

Anime

The Anime Room Staff is proud to announce that we will be running a twenty-four hour anime track beginning and ending with the hours of the convention. We will be featuring the latest in Japanese animation, with an emphasis on fantasy and game-related titles, such as .hack//SIGN and Angelic Layer. Please refer to your Anime Room Pocket Program for complete schedule listings. Anime is located in Room 3009, which is between the elevator and ConSuite. - Carlos Ross

Consuite

HexaCon is pleased to provide a full Con Suite for our members. Stop in for munchies between games or take time to discuss your latest campaign or plot strategy before your next game. We will have chips (Poore Brothers - #1 finest kind!), soda and lots of other munchies.

The con suite will be open from 8:30 am to 12:00 pm or so - Sue Uttke

Dealer's Room

The following dealers are scheduled to be in our Dealer's Room: Atomic Comics , Chivalry Consulting, Flying Buffalo, Game Depot, Gamers Edge, Imperial Outpost, Jason Youngdale, Master Gamer, Michael's Magic, Mobieus Enterprises, Samurai Comics and Wiley's Game Emporium Be sure to stop by and check out their merchandise. Additionally, there will be ongoing demos in the dealer's room, stop by and see if that new game you are interested in is being demonstrated. - Len Sippel

Dealer's Room Hours:

Friday: 10AM to 8PM

Saturday: 10AM to 8PM

Sunday: 10AM to 5PM

Game Information

(The following gaming schedules are subject to change. Check the update board in Game Central for any last minute changes or additions)

Game Tokens

We will be using a token system for game sign ups this year in order to give everyone a fair chance to sign up for the games they want to play. Each HexaCon member will be given 5 game tokens with their badge number on it in addition to their membership badge. For each game a member signs up for one game token must be placed in the envelope attached to the sign up sheet. When the player shows up to play the game token is returned to be used again for future sign ups. If the player does not show up that token is forfeited and will not be returned.

We hope that this system will let everyone sign up for the games they really want to play while preventing the sign up sheets from being filled with no shows.

HexaCon 12 Presents:

(Game Schedules)

There will be no Game Central this year. Each gaming area has its own coordinator and sign up area. Please check the map on the last page to see where everything is located.

Battletech & Miniature Gaming

Tucson's 13th Heavy Metal Legion Battletech Mechwarrior group makes its first appearance at HexaCon with a series of three Classic Battletech games, on 3D Battlescape Geo-Hex with Z-scale buildings, trees, and other terrain features.

Friday

5PM to 11PM - Classic Battletech - the elite Knights of BlackRook Company will take on all challengers with a Level 3 Mixed Clan and Inner Sphere tech free for all. Custom mech designs in Heavy Metal Pro format will be accepted. Hand made custom designs must be input and verified onsite, so check in early for "King of the WaterHole".
5PM to 12AM - Angriff: WWII N Gauge miniature game for 2 to 6 players. American/British vs Germans.

Saturday

9AM to 12PM - WarHammer 40K by Kirk Rausch 200 points each side
12PM to 9PM - Marvel Hero Clix Tournament - Sealed Starter Sets - 4 simultaneous games of 4 players each - run by Mike from Game Depot
12PM to 7PM - Classic Battletech - the Clan Nova Cat and the Wolf's Dragoons will duke it out. Equal pre-generated Level 2 forces, matched by BV, will contest possession of a manufacturing district in "Cats and Dogs, 3060".

Sunday

11AM to 4PM - Classic Battletech - the 13th Heavy Metal Legion will battle Team Banzai for possession of a lost Star League Era Naval base on an airless moon orbiting a gas giant. Equal pre-generated Level 3 forces, matched by BV, will fight it out in low gravity with vacuum rules for fabulous Lostech in "Merc Wars, 3065".
10AM to 4PM - WarHammer 40K - Standard codex armies - Bring two lists 1000 & 1500 pts. House rules. Up to 8 players.

In addition, there will be Mech Scale Union and Leopard Class Dropships, hordes of carefully painted battletech miniatures, and a complete Battletech scale city on display. We have contacted WizKids and hope to be able to demo the new Mage Knight Battletech: Dark Ages game. - Brian Walrath & Jim Faoro

Board Games

In addition to the below scheduled games, open gaming will last from Thursday, July 25th 9AM to Sunday, July 28th 3PM - Phil McElfresh

Friday, July 26

10AM_2PM - Novanon, Gary Goodman, 9 players
Noon_4PM - Star Fleet Battles Tournament, Robert Snook, 32 players
5PM_9PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Saturday, July 27

10AM_2PM - Novanon, Gary Goodman, 9 players
10AM- 2PM - Successors, Bill Banks, 4 players
Noon_4PM - Star Fleet Battles Tournament, Robert Snook, 32 players
Noon_4PM - Talisman 2nd Ed, Phil McElfresh, 6 players
3PM-7PM - Successors, Bill Banks, 4 players
5PM- 9PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Sunday, July 28

10AM_2PM - Novanon, Gary Goodman, 9 players
10AM_2PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Chess Club at HexaCon
(US Chess Federation)

HexaCon Chess Challenge

If you can keep our Chess expert from checkmating you in 2-minutes of his playing time in

a HexaCon Challenge Match, We will give you a free membership to HexaCon 13!*

That's right, you don't even have to beat him.

Regardless of the position on the board, if two minutes passes on our expert's clock and he hasn't won the game you will get a free membership to HexaCon 13. You do not have to win the game. A draw or even an unfinished game is sufficient..

We are limiting this to up to 10 free memberships, first come first serve. One challenge per member only, for the free membership. Stop by and challenge him based on your schedule (limited to our expert's availability) or if you prefer play in a scheduled simultaneous challenge match with no time limit.

There is no Challenge registration cost or limitation on HexaCon members to challenge. Nothing to lose, everything to win. The burden & risk is on us. Stop by between your other games.

* We reserve the right to limit individual challenge matches time to 30-minutes each. That's 2-minutes for our expert and 28-minutes for you.

* Any player rated at or above 1800 by the USCF must play at even time of 5-minutes playing time each.

If your time runs out, you are checkmated, or you resign, then Sorry, no free membership. However, if you Checkmate our expert, Draw, or he runs out his 2-minutes, we will award you a free membership to HexaCon 13.

We will only award these memberships until we have awarded up to 10. We will stop accepting challenges once this limit is met.

Vegas Fun Chess

Now you can try your LUCK at Vegas Fun Chess at HexaCon XII.

Luck at chess??? Yes, Luck!!

Vegas Fun Chess adds the element of luck through the use of dice to determine the pieces that can be moved on your turn.

Of course, traditional chess and many other variations of chess will also be available at the Chess Club at HexaCon XII.

Please join us for Chess at HexaCon - Myron and Rachel Lieberman

Collectible Card Games & Magic The Gathering

Gaming starts at 1000 AM on Friday, July 26 and runs NON-STOP until Sunday, July 28 at 3PM. Join us. - Ray Powers

There will be a 24/7 weekend long WWFRaw Deal Hardcore Tournament that will begin on Friday at 6PM run by Aaron Mungillo

Friday

Noon Magic TheGathering Booster Drafts through out the day - Ray Powers
6 PM Magic TheGathering Five Color Magic - Ray Powers
7 PM - A Smackdown Tournament - run by Aaron Mungillo

Saturday

10 AM Magic TheGathering Extended - run by Ray Powers
11AM - A Tag Team Tournament - run by Aaron Mungillo
1 PM - Lord of The Rings CCG event - run by Brandon Allen
2 PM Magic TheGathering Emperor Draft - run by Ray Powers
3PM - A Smackdown Tournament - run by Aaron Mungillo
8 PM Magic TheGathering Grand Melee - run by Ray Powers

Sunday

10 AM Magic TheGathering Type 1 - run by Ray Powers

Computer LAN Gaming

The Half Life Series

Half Life, Counter Strike, Day of Defeat, Opera, Team Fortress Classic.

Unreal Tournament

Quake 3

Red Faction

Return to Castle Wolfenstein

Jedi Knight 2

Aliens vs. Predator 2

Tribes 2

Ghost Recon

Serious Sam 1 + 2

Medal of Honor Allied Assault

Rune - Hall of Valhalla

LARP (Live Action Role Playing)

Friday 6pm-12am

FADING SUNS - Outpost Void-Control: In the far future, an Empire of warring noble houses and shrewd merchants scheme alongside a powerful church in an effort to control a newly discovered solar system. Join us for an innovative LARP game filled with political intrigue and territorial battles waged between the brilliant stars of a distant universe.
<http://www25.brinkster.com/descendingform/void-control/>

Saturday 12pm-4pm

7th SEA - Through the mysterious waters of Theah, two ships head towards an exotic island. Captain Abreham Bjormen leads his men in exploration of an ancient artifact, hidden in the treacherous jungle. Captain Velensio follows closely with the Banshee and his villainous crew. He has caught wind of Abreham's quest and plans to snatch the fortune from under his nose. Come join the swashbuckling adventure.

VAMPIRE THE MASQUERADE - In a World of Darkness who can one truly trust when the City is ruled by the damned? After all, Mortals aren't the only ones who have wars. Join us for intrigue and the unexpected as you try to hold a City together that is being torn apart by the Enemy, both inside and out, keep your secret life a secret and maintain the few trappings of humanity that you have left.

WEREWOLF THE APOCALYPSE - Call to Arms! A Garou child has been stolen. One whom the Theurge's say will someday be a great warrior and lead you in the defeat of the Wyrms. The babe's death will herald the beginning of the end. Are your pack mates strong enough to recover him? Join us as the Garou nation tries to stave off the end of the World in a battle that Fate has already weighed against them.

CHANGELING THE DREAMING - The people of the City have been Plagued by Nightmares for a month. Children cry in! their beds and parents argue instead of laugh. Banality watches you from every street corner, your ever present foe. The City is dying and so are you. Join us as the Realm of the Fae seeks a remedy to the malady of the City, failure means to be undone.

Pokemon Live Action 3 continue the series of Live Action Games which started at HexaCon 10. The live action game is based upon a convergence of the TV Series, Video Game and CCG. The system is expanded to have 'Episodes' attached to each Gym Leader. These are stories within the bigger picture.

In this season the Trainers, Gym Leaders, professors and Pokemon have come to help explore a particular ancient civilization of Johto. With the Trainers and their Pokemons help the Gym Leaders may unlock the mysteries of the Ruins of Alph. Of course maybe not all of those secret should be revealed especially with Team Rocket around.

RPG

D&D 3ed

Blue Planer

Unknown Armies

Conspiracy V

Tribe 8

Big Eyes, Small Mouth

Call of Cthulhu

Hackmaster

All Flesh Must Be Eaten

Little Fears

Steve Jackson Games

Thursday

6PM to 8PM - Proteus - Steve Jackson Games gives chess a new twist AGAIN!! Unique chess for two players. - Jessie D. Foster

8PM to 12AM - Tile Chess - Think outside the board. Up to 6 players play chess without a board! - Jessie D. Foster

Friday

12PM to 2PM - Munchkin - "Dungeoneering without all of that messy role-playing stuff. Kill the monster, steal it's treasure, backstab your buddy. Three to six players." - Jessie D. Foster

2PM to 4PM - Chez Geek - Up to six players. Are you up to the task of slacking more than anyone else? Grab your cheeto's and beer and head for the couch. The Animal Bothering Show is on! - Jessie D. Foster

6PM to 8PM - Car Wars " - New Players Welcome, Limit of 6 players" - R. Loup DeVault

8PM to 12AM - Toon - The cartoon role-playing game everyone is DRAWN to. - "Chuck "The Duke" French"

8PM to 10PM - Car Wars "New Players Welcome, Limit of 6 players" - R. Loup DeVault

12AM to 2PM - Nightmare Chess - Have you ever wanted to move your pawn sideways or move your knight like a rook? What if you could take your king off the board for an entire turn? Tired of protecting your king? Turn him into a Prince and you can't be placed in check! 2 players - Jessie D. Foster

Saturday

10AM to 2PM - Car Wars - "Car Wars is back, and it's HUGE!! No time to talk on your cell phone while driving, you've got to shoot at other cars!" - "Chuck "The Duke" French"

10AM to 12PM - Frag Deadlands - Limit of 8 players - R. Loup DeVault

12PM to 2PM - Frag Deadlands - Limit of 8 players - R. Loup DeVault

2PM to 4PM - Frag Double-Blind - Limit of 8 players - R. Loup DeVault

2PM to 6PM - GURPS Fantasy: Alchemist's Run - "Limit of 6 players, A group of adventurers has to rescue a hijacked wagon of supplies from a band of brigands before the volatile contents are used against the town of Omen." - Jessie D. Foster

4PM to 6PM - Frag Double-Blind - Limit of 8 players - R. Loup DeVault

6PM to 8PM - Ogre/Ogre Miniatures - A giant cybertank against an entire defense force. Even fight? Ask the men in the front line if it's fair. - "Chuck "The Duke" French"

8PM to 10PM - Frag in the Mall of the Dead - Limit of 6 players - R. Loup DeVault

8PM to 12AM - Chez Geek - Up to six players. Are you up to the task of slacking more than

anyone else? Grab your cheeto's and beer and head for the couch. The Animal Bothering Show is on! - "Chuck "The Duke" French"

8PM to 12AM - GURPS Transhuman Space - "Limit of 6 players, Can you survive in a world where the word human has become obsolete? Play anything from an Infomorph in a Bioshell or a genefixed parahuman to a Bioroid with cybernetic implants. Think biopunk in space."
- Jessie D. Foster

Sunday

10AM to 12PM - Car Wars - New Players Welcome. Limit of 6 players. - R. Loup DeVault

10AM to 12PM - Awful Green Things from Outer Space - "Chuck "The Duke" French"

10AM to 12PM - Proteus - Steve Jackson Games gives chess a new twist AGAIN!! Unique chess for two players. - Jessie D. Foster

White Wolf Games

It has been said that from behind the screens of the Kindred's societies that the Elders guide their pawns across a multitude of chessboards. That their power is undeniable. What happens when the pawn flees the chessboard? For times endless the Cliath's of the Garou Nation have been indoctrinated in the individual beliefs of their Tribes. But when those teachings fail what choices will they make and what will the consequences be?

At HexaCon 2002 you will have the chance to test these ideals. This story centers on the schemes of an Elder and the orders of a Sept Leader. Both desire the same goal, which is locked away inside a bank vault, but how to get them? Should they work with the Wyrms to gain a greater prize? Or should they slay each other and to the victor goes the spoils? This tournament, put on by The Wrecking Crew, a White Wolf Demo Team, will be held on both Friday and Saturday. Pregens will be provided with the opportunity to customize. Prizes will be awarded on both Friday and Saturday. - David Martin

Miniatures Painting Competition

Due to the overwhelming popularity of last year's contest, the miniature painting competition is back!

Miniatures will be accepted until the close of the Dealers' Room on Saturday. Judging will take place immediately afterwards, and prizes will be awarded at 12:00 noon on Sunday before the Used Game Auction.

CLASSES:

Master Class: Those people who have won two first-place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

Open Class: All those entrants who do not fall in the Master Class.

CATEGORIES:

All entries must be in 25mm scale or less, the scales most commonly used in wargaming or fantasy gaming. Each entrant may enter no more than two entries per category. The seven categories are:

Single figure, small. Any single figure whose largest dimension does not exceed three inches.

Single figure, large. Any single figure which exceeds three inches in any dimension.

BattleTech. Any figure associated with BattleTech, including but not limited to Mechs, Aerospace, and Tanks.

Vehicles. Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or more other miniatures (Drivers, passengers, etc.) may be classified as a diorama at the judge's discretion.

Vignettes and Dioramas. Two or more individual figures on a common scenic base.

Units, small. Multiple figures in 20mm scale or less on a common non-scenic base, for use in wargaming.

Units, large. Multiple figures in 25mm scale that form a common wargaming unit.

Only members of the convention will be allowed to enter, including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be

placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category and class. All prizes in each class in each class may not be awarded. - Gus Talbott

Registration

Please remember to keep track of your badge during the convention. If you lose it, you will need to pay the full current at the door price to replace it. The convention badge remains the property of the convention until the convention ends. Membership can be revoked at the discretion of the convention and we reserve the right to refuse membership to anyone. A \$25 charge will be assessed to all returned checks. We will be located in the lobby of the hotel, close to the gaming area. See you there - Kitty McDonald-Neal

Registration Hours:

Friday: 9AM - 8PM

Saturday: 9AM - 8PM

Sunday: 9AM- 2PM

Security

As always we want everyone to have fun. You're here to game and have a good time and we want that to happen for everyone. Most problems can be avoided by being courteous and using common sense. If a behavior will get you in trouble in the real world it will probably get you in trouble here. Also please remember there will be non-gamers around the hotel during the convention and they also have a right to enjoy their time at the hotel.

1. No real or realistic looking firearms are allowed during the convention. Any blade weapons must be peace bonded and in a hard sheath. No horseplay allowed with any weapons. Security reserves the right to ban any weapons deemed inappropriate.

2. All room parties must be registered with security. Non registered parties may be shut down. To register your party come to Security / Operations in room 2003 and fill out the form. The person(s) registering the party and renting the room are responsible for what occurs during the party.

3. The pool is open until 4:00am during the convention for our use. There will be hotel security present at the pool as well as convention security. No glass is allowed in and around the pool or hot tub. Please keep noise levels appropriate for the time of day you are enjoying the pool. Remember non-convention members will also be using the pool.

4. The badge remains the property of the convention until the convention ends. Membership may be revoked at the discretion of the convention. We reserve the right to refuse membership.

The goal is to have fun gaming all weekend. Enjoy yourselves! If you have any questions or concerns during the convention please feel free to stop by and discuss it with security or operations in room 2003. - Rick Andrews

Special Events

Movie Previews with Barry Bard

A special showing with give aways on Thursday evening for our pre-registered members and a repeat on Saturday for everyone. Join Barry Bard for sneak previews from upcoming movies and, of course, all the great promotional give goodies.

Live Steel Demo
Presented by the Adrian Empire

The Kingdom of Umbria is part of the Adrian Empire, a 501(c)3 non-profit educational organization that teaches about the 1066-1603 time period. We specialize in un-choreographed Live Steel fights, but also include Rapier and Shinai fighting styles. The Arts & Sciences of the time are taught as well as the skills of Archery.

Used Game Auction

HexaCon 12 will continue the tradition of providing the largest and best used game auction in Arizona. Last year, over \$2,000 in used games changed hands, with both local and out-of-state buyers present. The auction was held in HexaCon 11's Dealer's Room, which allowed the dealer's freedom to bid in the auction, while running their tables. This made for a lot of happy dealer's and auction patrons, and will be done again this year.

All items intended for sale at this year's auction must be grouped into lots of not more than three items. Cards and/or gaming pieces will be regarded collectively as an item, as long as they are grouped (packaged) together, Items must be packaged securely, so that there is no opportunity for small pieces to be lost. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller.

All items must be brought to the Auction Control Table in the Dealer's Room before the Dealer's Room closes on Saturday. The seller fills out a control sheet and paperwork for each lot. Item descriptions and seller information will be reviewed for completeness. Address information is required on all sellers. Late submissions will not be accepted. You must be a member of the convention to sell any items at the auction.

The auction will start at noon on Sunday. All buyers need to visit the Control Table to fill out paperwork and pick up their bidder number. You must be a member of the convention to register for a bidder number.

All decisions by the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his/her intentions are known to the auctioneer.

The convention will receive 10% of the auction proceeds. This amount will be deducted from any monies paid to the seller. Sellers will be paid by check only. Sellers will not be allowed to check out until all auction lots have been processed. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID). No post dated or third party checks will be accepted. There will be \$25 fee added to returned checks. Credit card payments may be accepted, check prior to the auction for availability of credit card charges.

In order to complete the auction in a timely manner, the event will run continuously until all items have been dispositioned. No breaks will be taken.

We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Control Table.

We hope to see you all there at the HexaCon 12 Used/Collector Game Auction! - Mark Boniece