

FRIDAY

1400-1545 (Fri)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Sushi Go Party!

Game Category: Card Game

Recommended ages: Kid (8+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 13

Description: In the super-fast sushi card game ***Sushi Go!***, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Dip your favorite nigiri in wasabi to triple its value! And once you've eaten it all, finish your meal with all the pudding you've got! But be careful which sushi you allow your friends to take; it might be just what they need to beat you!

The Settlers of Catan

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 6

Description: In *Catan* (formerly *The 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 (cards)—wood, grain, brick, sheep, or stone—to build up their civilizations to get to 10 victory points and win the game. *Catan* has won multiple awards and is one of the most popular games in recent history due to its amazing ability to appeal to experienced gamers as well as those new to the hobby.

1600-1745 (Fri)

Gorus Maximus – Play to Win!

Donated by Inside Up Games; Designer from Canada

Game Category: Card Game

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 16

Description: *Gorus Maximus* is a bloody trick-taking game of gladiatorial combat in which the trump suit can change mid-trick! The game can be played "player vs. player" or in teams.

Dispatch your strongest gladiators and most ferocious beasts to earn crowd favor! Match the rank of the last gladiator played, and the trump suit changes immediately!

Sticks and Stones

Local designer from Fargo/West Fargo, North Dakota

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 5

Description: Sticks and Stones as an improvisational tabletop role-playing game where you and your friends are dropped into the turbulent city of Ferreter's Grove. In this game you make a character and dive into this world playing the role you have created. You determine your characters actions with the only limiting factors being your imagination, the dice, and the Fate Weaver (story teller). Become a citizen of Ferreter's Grove and watch as your character becomes one of the urban legends told around the fires in the cold night. Help your fellow down trodden and struggle against gangs and the enigmatic research company, who may not have your best interests in mind, all the while hiding your abilities and protecting yourself and friends. (This game is having its first public playtest at Gamefest 2020 and looks forward to your participation! It uses a D6 system inspired by other TTRPGs written from scratch.)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Yes! Broccoli! – Play to Win!

Donated and created by local Minnesota game designer,
Gangway Games

Game Category: Card Game

Recommended ages: Kiddos-Kids (6+ years)

Experience Level: Beginner – Players not familiar with games
in general

Number of Players: 15

Description: In the *Yes! Broccoli!* card game, players bid to collect the healthiest foods while avoiding unhealthy ones. The more nutritious the food on the card, the more points the card is worth. However, junk food cards cause players stuck with them to lose points. At the end of 8 rounds, the player with the most points wins the game. Play for your chance to take home a copy of the game!

1800-1945 (Fri)

Gorus Maximus – Play to Win!

Donated and created by Inside Up Games - Canada

Game Category: Card Game

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games
in general

Number of Players: 16

Description: *Gorus Maximus* is a bloody trick-taking game of gladiatorial combat in which the trump suit can change mid-trick! The game can be played "player vs. player" or in teams.

Dispatch your strongest gladiators and most ferocious beasts to earn crowd favor! Match the rank of the last gladiator played, and the trump suit changes immediately!

Players compete to collect gladiators with positive crowd favor and avoid those with negative favor. The player with the highest favor at the end of the round earns 1 crowd support. The first

player to earn 3 crowd support has won the support of the masses and earns the title: Champion of Gorus Maximus!

1800-2145 (Fri)

Carbyne Junble

Office rep for the designers, Nor Cal Mythos

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 6

Description: Carbyne Jungle is a Far-Future science fiction game with steampunk elements. It's D20 based with distinct alien races and classes, but no levels. It's built using the Triforge Engine, which allows variant rules for players of different skill levels in the same campaign. Premade character sheets will be provided, along with discount codes for online Corebook purchases (digital or hardcover).

2000-2145 (Fri)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to

get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Dominion with expansions

Game Category: Card Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion! In all directions lie fiefs, freeholds, and feodums. All are small bits of land, controlled by petty lords and verging on anarchy. You will bring civilization to these people, uniting them under your banner.

But wait! It must be something in the air; several other monarchs have had the exact same idea. You must race to get as much of the unclaimed land as possible, fending them off along the way. To do this you will hire minions, construct buildings, spruce up your castle, and fill the coffers of your treasury. Your parents wouldn't be proud, but your grandparents, on your mother's side, would be delighted.

2200-2345 (Fri)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

What do you Meme?

Game Category: Party Game

Recommended ages: Mature (18+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 20

Description: Think you've got what it takes to out-meme your friends IRL? ***What Do You Meme?*** is a party card game for the social media generation. Each round, one player takes the role of judge and plays a photo card, after which everyone else plays a caption card to complete the meme. The judge decides the funniest pairing, and whoever played the winning caption card wins the round. Lather, rinse, and repeat.

SATURDAY

0900-0945 (Sat)

Yes! Broccoli! – Play to Win!

Donated and created by local Minnesota game designer, Gangway Games

Game Category: Card Game

Recommended ages: Kiddos-Kids (6+ years)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 15

Description: In the *Yes! Broccoli!* card game, players bid to collect the healthiest foods while avoiding unhealthy ones. The more nutritious the food on the card, the more points the card is worth. However, junk food cards cause players stuck with them to lose points. At the end of 8 rounds, the player with the most points wins the game. Play for your chance to take home a copy of the game!

Fire Tower

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 4

Description: While manning your fire tower you notice smoke in the distance and pull out your radio to report a blaze growing somewhere in the forest. You must protect your tower with all the resources at your disposal: dispatch fire engines to combat the blaze, order air drops of water, and plan the building of firebreaks. Competing fire departments will complicate your work, using the unrelenting winds to their advantage in an attempt to safeguard their own towers and threaten yours. The chaotic Firestorm also stalks the deck and will dramatically swell the flames each time it is drawn. Will you effectively use your forces to outwit your opponents and survive the inferno? Can you be the last tower standing? Fire Tower is a competitive game where players must fight fire with fire.

Organ Attack

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 6

Description: Organ ATTACK! blends medically accurate terminology with immature potty humor. The last person with at least one organ remaining wins. The object of the game is to remove your opponents' organs using corresponding afflictions before they remove yours. The last person to still have at least one organ is the winner.

1000-1145 (Sat)

Sticks and Stones

Local designer from Fargo/West Fargo, North Dakota

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 5

Description: Sticks and Stones as an improvisational tabletop role-playing game where you and your friends are dropped into the turbulent city of Ferreter's Grove. In this game you make a character and dive into this world playing the role you have created. You determine your characters actions with the only limiting factors being your imagination, the dice, and the Fate Weaver (story teller). Become a citizen of Ferreter's Grove and watch as your character becomes one of the urban legends told around the fires in the cold night. Help your fellow down trodden and struggle against gangs and the enigmatic research company, who may not have your best interests in mind, all the while hiding your abilities and protecting yourself and friends. (This game is having its first public playtest at Gamefest 2020 and looks forward to your participation! It uses a D6 system inspired by other TTRPGs written from scratch.)

Dungeons and Dragons 5e FOR KIDS

Game Category: Kids, RPG

Recommended ages: Kids (8+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 6

Description: INTRODUCE YOUR KIDDO TO DUNGEONS AND DRAGONS with this quick level one adventure! This session takes place in a remote village where the child of a wealthy noble summons a group of brave adventurers... to find her missing puppy!? This simplified session is for kiddos who are new to the world of D&D. The DM, an early/middle years teacher will provide pregenerated character sheets, dice, and a 60 minute adventure that features a funny twist and a moral conundrum.

Forbidden Journey

Game Category: Board Game, Cooperative

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 8

Description: Join a team of fearless adventurers on a do-or-die mission! This will be a journey through the “Forbidden” games. First capture sacred treasures from the ruin of a perilous paradise (Forbidden Island). Then recover a legendary flying machine buried deep in the ruins of an ancient desert city before becoming permanent artifacts yourself (Forbidden Desert). Lastly, connect a circuit of cables to launch a secret rocket before being struck by lightning or blown away (Forbidden Sky).

Dragons and Princesses

Game Category: Board Game

Recommended ages: Kiddos (4+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 4

Description: We'll be playing Dragon Dash, Enchanted Tower, Dragon's Breath. These fun colourful games feature dragons, knights, princesses and sorcerers. Two of these games are co-operative.

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Flash Point: Fire Rescue

Game Category: Board Game, Cooperative

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 18

Description: The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals that you are. You must face your fears, never give up, and above all else work as a team

because the fire is raging, the building is threatening to collapse, and lives are in danger.

You must succeed. You are the brave men and women of fire rescue; people are depending on you. This is what you do every day. ***Flash Point: Fire Rescue*** is a cooperative game of fire rescue.

Cribbage

Game Category: Card Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 3

Description: A card game played with a standard deck of cards. Object of the game is to be the first player to get 121 points.

Village

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 3

Description: Life in the village is hard – but life here also allows the inhabitants to grow and prosper as they please. One villager might want to become a friar. Another might feel ambitious and strive for a career in public office. A third one might want to seek his luck in distant lands.

Each player will take the reins of a family and have them find fame and glory in many different ways. There is one thing you

must not forget, however: Time will not stop for anyone and with time people will vanish. Those who will find themselves immortalized in the village chronicles will bring honor to their family and be one step closer to victory.

Village is a game full of tactical challenges. A smart and unique new action mechanism is responsible for keeping turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death; as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart time-management.

1000-1345 (Sat)

Xia

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 4

Description: *Xia: Legends of a Drift System* is a 3-5 player sandbox style competitive space adventure. Each player starts as a lowly but hopeful captain of a small starship.

Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Navigating hazardous environments, players choose to mine, salvage, or trade valuable cargo. Captains vie with each other for Titles, riches, and most importantly Fame.

The most adaptive, risk taking, and creative players will excel. One captain will rise above the others, surpassing mortality by becoming Legend!

1200-1345 (Sat)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Paramedics: Clear!

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 24

Description: Get to your rig - this is gonna be one helluva shift. Be quick to sustain and stabilize patients and rush them to the hospital. Manage your resources and upgrade your ambulance to save as many lives as possible. You only have seconds to act and the clock is against you. Try not to lose anyone today, rookie. "Rescue squad - confirm and depart."

Bosk

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 3

Description: A game of trees! Each player plants their trees in a national park, gains points along the trails where they're planted, guides leaves to the ground, and gains more points for their total covered regions. It's more fun than it sounds.

1400-1545 (Sat)

Little Wizards

Game Category: RPG, Kids

Recommended ages: Kiddos (4+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 3

Description: Rumour has it pirates are sneaking around the oceans of Coinworld. Could it be true? What could they want? We'll need some brave adventurers to find out! Note: I will be giving out chocolate coins in this slot.

Pandemic

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 24

Description: In ***Pandemic***, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the

diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!

Borders of Kanta

Game Category: Board Game

Recommended ages: Standard (12+)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 6

Description: A plague strikes the Realm of Kanta, closing all borders. Eventually the worst is over and the leading clans begin competing to regain control of states and rebuild as the wealthiest.

The new economy revolves around small chains of allied states. Each clan sends its own envoys to claim states, opening borders in the process. Once a ring of six states share open borders, wealth comes to participating clans. Neighboring allies also help one another to suppress uprisings that are instigated by competing clans.

1400-1745 (Sat)

Xia

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 4

Description: *Xia: Legends of a Drift System* is a 3-5 player sandbox style competitive space adventure. Each player starts as a lowly but hopeful captain of a small starship.

Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Navigating hazardous environments, players choose to mine, salvage, or trade valuable cargo. Captains vie with each other for Titles, riches, and most importantly Fame.

The most adaptive, risk taking, and creative players will excel. One captain will rise above the others, surpassing mortality by becoming Legend!

Introduction to Roleplaying Games!

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – players not familiar with games in general

Number of Players: 5

Description: Always wanted to try a roleplaying game but were intimidated by the rules? Quest RPG is specifically designed for first-time players! This will be a fantasy-themed adventure using the Quest RPG system.

1600-1745 (Sat)

Trap that Pest!

Game Category: Board Game, Kids

Recommended ages: Kiddos (4+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 3

Description: Games: Mousetrap, Bugs in the Kitchen. A modern version of the classic game Mousetrap with the sneaky

mice and the crazy plastic contraption. Bugs in the kitchen is a fun game about herding a buzzing, zipping little bug in to the garbage can.

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Hot Shots

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: In the cooperative, press-your-luck game *Hotshots*, crews of 1 to 4 players take on the roles of wildfire fighters — crew boss, spotter, swamper, and sawyer — with special abilities, then roll dice on burning terrain tiles to fight the fire. The flame is ever growing and the winds are ever changing. Keep the fire in control or risk scourching the terrain! If the intrepid crew can extinguish the fire, the team wins together.

Summit: The Board Game

Game Category: Board Game, Cooperative Mode

Recommended ages: Standard (12+)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 6

Description: *Summit: The Board Game* is a survival game which, thanks to its two-sided game board and variable mechanisms, can be played competitively, cooperatively or solo.

In a cooperative or solo game, players must now work together to overcome the mountain and survive the expedition. *Summit* is a game so grueling you need only one team member to survive the ascent and descent, so players may sacrifice themselves for the good of the team. The mountain has a "Sherpa Track" and a "Time of Day Track" added, as well as a whole new deck of cards. It is unlikely everyone will be returning from this expedition.

1800-1945 (Sat)

ECHO

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 3

Description: A land at peace. Scars of a great war have healed over the decades. Children play among the wreckage of giant mechs of a war that concluded long ago. Among the wreckage, a voice. A box. A ghost.

ECHO drives can preserve the consciousness of a mech pilot in their final moments. The batteries in these drives can last an awful long time, and when the children stumble across one, it calls out for help.

"Can you bring me to my mech?"

This Role Playing Game by Kai Poh is a map-generating adventure where a group of children who have never feared war set out to reunite a long-dead pilot with the remains of their mech. Through this journey, the pilot learns just how much has changed since they fell in combat and the children learn how the world they live in still bears faded scars of the conflict.

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Ex Libris

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 3

Description: In Ex Libris, you are a collector of rare and valuable books in a thriving gnomish village. Recently, the Mayor and Village Council have announced an opening for a Grand Librarian: a prestigious (and lucrative) position they intend to award to the most qualified villager! Unfortunately, several of your book collector colleagues (more like acquaintances, really) are also candidates.

To outshine your competition, you need to expand your personal library by sending your trusty assistants out into the village to find the most impressive tomes. Sources for the finest books are scarce, so you need to beat your opponents to them when they pop up.

You have only a week before the Mayor's Official Inspector comes to judge your library, so be sure your assistants have all your books shelved! The Inspector is a tough cookie and will use her Official Checklist to grade your library on several criteria including shelf stability, alphabetical order, and variety — and don't think she'll turn a blind eye to books the Council has banned! You need shrewd planning and cunning tactics (and perhaps a little magic) to surpass your opponents and become Grand Librarian!

Survive: Escape from Atlantis!

Game Category: Board Game

Recommended ages: Kids (8+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 6

Description: **Survive** is a cutthroat game where players seek to evacuate their pieces from an island that is breaking up, while remembering where their highest-valued pieces are located to maximize their score.

An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Players can either swim or use boats to travel but must avoid sea serpents, whales and sharks on their way to safety.

1800-2145 (Sat)

Clinic

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: Your Town Center is flourishing, but as the city grows, the need for emergency medical care grows with it. Fortunately, you and your business partners have the wherewithal to build a clinic to help those in need of more than first aid. You quickly get a pre-admissions facility built to help process and route the different cases into the appropriate queues. Unfortunately, just before groundbreaking, your differing views of the ideal clinic cause a schism between you, and you go your separate ways, with patients already lining up in pre-admissions. Each of you decides to build the clinic of your dreams, trying to hire doctors, nurses, and maintenance staff, and build new modules, specialized services, and even parking, in order to meet the needs of the patients ailing in pre-admissions.

2000-2145 (Sat)

Sticks and Stones

Local designer from Fargo/West Fargo, North Dakota

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 5

Description: Sticks and Stones as an improvisational tabletop role-playing game where you and your friends are dropped into the turbulent city of Ferreter's Grove. In this game you make a character and dive into this world playing the role you have created. You determine your characters actions with the only limiting factors being your imagination, the dice, and the Fate Weaver (story teller). Become a citizen of Ferreter's Grove and watch as your character becomes one of the urban legends told around the fires in the cold night. Help your fellow down trodden and struggle against gangs and the enigmatic research company, who may not have your best interests in mind, all the while hiding your abilities and protecting yourself and friends. (This game is having its first public playtest at Gamefest 2020 and looks forward to your participation! It uses a D6 system inspired by other TTRPGs written from scratch.)

Dinogenics

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 4

Description: Your favourite park sim meets Jurassic Park in this excellent worker placement game. Collect DNA, clone dinosaurs, fence them in and then entice rich tourists to spend money at your park hopefully without getting eaten. Garner prestige through exciting exhibits to claim victory over your rivals, and if that doesn't work, try sabotaging them. Game includes goat and dinosaur meeples. DINOSAUR MEEPLES.

Plague Inc

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 10

Description: Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity. Starting with Patient Zero, you spread your infection across the world by placing tokens in cities - earning DNA points and preventing other players from becoming dominant. When the world collapses, who will be the ultimate plague?

Kingdom Builder

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – players not familiar with games in general

Number of Players: 3

Description: In Kingdom Builder, the players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.

Nine different kinds of terrain are on the variable game board, including locations and castles. During his turn, a player plays his terrain card and builds three settlements on three hexes of this kind. If possible, a new settlement must be built next to one of that player's existing settlements. When building next to a location, the player may seize an extra action tile that he may use from his next turn on. These extra actions allow extraordinary actions such as moving your settlements.

By building next to a castle, the player will earn gold at the end of the game, but the most gold will be earned by meeting the conditions of the three Kingdom Builder cards; these three cards (from a total of ten in the game) specify the conditions that must be met in order to earn the much-desired gold, such

as earning gold for your settlements built next to water hexes or having the majority of settlements in a sector of the board.

Each game, players will use a random set of Kingdom Builder cards (3 of 10), special actions (4 of 8), and terrain sectors to build the map (4 of 8), ensuring you won't play the same game twice!

Mysterium

Game Category: Board Game, Cooperative

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – players not familiar with games in general

Number of Players: 7

Description: In the 1920s, Mr. MacDowell, a gifted astrologer, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to make contact with the ghost and investigate any clues that it can provide to unlock an old mystery.

Unable to talk, the amnesiac ghost communicates with the mediums through visions, which are represented in the game by illustrated cards. The mediums must decipher the images to help the ghost remember how he was murdered: Who did the crime? Where did it take place? Which weapon caused the death? The more the mediums cooperate and guess well, the easier it is to catch the right culprit.

2200-2345 (Sat)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Win, Don't Lose!

Game designer, Tinker Taylor Publications from Winnipeg, Manitoba, Canada

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: Win, Don't Lose! is a party game where your only goal is to win (and to not lose). Anything can happen in this fast-paced elimination game where every card brings you one step closer to victory... or defeat.

Hellapagos

Game Category: Board Game, Semi-Cooperative

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – players not familiar with games in general

Number of Players: 12

Description: *Hellapagos* is a "co-opetition" game in which players struggle to survive on a desert island and build a raft to escape before a hurricane devastates them. While players need to work together, its not likely that everyone will survive this backstabbing negotiation game for up to twelve players.

SUNDAY

0900-0945 (Sun)

Yes! Broccoli! – Play to Win!

Donated and created by local Minnesota game designer, Gangway Games

Game Category: Card Game

Recommended ages: Kiddos-Kids (6+ years)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 15

Description: In the *Yes! Broccoli!* card game, players bid to collect the healthiest foods while avoiding unhealthy ones. The more nutritious the food on the card, the more points the card is worth. However, junk food cards cause players stuck with them to lose points. At the end of 8 rounds, the player with the most points wins the game. Play for your chance to take home a copy of the game!

Flatline

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 5

Description: *Flatline* is a co-operative dice game set in the *Fuse* universe. Players must roll their dice and work to combine them with other players in order to properly treat arriving patients. Every round, players race against a one-minute timer and must deal with the needs of wounded crew members as well as other emergencies within the ER. Time is running out!

1000-1145 (Sun)

Flash Point: Fire Rescue

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 18

Description: The call comes in... "911, what is your emergency?" On the other end is a panicked response of "FIRE!" Moments later you don the protective suits that will keep you alive, gather your equipment and rush to the scene of a blazing inferno. The team has only seconds to assess the situation and devise a plan of attack – then you spring into action like the trained professionals that you are. You must face your fears, never give up, and above all else work as a team because the fire is raging, the building is threatening to collapse, and lives are in danger.

You must succeed. You are the brave men and women of fire rescue; people are depending on you. This is what you do every day. **Flash Point: Fire Rescue** is a cooperative game of fire rescue.

Plague Inc

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 10

Description: Each player is a deadly disease and they must battle against each other to spread their plagues, develop new symptoms and ultimately wipe out humanity. Starting with Patient Zero, you spread your infection across the world by

placing tokens in cities - earning DNA points and preventing other players from becoming dominant. When the world collapses, who will be the ultimate plague?

Build it Higher!

Game Category: Kids

Recommended ages: Kiddos (4+)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 3

Description: Games: Rhino Hero, Pipeline, Spot it! In Rhino Hero and Pipeline you have to carefully build a structure to win. Spot it is a fun fast card game my kid beats me at.

Sagrada

Game Category: Board Game

Recommended ages: Kids (8+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 6

Description: Draft dice and use the tools-of-the-trade in **Sagrada** to carefully construct your stained glass window masterpiece. Each player builds a stained glass window by building up a grid of dice on their player board. Each board has some restrictions on which color or shade (value) of die can be placed there. Dice of the same shade or color may never be placed next to each other. Dice are drafted in player order, with the start player rotating each round, snaking back around after the last player drafts two dice. Scoring is variable per game based on achieving various patterns and varieties of placement...as well as bonus points for dark shades of a particular hidden goal color.

Azul

Game Category: Board Game

Recommended ages: Kids (8+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 4

Description: Introduced by the Moors, *azulejos* (originally white and blue ceramic tiles) were fully embraced by the Portuguese when their king Manuel I, on a visit to the Alhambra palace in Southern Spain, was mesmerized by the stunning beauty of the Moorish decorative tiles. The king, awestruck by the interior beauty of the Alhambra, immediately ordered that his own palace in Portugal be decorated with similar wall tiles. As a tile-laying artist, you have been challenged to embellish the walls of the Royal Palace of Evora.

1200-1345 (Sun)

Sticks and Stones

Local designer from Fargo/West Fargo, North Dakota

Game Category: RPG

Recommended ages: Standard (12+ yrs)

Experience Level: Beginner – Players not familiar with games in general

Number of Players: 5

Description: Sticks and Stones as an improvisational tabletop role-playing game where you and your friends are dropped into the turbulent city of Ferreter's Grove. In this game you make a character and dive into this world playing the role you have created. You determine your characters actions with the only limiting factors being your imagination, the dice, and the Fate Weaver (story teller). Become a citizen of Ferreter's Grove and watch as your character becomes one of the urban legends told around the fires in the cold night. Help your fellow down trodden and struggle against gangs and the enigmatic research

company, who may not have your best interests in mind, all the while hiding your abilities and protecting yourself and friends. (This game is having its first public playtest at Gamefest 2020 and looks forward to your participation! It uses a D6 system inspired by other TTRPGs written from scratch.)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Viral

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 10

Description: You are a VIRUS that has just infected a human body. Now you have to spread out and mutate your virus in order to infect other organs to gain VIRAL POINTS. But watch out for the other VIRUS controlled by other players and the powerful IMMUNE SYSTEM!

The Captain is Dead

Game Category: Board Game, Cooperative

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 7

Description: *The Captain Is Dead* is a co-op game for 2 to 7 players. All you have to do is get the ship's engines (aka "Jump Core") back online and you win, but because there is a hostile alien ship trying to destroy you, that is easier said than done.

You have an impressive star ship full of useful systems that will help you fend off the aliens, and get the Jump Core back online. Each system gives you an advantage while it remains online. The assault from the hostile alien ship tends to keep knocking those systems offline however. So you need to balance your time between keeping the ships system's online, fending off the alien threat, and completing your objective.

1400-1545 (Sun)

Looters of the Labyrinth

Local game designer from Alexandria, MN

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 8

Description: A game of strategic treasure raiding, easy to learn, harder to master. Build and destroy walls to be the first to get your hands on the majority of the treasures. Go solo or work with your teammates to get it done, depending on player count.

Pandemic

Game Category: Board Game

Recommended ages: Standard (12+ yrs)

Experience Level: Standard – players who have played games, but not this game

Number of Players: 24

Description: In *Pandemic*, several virulent diseases have broken out simultaneously all over the world! The players are disease-fighting specialists whose mission is to treat disease hotspots while researching cures for each of four plagues before they get out of hand.

Taking a unique role within the team, players must plan their strategy to mesh with their specialists' strengths in order to conquer the diseases. For example, the Operations Expert can build research stations which are needed to find cures for the diseases and which allow for greater mobility between cities; the Scientist needs only four cards of a particular disease to cure it instead of the normal five—but the diseases are spreading quickly and time is running out. If one or more diseases spreads beyond recovery or if too much time elapses, the players all lose. If they cure the four diseases, they all win!