

Goodman Games' Official GaryCon 2017 Event Grid

	Thursday (March 23)	Friday (March 24)	Saturday (March 25)	Sunday (March 26)
8:00 AM - 12:00 noon	Denizens of the Reed Maze - D&D 5E - Chris Doyle	Into The Void - DCC RPG - Brendan LaSalle		
8:00 AM - 12:00 noon	Mountain Monsters 01: The Sentinel Hill Screamer - Call of Cthulhu - Bob Brinkman	Denizens of the Reed Maze - D&D 5E - Chris Doyle		
8:00 AM - 12:00 noon		Black Hole Starship - TSR Star Frontiers - Cory Gahsman		
8:00 AM - 12:00 noon		Mountain Monsters 03: The Warlock of Becket - Call of Cthulhu - Bob Brinkman		
10:00 AM - 2:00 PM	Kiss the Goat- Playtest - DCC RPG - David Baity	The Wizardarium of Calabraxis - DCC - Jeff Goad	Inn at Five Points - DCC RPG - Brendan LaSalle	The Tomb of the Squonk - DCC RPG - Daniel J. Bishop
10:00 AM - 2:00 PM	A Fallen Star For All - Mutant Crawl Classics RPG - James Wampler	Friday 10:00 to 12:00 - Warlords of the Purple Planet boardgame - 2 hour playtest - Harley Stroh	Saturday 10:00 to 12:00 - Warlords of the Purple Planet boardgame - 2 hour playtest - Harley Stroh	What are the Prisoners in REC-LOC 119? - Met Alpha - Jon Hook
10:00 AM - 2:00 PM	Blessings of the Vile Brotherhood - Mutant Crawl Classics RPG - Jen Brinkman	Goodman Games Super Secret Playtest - Mutant Crawl Classics RPG - James Wampler	Carnival of the Damned (tournament) - DCC RPG - Haley Skatch (event #424)	The Soulbound Army - DCC RPG - James Dovey
10:00 AM - 2:00 PM	Kolghut's Tower of Frozen Blood - DCC - Jobe Bittman	The Madhouse Meet - DCC Lankmar - Jen Brinkman	The Revelation of Mulmo - DCC RPG - Daniel J Bishop	
10:00 AM - 2:00 PM	Assault of the Sky Tower - Mutant Crawl Classics RPG - Michael Bolam	Of Mice and Manimals - Mutant Crawl Classics RPG - Michael Bolam	Warlords of ATOZ - Mutant Crawl Classics RPG - Michael Bolam	
10:00 AM - 2:00 PM	Last Scion of House Victoria - DCC RPG - James Dovey	Kolghut's Tower of Frozen Blood - DCC - Jobe Bittman	Kolghut's Tower of Frozen Blood - DCC - Jobe Bittman	
10:00 AM - 2:00 PM		Gnome Jambalaya - DCC RPG - Daniel J Bishop		
11:00 AM - 3:00 PM		The Temple of Laserface & The Masters of the 4th Dimension - DCC RPG - Dan Domme		
10:00 AM - 12:00 Noon (seminar)			What's New With Goodman Games - seminar - Joseph Goodman	
12:00 noon - 4:00 PM	Mall Maul Funnel Tourney #1 - DCC RPG/Crawling Under a Broken Moon - Reid/Jarrett/Paul	Crisis in Dino-tastic Park! pt. 1 - DCC RPG/Crawling Under a Broken Moon - Jarrett Crader	Mall Maul Funnel Tourney #2 - DCC RPG/Crawling Under a Broken Moon - Reid/Jarrett/Paul	
12:00 noon - 4:00 PM	Mountain Monsters 02: The Fishman of Chimney Corners Pond - Call of Cthulhu - Bob Brinkman	The Lure of the Menfish Pyramid of the Bass Masters - DCC RPG/Crawling Under a Broken Moon - Reid San Filippo		
12:00 noon - 4:00 PM	Hole in the Sky - DCC RPG - Brendan LaSalle	Mountain Monsters 03: The Warlock of Becket - Call of Cthulhu - Bob Brinkman	Tomb of Aethering the Damned - AD&D Judges' Guild - Julian Bernick	
12:00 noon - 4:00 PM	Warlords of ATOZ - Mutant Crawl Classics RPG - Julian Bernick	DCC RPG: Stormtroopers of the First Order - DCC RPG - James Walls	DCC RPG Wrath of the Gungan Horde - DCC RPG - James Walls	
2:00 PM - 4:00 PM	What's in the Cellar - Call of Cthulhu - Jon Hook (2 hours)	What's in the Cellar - Call of Cthulhu - Jon Hook (2 hours)		
2:00 PM - 6:00 PM	Not in Kansas Anymore - DCC RPG - Jen Brinkman	No Small Crimes in Lankmar - DCC RPG Lankmar - Jen Brinkman	The Warlords of ATOZ - Mutant Crawl Classics RPG - Jim Wampler	
2:00 PM - 6:00 PM	Children of the Fallen Sun - Mutant Crawl Classics - Michael Bolam	Black Hole Starship - TSR Star Frontiers - Cory Gahsman	Portal to the Plane of Probability (level 4) - DCC RPG - Cory Gahsman	
2:00 PM - 6:00 PM	Escape from Terror Island - DCC RPG - Daniel J Bishop	And You Shall Know Us By The Trail Of Dead - DCC RPG - Brendan LaSalle	Xcrawl Classics: Please, Xcrawl, Don't Hurt Em! - X-Crawl DCC RPG rules - Brendan LaSalle	
2:00 PM - 6:00 PM		Last Scion of House Victoria - DCC RPG - James Dovey	Stars in the Darkness - DCC RPG - Daniel J Bishop	
2:00 PM - 6:00 PM			The Thing that Should Not Be - DCC RPG - Jon Hook	
3:00 PM - 7:00 PM	The Temple of Laserface & The Masters of the 4th Dimension - Swords & Wizardry - Dan Domme	The Caverns of Thracia - DCC RPG - Dan Domme	The Caverns of Thracia - DCC RPG - Dan Domme	

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	Thursday (March 23)	Friday (March 24)	Saturday (March 25)	Sunday (March 26)
4:00 PM - 8:00 PM			Upon a Black Petalled Throne- <u>playtest</u> - DCC RPG - David Baity	
4:00 PM - 8:00 PM	The Thing that Should Not Be - DCC RPG - Jon Hook	The Hanging Tree <u>playtest</u> - DCC RPG - David Baity	The Heist - DCC RPG - Harley Stroh	
4:00 PM - 8:00 PM		The Heist - DCC RPG - Harley Stroh	Bride of the Black Manse - DCC RPG - Valerie Emmerson	
6:00 PM - 10:00 PM	THIS IS NEUQUA! - DCC RPG/Crawling Under a Broken Moon - Reid San Filippo	Crisis in Dino-tastic Park! pt. 2 - DCC RPG/Crawling Under a Broken Moon - Jarrett Crader		
6:00 PM - 10:00 PM	Xcrawl Classics: Please, Xcrawl, Don't Hurt Em! - X-Crawl DCC RPG rules - Brendan LaSalle	Tegel Manor - AD&D Judges' Guild - Julian Bernick		
6:00 PM - 10:00 PM	Outsmart, Outkill, Outlive! - Nowhere City (DCC RPG) - Julian Bernick	The Apocalypse Ark - Mutant Crawl Classics RPG - Brendan LaSalle		
6:00 PM - 10:00 PM	Mountain Monsters 03: The Warlock of Becket - Call of Cthulhu - Bob Brinkman	OPERATION: HAIL MARY - Cyborg Commando RPG - Bob Brinkman		
6:00 PM - 10:00 PM		The Thing that Should Not Be - DCC RPG - Jon Hook		
6:00 PM - 12:00 PM	Caverns of Thracia: Going Deeper! - AD&D 1ST Edition - Jon 'tacojohn' Hershberger	Carnival of the Damned (tournament) - DCC RPG - Haley Skatch (event #423)	Caverns of Thracia: Going Deeper! - AD&D 1ST Edition - Jon 'tacojohn' Hershberger	
8:00 PM - 12:01 AM	The Sinister Sutures of the Sempstress - DCC RPG - David Baity	Island of the Gonturzap (0 level funnel) - DCC RPG - Cory Gahsman		
8:00 PM - 10:00 PM		The Soulbound Army - DCC RPG - James Dovey	What's in the Cellar - Call of Cthulhu - Jon Hook (2 hours)	
8:00 PM - 12:01 AM	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	

