mohareb	F6	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM045	Spirits of the Night	Paleomythic	Your fellow tribesmen are reporting spirits and strange lights roaming around the village. Investigate	Daniel Poulin	F1	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM084	Second to Second, Dust to Dust	Split-Second	A town has been destroyed by bandits, and the residents are offering all they have for honorable warriors who can avenge them.  Split-Second is a new game about tactical, small scale fights, focusing on chronological maneuvering more than special. Actions cost different amounts of time and overlap, taking some inspiration from fighting game mechanics and frame data. Characters a larger-than-life warriors with specific sets of moves and traits that allow them to outwit or overpower foes.	Gaura Cappelletti	G3	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM138	Haunted Hunt in Halloween Town	Twilight Tales (Golden Sky Stories Expansion)	Halloween is quickly approaching and the denizens of Halloween Town are a buzz with excitement over the Skeleton King's bizarre behaviour... Join a group of ghouls and goblins as you're conscripted into securing his most recent obsession... THE GOBBLER.  Golden Sky Stories is a non-violent RPG that focuses on problem-solving and story building using ingenuity, co-operation, and friendship! This campaign requires no previous experience with Twilight Tales or	Jill S.	G2	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM156	Kafka's Sanitorium	AD&D 5e with mods	You awaken, groggy, wondering where you are, why you are strapped in a bed. How did you get here? And why is there a crab claw where your left arm use to be?	Bruce McDiarmid	F5	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM190	Dirtbags, a sci-fi shooter RPG	Dirtbags	Dirtbags is a sci-fi shooter TTRPG inspired by Starship Troopers and Aliens. In this game, you take on the role of convicts who have been coerced into corporate military service. Will you be sent to distant planets and forced to blast your way through wave upon wave of alien bugs? Or perhaps wake up on a distant station, a members of its last line of defense? Fall in and find out!	Jean Luc Lariviere-Lacombe	F3	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
RDM198	A World of Our Own Design: Part 3	Roll for Shoes	Roleplay in a world you helped build! Playing Systems in 3 Days!  Day 3: Leave worldbuilding behind and join us on an adventure in a world of our own design. We will be playing Roll for Shoes, the experimental ultra-lite freeform RPG by D Weird. Start the game with no stats and a single skill then build your character up through success and failure as we explore the world we've built over the past two days.  Note: This is Part 3 of a three day program. Sign up for all three for the full experience!	Monkish Monkfish	E4	9:00:00	13:00:00	Roleplaying Game	6 - Sunday Morning
BDA064	Merchants & Marauders	Merchants & Marauders	Merchants & Marauders lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumor hunting, missions, and of course, plundering. Modify your ship, buy impressive vessels, load deadly special ammunition, and hire specialist crew members. Will your captain gain eternal glory and immense wealth - or find his wet grave under the stormy surface of the Caribbean Sea?	Noral Rebin	W1	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA065	Titan	Titan	This classic game of the Fantasy Monster Slug-a-thon is a standby from The Avalon Hill Game Co of yore. The game is divided into two realms, the masterboard and the battleboards. On the masterboard, legions of mythical creatures roam about trying to recruit bigger and badder monsters and kill opposing legions in the process	Noral Rebin	x1-x2	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA142	Evil High Priest	Evil High Priest	Everyone is talking about summoning the Great Old Ones but you are doing something about it!	Glenn Crawford	Y4	14:00:00	16:00:00	Board Game	7 - Sunday Afternoon
BDA150	Arc Nova	Arc Nova	Come build a zoo!	Roger Leavoy	X4	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA157	Nomic - Settlers of Catan	Settlers of Catan, Nomic	Take the law into your own hands and experience the classic board game like never before! Play begins as a standard game of Settlers of Catan, but players may propose and vote to change, add, and remove rules. The game will become what you will it to be, nothing is sacred!	David Gourevitch	y1-y4	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA175	Railroads of the World: Great Britain	Railroads of the World	Description: Railroad game: Players compete to build track, deliver cargo/cubes, collect money and build their individual victory point totals.	John Henry	z1-z2	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA179	Martian Rails	Martian Rails	Set on a fictional planet Mars, this game allows a world of canals and noble savages, a cold high altitude desert globe, a nearly airless planet, terraforming, nanotech cyberpunk and everything in between, derived from 100+ years of science fiction stories set on Mars. The game further captures the mood of those stories and the feel of the planet. The game uses a further refinement of the wrap-around mechanism used in Lunar Rails to simulate travel across a 3D opposed to a 2D map. Sometimes, the shortest distance between locations is ^not^ a straight line!	Duncan McGregor	E1	14:00:00	18:00:00	Board Game	7 - Sunday Afternoon
BDA181	RoboRally CUBED!	Robo Rally	After countless races within the factory, the AI masterminds have become bored. Thus they have constructed a marvelous racing cube in orbit to take their madness even further.	Pascal Leduc	E4	14:00:00	6:00:00	Board Game	7 - Sunday Afternoon
MDA013	ADLG Mongols Tournament	Art de La Guerre	15mm 200 points. The Mongol Century 1200-1300. All armies, options and allies must be valid for the period 1200-1300. See <a href="https://fb.me/e/1dJ5Lk0VX">https://fb.me/e/1dJ5Lk0VX</a> for lists	Tod Creasey	C1-C4	14:00:00	23:00:00	Miniatures Game	7 - Sunday Afternoon
MDA022	Gaslands to Mars! - Final	Gaslands	The battle to go to Mars is on! In this knockout style tournament, you will battle with other racers on Earth to try and win your way to Mars, where only the elite go. You will be given all the luxuries you can think of as you arrive at the Red planet. But first, you must win!  The first part of the tournament will be creating your team. You will be given 15 minutes to spend 40 cans on your team. The winner advances to the finals.  This game is open for beginners as well. If you have never played, that's cool! I'd recommend hitting up a youtube video or two on how to play gaslands though just to familiarize yourself with the mechanics of the game.	Vidar	B2	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
MDA081	The Shakespeare Code - Doctor Who	Doctor Who	Join the Tenth Doctor, Martha and a cast of Elizabethan characters in London in the early 1600s as they attempt to foil the scheme of three witch-like Carrionites who plan to rewrite one of Shakespeare's plays in order to unleash a hoard of their fellow creatures upon the world.	Brian Hearn	B1	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
MDA109	Mobile Frame Zero: Rapid Attack Demo Table	Micro Construct Tactics Nova	Come learn the game of little lego giant robots! Battle for dominance with your friends over a lego battlefield!	Bryan Rombough	D1	14:00:00	18:00:00	Miniatures Game	7 - Sunday Afternoon
MDA123	D&D Monster Mash	Dungeons & Dragons Miniatures Rules, with m	Monster Gladiatorial - last monster standing wins!	Glen Simpson	E2	14:00:00	16:00:00	Miniatures Game	7 - Sunday Afternoon
MDA165	Say Hello To My Little Friends	Adapted Danger Close Rules	The local DEA have a bead on a small camp that gets a lot of road traffic. The CI's are all chirping on how there's a big fish in this small bowl; some have even gone so far as to say that Little Tony Michigan, grandson to Tony â€œScarfaceâ€ Montana has set up shop here. It's time to go for a bust OR to go for bust, either way its going to get spicey and Little Tony never goes anywhere without his friends.	Stan M	D2			Miniatures Game	7 - Sunday Afternoon
RDA025	Orborobos - Radiers of the Blue Temple	Troika	Calamity has struck Orborobos again. This time the Hive Queen has risen with the goal of ruling over all. Your only hope is to gather magic in Gob's (Goddess Blue's) temple, hopefully it will grant you enough might to vanquish the BEEES! However, word is HQ has also discovered the location of the temple and has sent her minion, Princess Honey Napalm, to gather all of the temple's sapphire orbs. Beat her to the punch or your world is doomed!	Christopher Challice	G1	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA027	The Bookshop	Rivers of London: The Roleplaying Game	An employee at Stonewaters Bookshop has been assaulted by assailants unknown while working late. The Charing Cross police have sent the case over to the Folly, as they believe it will be of interest to them. While it may or may not be a Falcon case, DCI Nightingale wants your investigators to question the bookshop employee and see if there's anything unusual about the case. This adventure is the introductory case file (adventure) for the urban fantasy mystery roleplaying game based on the Rivers of London series of books by Ben Aaronovitch.	John M. Kahane	G4	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA033	Fabulous!	The Troubleshooters	Right now, London is the capital of the hippest and grooviest of culture, as the Swinging Sixties is in full swing; mop-tops, mods on scooters and miniskirts everywhere! And across the world, the British music acts are conquering the airwaves; who knows, they might even eclipse religion! And soon, one of Britain's, and by extension, the world's, most popular bands, The Fabulous Fantastics, will soon perform in a historical event; a concert that will be broadcast via satellite to televisions and radios to all over the world.	Steven Ross	F4	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA046	The Crucible Redux	Lug Trek	A threat to the Federation has returned; this time with more Klingons! Can you do something?	Daniel Poulin	F1	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA073	FULL: The X-Men's Day Off	Marvel Multiverse RPG	The X-Men have earned a day off and some of them have gone to a local mall for shopping, or beer, when suddenly...	Patrick Gleason	F6	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon



RDA079	In This World...	In This World	Nations have borders. Police have badges. Dragons breathe fire. You work for money.  That's the world we've come to expect. But in this worldâ€”the world we create togetherâ€”we can question those assumptions and imagine alternatives.	Kevin Farnworth	G3	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA087	A Murder at Ravenloft	D&D 5e	Count Strahd Von Zarovich is having a dinner party. When one of his guests is murdered, it is up to you, one of his loyal vampires, to solve the mystery.	Christopher Rothwell	F2	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA115	A Martian, a Belter, and an Earther walk into a barâ€¦	The Expanse RPG	You are traveling to Ceres to hopefully start a new life. Your plans are interrupted when a long simmering conflict breaks out in a full-blown riot, and a Ceres resident is killed. You are wrongly accused of this murder, and several factions on Ceres are now looking for you. A disillusioned bar worker, caught up in the turmoil, suggests a mutually beneficial solution.  The Expanse RPG is based on the Syfy TV series The Expanse. Both the series and the game are set in the not-too-distant future where humans have colonized all parts of our solar system. There are three distinct "nations" of humans: Earthers, Martians, and Belters (those who live anywhere outside of the inner planets), who are in constant conflict with each other. For more details, visit <a href="http://minimaxgames.ca/CanGames/ExpanseRPG/">minimaxgames.ca/CanGames/ExpanseRPG/</a>	Garth Elliott	F5	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA130	The Tao of the Zombie	AFMBE	It is 1283, and the Mongols have launched an invasion against the Island nation of Japan. The invading forces have traced a recent Zombie outbreak to the land of the rising sun and have vowed to eradicate the source of the outbreak.	Sean Migneault	F3	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA131	RPG Design Workshop	To Be Designed!	Game design is easier than you think. In this four-hour interactive workshop we will show you the ropes and escort you into the dice-mines. We will work together to create a roleplaying game from concept, to design, to testing. No preparation or materials are required beyond your enthusiasm.	Jason Pitre	E3	14:00:00	18:00:00	Seminar	7 - Sunday Afternoon
RDA192	The Orange Threat from the South	Over the Edge	Americans are swarming to Mystic Prince Edward Island in record numbers and the Government of Canada has sent an elite team of civil servants to investigate.	Panda Thomson	F2	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDA193	Survival	ELEMENTAL	South Vietnam, 1966. You're the last survivors of a long-range reconnaissance patrol sent to investigate Viet Cong activity near the Cambodian border. Between you and safety lie miles of death, disease, starvation; and (spoiler) something even worse. Can you make it out alive? (4-8 players) ELEMENTAL, a DriveThruRPG Platinum seller and Phantasm favourite, is a fast, simple, and flexible roleplaying system suitable for any character, setting, or story. All players welcome - no experience needed...!	Steve Collins	G2	14:00:00	18:00:00	Roleplaying Game	7 - Sunday Afternoon
RDE076	The Memory Remains	There Is No Spoon	Morpheus is missing in the Matrix, believed killed. The players are sent to find out what happened, and find a mind in pieces...	Nicholas Tsoukalis	F4	19:00:00	23:00:00	Roleplaying Game	7 - Sunday Afternoon
BDE058	Rail Baron Tournament Rules	Rail Baron Tournament Rules	Players move trains along historical USA railroad lines and collect delivery payoffs. They compete to purchase the railroads in order to assemble a network that gives access to important map destinations while simultaneously trying to prevent their opponents from doing  Tournament rules	Noral Rebin	Z1	19:00:00	23:00:00	Board Game	8 - Sunday Evening
BDE066	Cosmic Encounters	Cosmic Encounters	Players represent alien races that are seeking to spread themselves onto five foreign worlds. To accomplish this, they make challenges against other players and enlist the aid of interested parties. But alien powers, which are unique to each race, give players ways to bend or outright break some rule in the game.	Noral Rebin	Special: W1, X	19:00:00	23:00:00	Board Game	8 - Sunday Evening
BDE090	Life-sized Kill Doctor Lucky	Kill Doctor Lucky	You are cordially invited to an evening at the mansion of the lovable eccentric that you hate so much, Doctor Lucky. Will you be the one to eliminate him?	Eric Paquette	B1-B3	19:00:00	21:00:00	Cangames Favorite	8 - Sunday Evening
BDE091	Life Size Kill Doctor Lucky Again!	Kill Doctor Lucky	You are cordially invited to an evening at the mansion of the lovable eccentric that you hate so much, Doctor Lucky. Will you be the one to eliminate him?	Eric Paquette	B1-B3	21:00:00	23:00:00	Cangames Favorite	8 - Sunday Evening
BDE111	Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant	Remastered Edition	"Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant is a singularly unique trading and negotiation game for 4-9 players.  Over the course of the game, each race must trade and negotiate with the rest to acquire the resource cubes necessary to fund their economy and allow it to produce goods for the next turn.  Scheming, dealing, and mutually beneficial agreements are key to success.	S. Macdonald	Z3-Z4	19:00:00	23:00:00	Board Game	8 - Sunday Evening
BDE139	Reign of Cthulhu (aka Cthulhu Pandemic)	Cthulhu Pandemic	The tide of the Cultists is rising, monsters abound... looks hopeless. Time for you to shine!	Glenn Crawford	Y1	19:00:00	21:00:00	Board Game	8 - Sunday Evening
BDE187	Ready Set Bet	Ready Set Bet	Come on down to the races and make your fortune!  Ready, Set, Bet is a real-time betting game for up to 8 players. This game is easy to learn and quick to play, with games only taking 20-30 mins.	Laurence Cunnane	Y3	19:00:00	23:00:00	Board Game	8 - Sunday Evening
MDE090	Life-sized Kill Doctor Lucky	Kill Doctor Lucky	You are cordially invited to an evening at the mansion of the lovable eccentric that you hate so much, Doctor Lucky. Will you be the one to eliminate him?	Eric Paquette	B1-B3	19:00:00	21:00:00	Cangames Favorite	8 - Sunday Evening
RDE047	Open Roads	Neon City Overdrive	Nomad friends were ripped off in a deal by a local gang. Help them.	Daniel Poulin	F1	19:00:00	23:00:00	Roleplaying Game	8 - Sunday Evening
RDE085	FULL: Haunted Asteroid	First Contact, by Christopher LaHaise	An exploratory vessel responds to an encrypted distress signal from a small mining station, and decides to investigate after their computers can decipher its exact contents...	Gaura Cappelletti	G3	19:00:00	23:00:00	Roleplaying Game	8 - Sunday Evening
RDE086	The Dark Fire and the Phoenix	Barbarians of Lemuria Modified	The great phoenix protecting the temple of light has perished, and his body has turned to ash. However, his remains have been stolen by dark cultists. Can you retrieve his remains before they enact their evil plans?	Christopher Rothwell	F6	19:00:00	23:00:00	Roleplaying Game	8 - Sunday Evening