

MiniCon Gaming Event Descriptions

Hello! Matt McMillan here with MiniCon. Looks like we are gearing up for a really great year this year! As usual, I have the honor of entertaining our fine attendees to the convention. There are going to be some really interesting events scheduled, but there is also more to see. Just ask any of the gaming staff that are free if you would like to play a board game, a card game, or one of our video game systems. There is no Magic the Gathering events scheduled this year as we are going "on demand". We have a lot to offer but wanted to make room for other interesting events, such as these:

- Friday
 - Twilight Imperium, 3rd Edition
 - **Twilight Imperium Third Edition** is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. With geomorphic board tiles, exquisite plastic miniatures, hundreds of cards, and introducing a rich set of strategic dimensions that allows each player to refocus their game-plan, the original designer Christian T. Petersen has seamlessly incorporated the better qualities of other recently popular games to improve on the game-play of the original TI, making it at once perfectly well-rounded and pleasantly familiar to experienced gamers.
 - **TI3** is played by at least three players who belong to ten possible alien races, each with their own advantages and quirks. The 'designer notes' in the rulebook candidly and humbly acknowledge the inspiration for some of the improvements to the original game. The strategic game-play borrows the governing element from 'Puerto Rico' to involve players in an iteratively complex and yet fast-paced game experience with very little downtime. The game map, basic player progress and overall victory are dynamically determined in almost exactly the same way as they are by imaginative players of 'Settlers of Catan', while the "Command" system cleverly improves on the 'oil' logistical mechanism of 'Attack' to both manage turn-based activity and limit the size of armies, uniquely enabling weakened players to bounce back if they play their cards right.
 - RoboRally

- Imagine that you're a supercomputer. Now imagine that you're bored. So you dream up a little contest for you and a couple of your supercomputing buddies. Your task is to move one of the stupid little robots out on the factory floor through a series of checkpoints scattered throughout the factory. The wrinkle, however, is that the factory floor is filled with all kinds of inconvenient (if not down-right deadly) obstacles located in various locations: conveyor belts, crushers, flame-throwers, pushers, teleporters, oil slicks, pits, et cetera. But the real fun comes when the robots cross each other's path, and suddenly your perfect route is something less than that...
- **DungeonQuest**
 - Legends say that the doors of Dragonfire Dungeon open every sunrise, welcoming brave adventurers into its depths. But once the sun sets, the doors close and seal the fates of those who lingered too long. Only a few have ever returned from Dragonfire Dungeon, and those who have usually come back near death. But they return as heroes nonetheless.
 - In **DungeonQuest**, players must guide their heroes through the twisting halls of Dragonfire Dungeon in pursuit of unimaginable riches hoarded by the Dragonlord Kalladra. Whoever can amass the most wealth and make it out of the dungeon before the closing of the doors seals their doom will emerge victorious. However, merely surviving the harrowing dungeon is a feat all its own...
- **Descent: Journeys in the Dark**
 - **Descent: Journeys in the Dark** is a semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.
 - The heroes' goal will be to cooperatively conquer the dungeon, seize its many treasures, and achieve other objectives as set by the scenario. If the heroes cooperate and achieve their goals, they will all win. The Overlord's objective is simply to use all the means at his or her disposal - from deadly traps and ferocious monsters - to kill the heroes. Each hero has a certain Conquest Point value to the party and if too many Conquest Points are lost through hero death, the party loses and the Overlord wins.

- Starfarers of Catan
 - The foray into space, sometime near the year 2700 A.D. Compete for the prestigious post of Ambassador to the Galactic Council. To attain this lofty position, players must leave Terra and the known planets to explore and colonize the galaxy, while working to establish trade with alien cultures, encounter aliens, and defeat pirates. Glory and victory go to the brave and astute explorer upon whom luck smiles.
 - Each player begins with 2 Colonies and a Space Port (all components are made from plastic). The Space Port makes starships to transport your new colonies and trade posts to distant lands. Throughout the game, all the colonies and spaceports enable the production of resources when the dice match the numbers of adjacent planets. Resources are traded for colony ships, trade ships, and fleet upgrades of freight rings, booster rockets, and cannon. Beware as you explore—some planets are covered in ice, and some conceal dangerous pirates.

- Betrayal at House on the Hill
 - Travel to the local haunted house and explore at your peril! As the adventures start exploring (and building) the house, you will encounter haunts. Once the haunt is revealed, the Betrayer comes out! It is then the rest of the humans against the Betrayer, and then it is survival horror at its best! Will you be the Betrayer, or just betrayed?

- Saturday
 - Marvel vs Capcom 3 Tournament
 - Bracket tournament to see who can be the best . . .Marvel or Capcom? 3-D animated brawling game.

 - Power Grid
 - The object of **Power Grid** is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.
 - However, as plants are purchased, newer, more efficient plants become available, so by merely purchasing, you're potentially allowing others access to superior equipment.
 - Additionally, players must acquire the raw materials (coal, oil, garbage, and uranium) needed to power said plants (except for the 'renewable' windfarm/ solar plants, which require no fuel), making it a constant

struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

- Agricola
 - In **Agricola**, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?
- Battlestar Galactica
 - After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent?
 - **Battlestar Galactica: The Board Game** is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed new Sci Fi Channel series, **Battlestar Galactica: The Board Game** puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons. Players must attempt to expose the traitor while fuel shortages, food contaminations, and political unrest threatens to tear the fleet apart.
- Settlers of Catan
 - In **Settlers of Catan**, players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game. Multi-award-winning and one of the most popular games in recent history due to its amazing ability to appeal to non-gamers and gamers alike.
- Sunday
 - Call of Duty: Black Ops Event
 - Event based upon attendance. Play the most recent in the CoD series and see who is the best!

- Dominion
 - In **Dominion**, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

- Whack a Catgirl
 - **Whack a Catgirl** is a card game with a simple concept. Neko-chan the catgirl, is cute! Therefore she must be pelted with various objects. Plushies, buckets of water, other fangirls, you name it! You choose cards through a simple continuous draft mechanic to build an arsenal of items. Items are used both to throw at the catgirl(to score points!) and to use as bait to lure her over. Players go through the entire deck of cards once, and whomever has the most points at the end is the Champion of Everything. And you want that.

- Arkham Horror
 - *The year is 1926, and it is the height of the Roaring Twenties. Flappers dance till dawn in smoke-filled speakeasies drinking alcohol supplied by rum runners and the mob. It's a celebration to end all celebrations in the aftermath of the war to end all wars.*
 - *Yet a dark shadow grows in the city of Arkham. Alien entities known as Ancient Ones lurk in the emptiness beyond space and time, writhing at the gates between worlds. These gates have begun to open and must be closed before the Ancient Ones make our world their ruined domination.*
 - *Only a handful of investigators stand against the **Arkham Horror**. Will they Prevail?*
 - **Arkham Horror** is a cooperative adventure game themed around H.P Lovecraft's [Cthulhu Mythos](#). Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It's up to the players to clean out the streets of Arkham by fighting many different types of monsters, but their main goal is to close portals to other dimensions that are opening up around town. With too many portals open the Ancient One awakens and the players only have one last chance to save the world. Defeat the Ancient One in combat!

- Ticket to Ride

- With elegantly simple gameplay, **Ticket to Ride** can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities; and to the player who builds the longest continuous route.
- "The rules are simple enough to write on a train ticket – each turn you either draw more cards, claim a route, or get additional Destination Tickets," says **Ticket to Ride** author, [Alan R. Moon](#). "The tension comes from being forced to balance greed – adding more cards to your hand, and fear – losing a critical route to a competitor."

Board game quotes from www.boardgamegeek.com