

# ORIGINS

*Celebrating*  
*40 Years!*  
**1975-2015**

## GAME FAIR

where gaming begins...



### THANK YOU TO ALL OF OUR SPONSORS!

June 3rd - 7th, 2015 • Greater Columbus Convention Center • Columbus, Ohio

PRESENTED BY  
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GAME MANUFACTURERS  
ASSOCIATION

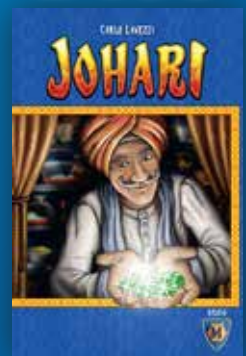
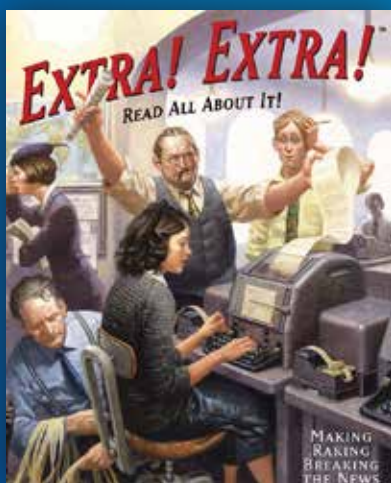


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# WELCOME TO THE 40<sup>TH</sup> ORIGINS SPACE

## WELCOME TO ORIGINS!

I am happy to welcome everyone to the **2015 Origins Game Fair** and a special thank you to all of our returning fans!

This year's show is going to be out of this world with our **"Space"** theme. Be sure to see the big alien at the Hyatt!

As with every show, we couldn't do any of this without our sponsors! A big thank you to all of our participating companies and especially our long time show Co-Sponsor partners **Mayfair Games** celebrating their fifth year of overwhelming support!

Over the next five days, join thousands of people playing in over 4,500 events and activities. We want you and your family to have fun almost 24 hours a day. No matter what games you prefer, or what new things you may see, there is something for everyone at Origins!

I want to thank our Guests of Honor: **Mike Mearls, Dennis McKiernan, and Jeff Carlisle**. Also joining us this year are our Special Guests **Sam Witwer and Chloe Dykstra**! Make sure you stop in at the Exhibit Hall to say "Hi", have get your site book signed or a photo! Don't forget, some events will be picked for our **"Upgraded Play"** program. Randomly selected events will be moved to the **Big Bar on 2** at the Hyatt so fans can play with our guests!

Every year we have events you love, and our team has done such a great job of adding even more events in all our areas: **Board Games, Role Playing Games, Card Games, Miniatures, and LARPS**. I am not sure where to begin!

We have a lot of amazing events this year, beginning with the **WizKids World Championships** at Origins! Join them in the **D Hall** (and even more companies as we expand those gaming areas this year)! We have begun the same program in the **Miniatures Hall** (Hall F) and this will be the only place you can find the concessions open after hours! Also new and returning this year are **CthulhuThon** (Upper D Pods) and the new **Anime Room** in the first floor of the Hyatt!

Card games have exploded this year with four large events, leading off with the **Star City Invitational** with over \$75,000 in cash prizes! Minis are strong again this year! Check out **"Central Command"**, a great place for wargaming in the F-Hall. LARPs are back again with expanded events in the Hyatt as well as our new introductory track for young people! The **Board Room** is filled with tons of games for you and your family to enjoy! The **Gamer Lounge** is back; join us every night in Big Bar on 2 to play games at those wonderful **Geek Chic** tables!

This year there are even more **tournaments** and events with **prize support** specifically for YOU, our fans! Be sure to check out pages 49 & 51 in this book for all the details. New this year: the **Origins University**! We are bringing together all of our seminar tracks into a program with the goal of educating the next generation of game designers, writers, artists and game creators. If you want to learn how to make your hobby your business, join the University!

Let's not forget this year's **Exhibit Hall**! Sold out for the third year and packed with all kinds of exciting vendors for everyone! Our Exhibit Hall includes the **Art Expo, Origins Open Gaming Area** and much more!

Your attendance makes you part of one of the largest game conventions in the world. I hope you have a great time and take a moment to enjoy our wonderful community. We want to offer you the best show possible. Please let us know if there is anything we can do to improve the experience. On behalf of the GAMA Board of Directors, we want to thank our sponsors, volunteers, clubs, and GMs for helping us to provide another great Origins this year!

**Remember, Origins is "Where Gaming Begins!"**

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Executive Director







**John Ward**

Executive Director

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Amazing Space Images Courtesy of  
**NASA**, featuring the **Hubble Space Telescope**, the **Cassini-Huygens Robotic Spacecraft**, and others.



## Board of Directors

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# SHOW SCHEDULE AND HIGHLIGHTS

## Wednesday, June 3<sup>rd</sup>

**Registration Open**

7:00 am – 9:00 pm

**Scheduled Events**

8:00 am – Past Midnight

## Thursday, June 4<sup>th</sup>

**Registration Open**

7:00 am – 9:00 pm

**Scheduled Events**

8:00 am – Past Midnight

**Exhibit Hall Open**

10:00 am – 6:00 pm

## Friday, June 5<sup>th</sup>

**Registration Open**

7:00 am – 9:00 pm

**Scheduled Events**

8:00 am – Past Midnight

**Exhibit Hall Open**

10:00 am – 6:00 pm

## Saturday, June 6<sup>th</sup>

**Registration Open**

7:00 am – 9:00 pm

**Scheduled Events**

8:00 am – Past Midnight

**Exhibit Hall Open**

10:00 am – 6:00 pm

## Sunday, June 7<sup>th</sup>

**Registration Open**

7:00 am – 4:00 pm

**Scheduled Events**

8:00 am – 4:00 pm

**Exhibit Hall Open**

10:00 am – 4:00 pm

**Show Ends 4:00 pm**

\*Online registration for BADGES ONLY will be available throughout the show. Ribbons, event tickets and generics may be purchased at any On-site and Events Registration counter.

## Origins 2015 Show Highlights

### Thursday, June 4<sup>th</sup>

<b>Trade Day</b> (GAMA Retailers)	<b>9am - 8pm</b>	<b>Upper C-Pod</b>
<b>Get Tanked at Barley's</b>	<b>6:00pm</b>	<b>Barley's Brewing Co.</b>

### Friday, June 5<sup>th</sup>

<b>Red Cross Blood Drive</b>	<b>11am - 5pm</b>	<b>C-113</b>
<b>Silent Auction</b>	<b>12pm - 8pm</b>	<b>Ballroom #3</b>
<b>Smithee Awards</b>	<b>7:00pm</b>	<b>Ballroom #5</b>

### Saturday, June 6<sup>th</sup>

<b>Red Cross Blood Drive</b>	<b>11am - 5pm</b>	<b>C-113</b>
<b>Costume Contest</b>	<b>3:00pm</b>	<b>Theme Bar</b>

<b>Origins Awards Ceremony with Sam Witwer</b>	<b>7:00pm</b>	<b>Ballroom #5</b>
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### Sunday, June 7<sup>th</sup>

<b>Worship Service</b>	<b>9:00am</b>	<b>C-114</b>
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**Show Closes at 4pm**



The Greater Columbus Convention Center offers a free wireless service that is available throughout the entire convention center. It is a basic level of service that may have some time limits or a cap on the number of connections throughout the day. It is suitable for light web browsing and checking email, but not for heavy data usage or video streaming.



# FIRST TIMERS

## **First Time at Origins?**

Welcome to your first adventure at Origins! There are literally thousands of people who come year after year to this great show, but we are particularly happy when new folks join us for the first time. This is an exciting opportunity for you to discover the magic of an entire convention center full of gaming and game-related activities. Frankly, we kind of envy you and that first-time wonder! Remember, it isn't just a Con but an adventure! Here are some common questions and answers that should help you navigate the show:

## **Should I pre-register for the convention?**

Absolutely! Not only do you get a discount on your badge fee, but you also avoid the on-site registration line. While our on-site lines are nowhere near as bad as they used to be, thanks to our registration team and our new registration system. Those who pre-register are able to walk right up to the pre-registration counter, get their badge and tickets, and go gaming much quicker than on-site registrants.

## **What about pre-registering for events?**

You should certainly look into it. If you go through the event schedule (which was posted online in April) and find games that you know for certain you will want to play, you are better off pre-registering for them. Not only does this guarantee you a seat at that table, but it also lets the organizer or game master know they should be expecting you.

## **Can I just show up on-site and play games?**

Absolutely! Not only can you sign up for games on-site as part of your registration, (or if you pre-register, as a separate action), but you can also purchase any number of generic tokens to use as you wish.

Generics come in \$2.00 increments. If you see a game you want to play, and there is space available, you can "pay" the appropriate amount in generics and join right in!

Those who have actually pre-purchased their tickets for the game as outlined above get priority on available seats, which is why most of our players want to pre-register for the games they REALLY want to play! Keep in mind that many of these cool events might be in high demand. Also, there are plenty of groups and companies running "open play" events where folks can literally just wander up, sit down, and start playing.

## **What are Ribbons?**

Ribbons are "all access" passes to a particular company or event area. For example, the Board Room ribbon allows you unlimited

play in the Board Room area for free throughout the whole convention. Not bad for \$20! The Mayfair ribbon allows you access to all games and events in the Mayfair room, the After Dark ribbon to all After Dark programming, and so on. If you have any questions about what a particular ribbon includes, please ask our friendly volunteer staff!

## **Ok, I've never been to the place.**

### **Where am I going?**

Well, elsewhere in this book you'll find the address and driving directions, so let's assume you are at the Convention Center or at the Hyatt (the attached hotel). The first place you will need to find is the Registration Area, which is a large, long series of booths located out in the main hallway of the Convention Center. There's a set of escalators that run between the Convention Center and the Hyatt; the Registration Area is very near the bottom of those escalators and pretty much impossible to miss. If you enter the Convention Center at the entrance closest to the Hyatt, the Registration Area will be right in front of you, along the left wall. If you enter from any of the other entrances, you'll want to go to the main hallway and turn right, heading towards the long escalators. Again, you won't be able to miss the Registration Area that way. Events are happening all around you, and the Convention Center is a huge place. Don't worry; there will be a map showing you where everything is, as well as dozens of helpful staff people and volunteers to ask questions at any time. If in doubt, there's an information booth right near the Registration Area with folks on hand to point you in the right direction.

## **How do I decide what games I want to play?**

When event registration goes live in April ([www.origins-gamefair.com](http://www.origins-gamefair.com)), you will be able to search for events that may interest you. You can search according to game titles and systems (such as "Dungeons & Dragons" or "Risk"), broad categories (such as "role-playing" or "tabletop"), the names of clubs or individual game master you like to play with, times you know you will be available to play, and many other search criteria. You will want to pay particular attention to three pieces of information that each game will have listed: Minimum Age, Experience, and Complexity. The Minimum Age will give guidance on what is considered the appropriate age to play. The Experience listed will indicate whether or not newbies are really encouraged to try and play. Complexity will give you a sense of how much time and effort you will likely expend learning the game should you choose to try one you have never played.

## **How can I pre-register for next year's Origins?**

That's easy, join us online at [www.originsgamefair.com](http://www.originsgamefair.com)!





# DAY PASSES

Come see what it's all about! Sunday of the show, you can buy a family pass, which admits two adults and up to four individuals under the age of 18. This is a great introduction to the show!

This pass does not get you into ticketed gaming events at the show, but it does let you shop in the exhibit hall and exposes you to hundreds of cool games. Non-ticketed events include the Smithee Awards, Costume Contest, First Look, and more!

# VOLUNTEERS

We want to thank all the volunteers that assisted with Origins this year both before and during the show! Origins wouldn't be possible without our volunteers. A special thanks to our Area Managers for all of their hard work and dedication!

Art Show	Meg O'Malley	Miniatures	Paul Manjourides & James Burchfield
Auction	Katie Fountaine & Soren Haurberg	On-Site Registration	Vane Turchetta
Board Games	Alex Brandt & Mike Lively	Origins Store	Brenda Moyer
CCG	Phil Blevins & Jaime Flatt	Origins Awards	Michael Hewitt
Customer Service	Bob Lovely & Brad Bean	Photography	Krystal Dean
Event Assistant	Andrew Lockwood	Pre-Registration	Andrew Nye & Brett Swick
Event Registration	Anthony Dewall & Andrea Steyer	Paint-n-Take	Kyle Moyer
Exhibit Hall Assistant	Meg O'Malley	RPG	Aaron Furlong & Matthew Muth
Exhibitor Registration	Lucas Morris & Justine Schneider	Security	Art Nickels, Keith Underwood, & William Gifford
Finance	Nikki Leick & Miranda Letsinger	Seminars	Gordon Bliss & Stacy Muth
GM HQ	Kayla Gilroy & Layne Lanpher	Show Office	Lee Maile
IT	Matt Wiseman	Transport	Dwayne Mohler
Kids Room	Lisa Ragsdale & Edith Ruez	Upgraded Play	Dan Roth
LARP	Sarah Hume & Jaime Lively	VIP Guests	Jenny Noggle

At Origins, we work hard and we play hard. Join our volunteer family and find out what the show is really all about. Many of our volunteers have been with us for years – and hopefully will be with us for years to come! Volunteers are ranked by year and are recognized every year at our volunteer party, which happens on the Sunday evening of Origins.

All volunteers receive a Volunteer T-shirt.

## If you would like to join us, here's how:

- A) Sign up for 2015 (or 2016!) in the Show Office (C-112)
- B) Online, visit us at [www.originsgamefair.com](http://www.originsgamefair.com) and sign up through the "Volunteers" tab
- C) Mail-In, Fill out a form and mail it to our office at GAMA, 240 N. Fifth Street, Suite 230, Columbus, OH 43215



# ADMINISTRATIVE INFORMATION



## BADGES

Everyone that participates in Origins must visibly wear their Origins 2015 badge while in official convention areas. Badges may be purchased through pre-registration or onsite at the Registration Counters. Day badges are restricted to the specific day designated on the badge.

## LOST BADGES

We regret that we cannot replace lost convention materials (badges, tickets, programs, and so on). Replacement of badges and event tickets will be at FULL, current price. We assume no responsibility for lost items. See further details in the Lost and Found information below.

## TICKETS

Most scheduled events at Origins have limited seating and require the purchase of an events ticket. Event tickets may be purchased online during the pre-registration period or onsite at the Onsite Event Registration counters. People who have purchased event tickets will be seated first, and then if there are remaining seats at the start of an event, people with generic tokens will then be seated.

Generic tokens are available for purchase at Event Registration and Event Area Headquarters (Board Game HQ, RPG/LARP HQ and Mini & CCG HQ).

## REFUNDS

Refunds are given only for canceled events or if an event is oversold and the attendee is not able to be seated at the time of the event. Refund requests for any other reason are subject to a \$10 administrative fee. No refunds will be given for any reason without the approval of the Registration Staff.

## COSTUMES & WEAPONS

You may not wear any uniform that is currently in service as a costume. This includes police uniforms, active military wear, or the dress uniform of any military service. All weapon replicas must be cleared by convention security and "peace bonded." Actual weapons are expressly prohibited on convention premises. Replica weapons purchased in the Exhibit Hall must be immediately secured in the vehicle or hotel room of the purchaser. If you have questions about this policy, contact [sales@gama.org](mailto:sales@gama.org).

## SOLICITATION

It is expressly forbidden to sell or buy items outside authorized areas at Origins. There are no public selling areas within the Convention Center or adjoining Hotels. All selling of products or services is restricted to the Exhibit Hall and the Origins Auction. Individuals wishing to sell their own items must do so in either the Exhibit Hall, the Origins Auction, or in the Buyers Area located in the Card Game & Miniatures Hall (this area is limited to buying cards and minis directly from attendees). Sales outside of these areas are not authorized and will result in confiscation of your show badge and your immediate removal from the convention without a refund.

## SECURITY

Security will be provided by professional off-duty law enforcement personnel, and will be supplemented by security guards and the Origins Security Staff. Origins security personnel are there to help everyone have a good time. Please show them the respect they deserve.

## FOOD & BEVERAGE

Please remember that the Greater Columbus Convention Center, to include its Food Court, and the Hyatt Regency Columbus, have the exclusive right to sell food and beverages on the convention premises. This is in compliance with state and local laws. No outside food may be brought onto the premises. Should such food be discovered, the offending party may be asked to finish the food off-premises and may have their badge revoked without refund.

## LOST & FOUND

Origins maintains a Lost and Found in addition to the one maintained by the convention center. If you find or lose any item(s), please go to the Origins Show Headquarters. If possible, all found property will be returned to the owner(s). Any items not claimed or returned will be left with the convention center security office at the close of the show.

## SMOKING

Origins is a smoke-free convention. There is no smoking allowed inside any of the convention facilities.



# THE ORIGINS STORE

## NEW TO ORIGINS!

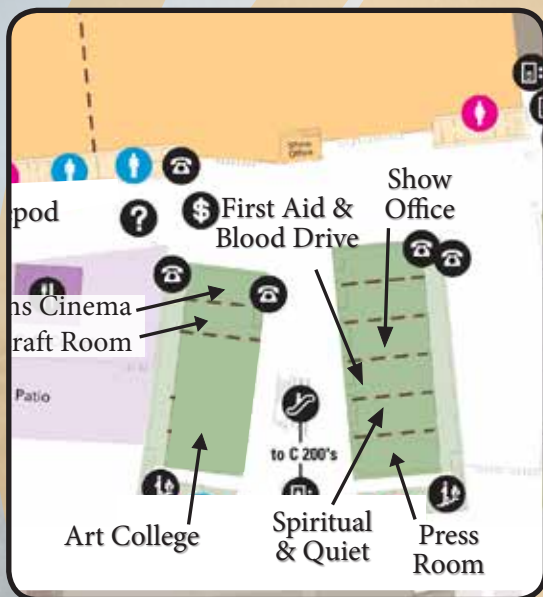
## The Origins Store!

Get your favorite Origins banded products:

- **Gamer Mats**
- **Shirts**
- **Sweatshirts**
- **Mugs**
- **Dice**

**...and more!**

Find it on the Main Concourse by Registration!



**ORIGINS**  
**GAME FAIR™**

**where gaming begins...**

**TAKE HOME  
SOMETHING TO  
REMEMBER THE  
40<sup>TH</sup> ORIGINS!**





# DRIVING INFORMATION

These directions are for the two main highways (I-70 and I-71) that come into Columbus, Ohio. If you are traveling on a different highway or state route outside of Columbus, you will need to obtain directions to I-70 and/or I-71 into Columbus.

The **Greater Columbus Convention Center** is located at 400 N High Street Columbus, Ohio 43215.

**Port Columbus:** Take I-670 West to Exit "4-B" to the Columbus Convention Center.

**Cleveland (North):** Take I-71 South to I-670 West to Exit "109-A". Go West on I-670 to Exit "4-B" to the Columbus Convention

Center; or I-71 South to Spring Street Exit, West on Spring Street to Fourth Street, North on Fourth Street to Nationwide Boulevard.

**Cincinnati (South):** Take I-71 North to I-70 East to "Fourth Street" Exit, North on Fourth Street to Nationwide Boulevard.

**Indianapolis (West):** Take I-70 East to Exit "100-B." Go North on Fourth Street to Nationwide Boulevard, turn left on Nationwide Blvd to the Convention Center.

**Wheeling (East):** Take I-70 West to "Fourth Street" Exit, turn right and go North on Fourth Street to Nationwide Boulevard, turn left on Nationwide Blvd to the Convention Center.



## PARKING

1.) **Columbus Convention Center**  
East Surface Lot • 900 Spaces

2.) **Columbus Convention Center**  
South Garage • 528 Spaces  
(No Vans or Trucks)

3.) **Columbus Convention Center**  
West Garage & Surface Lot  
1,100 Spaces

5.) **Nationwide Parking**  
Surface Lot • 200 Spaces

6.) **Nationwide Parking Garage**  
Chestnut Street • 1,650 Spaces  
(No Vans)

7.) **Nationwide Parking**  
Marconi/ Cinema Garage • 1,600 Spaces

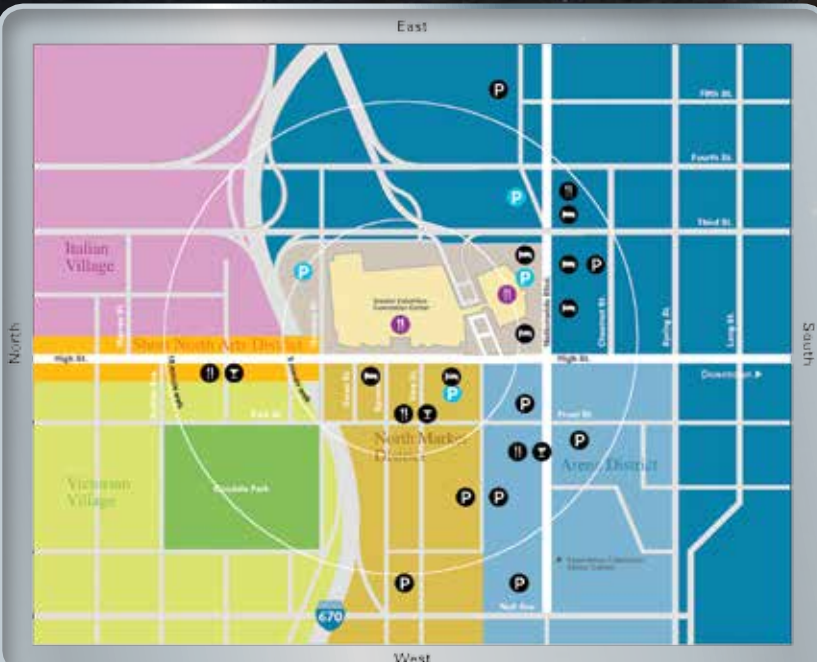
8.) **Nationwide Parking Garage**  
Front Street • 3,050 Spaces

9.) **Boggs Park and Ride**  
Surface Lot • 350 Spaces

10.) **Arena Parking Garage**  
575 Spaces

11.) **Nationwide Parking**  
Surface Lot • 620 Spaces

12.) **Nationwide Parking**  
Surface Lot • 400 Spaces





# LOCAL DINING



**Convention Center Food Court**  
[columbusconventions.com/foodcourtandshops.php](http://columbusconventions.com/foodcourtandshops.php)

You can't get more convenient than this! Eleven unique food vendors open all hours of the day and night to serve you in the food court – located on the north end of the Convention Center.



**Charley's Steakery**



**Chicken N' Eggs**



**Donato's Pizza** - A commitment to quality, freshness and value since 1963. Our Edge to Edge promise. Quality You Can See. Award-winning dough. Piles of Pepperoni. Family recipe sausage. Premium cheese. Fresh, hand-cut veggies. Gluten free.

Delivery: 614/702-7600 [www.donatos.com](http://www.donatos.com)



**Einstein Bros. Bagels**



**Fame's** - Sample a variety of daily specials featuring fresh grilled sandwiches, soups, bagel sandwiches, salads and Indian cuisine, along with breakfast items served anytime.



**Java's Cyber Espresso Bar**



**Mykonos Gyros**



**Siam Express**



**Subway**



**North Market** - Featuring over 30 of the city's best fresh food merchants, there's something for every taste at the North Market. Whether you want deli sandwiches, ethnic food from around the world, fresh seafood, or the most amazing ice cream you have ever tasted, you can find it all here. Open 9am-7pm Tuesday through Friday, 8am-5pm on Saturday, and Noon-5pm on Sunday.



**Barley's Brewing Co.**

Featuring the Point of Origin Ale! 467 N. High Street

## Fast Food (By Distance)

Quizno's Subs – 587 N. High St.

Chipotle – 401 N. Front St.

Arby's – 45 N. High St.

## Coffee Shops (By Distance)

Basso Bean Coffee – 691 N. High St.

The Coffee Table – 731 N. High St.

Starbucks – 339 N. Front St.

## Ice Cream (By Distance)

Cold Stone Creamery – 591 N. High St.

Ben & Jerry's – 175 W. Nationwide Blvd.

Emack & Bolio's – 945 N. High St.

## Vegetarian/ Vegan

Benevolence – 41 W. Swan

## Across the Street

Barley's Brew Pub – 467 N. High St.

Char Bar – 439 N. High St.

Japanese Steakhouse – 479 N. High St.

Martini Italian Bistro – 445 N. High St.

Max & Erma's – 55 E. Nationwide Blvd.

## Nearby (By Distance)

Bareburger – 463 N. High St.

Novak's Tavern and Patio – 475 N. High St.

Abbracci- 511 N. High St.

Mortons of Chicago – 280 N. High St.

The Burgundy Room – 641 N. High St.

Bucca Di Beppo – 343 N. Front St.

W.G. Grinders – 401 N. Front St.

Gordon Biersch – 401 N. Front St.

O'Shaughnessy's – 401 N. Front St.

BD's Mongolina BBQ – 295 Marconi Blvd.

Boston's Gormet Pizza – 191 W. Nationwide Blvd.

Red Star Tavern – 191 W. Nationwide

Ted's Montana Grill – 191 W. Nationwide

Cotter's – 200 W. Nationwide Blvd.

Donato's Pizza – 920 N. High St.



# 2015 ORIGINS EXHIBITORS (C-Hall)

Exhibitor	Booth #	Exhibitor	Booth #	Exhibitor	Booth #	Exhibitor	Booth #
1A Games	245	Elzra Games	518	Lance T. Miller	638	Ravenwood Castle, LLC	938
8th Summit	228	End Transmission Games	212	Loot Corps LLC	145	<b>Renegade</b>	<b>613</b>
9th Level Games	254	Enterprise Games	735	Lost Battalion Games	744	<b>Rio Grande Games</b>	<b>301</b>
Abbott Games, LLC	447	Experience Columbus	901	Lucas Durham	645	Sam Flegal	640
Academy Games	713	Expo Service LLC	533	Lynnvander Inc.	138	Scrying Eye Games	444
Action Phase Games	943	Fearlight Games	747	Magic House Games	940	Sea Dog Game Studios	127
Active Minds Games, Inc	836	FigYOUrine	253	Magic Minis and More	139	Set Enterprises	107
<b>Ad Magic Inc</b>	<b>119</b>	Fireside Games	839	Marital Bliss	926	Sherwood Games	110
Adventure Scents	148	Flipside Gaming	147	Mayday Games	845	Shoot Again Games	143
<b>AEG</b>	<b>401</b>	Flying Buffalo Inc	322	McFarland	338	Sideboard Games	928
Alexandras Adornments	734	<b>Foam Brain Games</b>	<b>717</b>	Meeple Source	911	Star Base Columbus	242
Andy Hopp	547	<b>Forged Foam</b>	<b>607</b>	Michael Pieczynski	647	<b>Star Realms</b>	<b>413</b>
Angry Duck Games	255	Formal Ferret Games	354	Michael Publishing	153	Steve Jackson Games	207
Anvil Eight Games	739	Game Table Adventures	132	Mike Bocianowski	539	<b>Stoneblade Entertainment</b>	<b>513</b>
<b>Arcane Wonders</b>	<b>201</b>	Gamelyn Games	913	Mil Spec Talent	937	<b>Stronghold Games</b>	<b>701</b>
Ares Games SRL	833	<b>GamerMats</b>	<b>116</b>	Mirror Box Games	742	Studio 2 Publishing	345
Artana	707	Gamescience TM	210	Momentum Volsk	840	Switch Challenge	131
Atlas Games	308	Gangrene Games	355	Mr. B. Games	112	Table Forged	151
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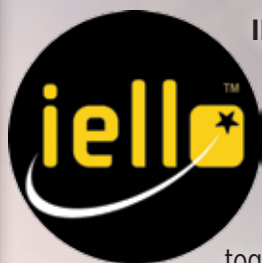


## Mayfair Games (Show Co-Sponsor)

With more than 30 years of experience in publishing cutting edge games, Mayfair Games motto is to “make the finest board games and card games that people play again and again.” And that mission statement is reflected in the more than 125 games that Mayfair currently publishes. Mayfair offers games with a wide range of themes and complexities, and produces the largest variety of railroad-themed games (including the award-winning Empire Builder, Steam and 18xx game systems), Mayfair is the proud publisher of the English language version of the Settlers of Catan, the award-winning game now entering its second decade of publication and still growing its fan base. In addition to the Catan core game, Catan is supported with a variety of expansions and stand-alone Catan Games to offer new and entertaining ways to play in and explore the world of Catan. Mayfair is a leader in working with and co-developing games with a variety of international partners. More information can be found at [mayfairgames.com](http://mayfairgames.com)



**Rio Grande Games** is dedicated to bringing you the best in family entertainment. We offer the best family strategy games available! We have games for younger children to play with their older siblings and parents, games for their older siblings to play with their friends, and games for teens and parents to play with each other or when they get together for social occasions.



**IELLO** is a game company founded in 2004 in Nancy, France. They are best known for Richard Garfield's hit, King of Tokyo. They believe in the ability of games to bring people together, so they produce games that are irresistible: beautiful in design and game play. The IELLO line runs the gamut from children's, family, party, card, and strategy games.



**WizKids/NECA**, LLC, a wholly-owned subsidiary of NECA, is a game

developer and publisher dedicated to creating new proprietary game platforms and properties including the Combat Dial system featured in HeroClix, the leading collectible miniatures game on the market, the groundbreaking Dice Building Game engine used in Quarriors and Dice Masters, and its widely hailed execution of Attack Wing.



## Catalyst Game Labs

publishes and manages the BattleTech and Shadowrun brands for the Topps Company, Inc., as well as a line of their own titles. The company is dedicated to producing high quality games and fiction that mesh sophisticated game mechanics with dynamic universes. Catalyst is an imprint of InMediaRes Productions, LLC, which specializes in electronic publishing of professional fiction. This allows Catalyst to participate in a synergy that melds printed gameing material and fiction with all the benefits of electronic interfaces and online communities, creating a whole-package experience for any type of player or reader. Find Catalyst Game Labs online at [www.catalystgamelabs.com](http://www.catalystgamelabs.com)



**StarCityGames.com** has the world's largest inventory of Magic: The Gathering cards! Each weekday it publishes articles and videos from a roster of over

three dozen experts. A Premier Tournament Organizer for Wizards of the Coast, StarCityGames.com also promotes casual and competitive play worldwide through In-Store Programs such as Game Night and SCGLive online broadcasts of the million-dollar StarCityGames.com Open Series.



**Ad Magic** is an indie printer of custom tabletop games. Best known for

its role as the printer for Cards Against Humanity, Ad Magic specializes in manufacturing the ideas of game developers and kickstarters, delivering them in retail ready form worldwide. Our Breaking Games division just won Mensa Select Mind Games 2015 with our cool new word game “Letter Tycoon”.





**CoolMiniOrNot (CMON)** started as a web store that specialized in paints, hobby supplies and boutique miniatures. Using their installed fan base CMON moved into publishing board and table top games. CMON is now one of the premiere companies in the table top industry publishing games like Zombicide, Arcadia Quest, Rivet Wars, and Xenoshyft: Onslaught.



**Asmodee US** is an important player in publishing and distribution of a large portfolio of brands including Days of Wonder and many key European publishers, such as Space Cowboys, Queen Games and Repos Production. The multi-award winning games within our catalog are Ticket to Ride, 7 Wonders, Splendor, Alhambra, Dixit, Timeline, and Concept.



Founded in 2010, **Cryptozoic Entertainment, Inc.** is a premier developer and publisher of original and licensed board games, card games, comics and trading cards, including the DC Comics™ Deck-Building Game, The Walking Dead™ Board Game, The Big Bang Theory: The Party Game and Ghostbusters™: The Board Game, the 8th most funded tabletop game in Kickstarter history.



**Troll & Toad** specializes selling collectable card games, with a strong focus on Magic The Gathering cards including all out of print single cards. Troll and Toad is the largest retailer in the world of individual Magic The Gathering cards, and prides itself on the expertise with Magic the Gathering. We also carry a full collection of HeroClix, Mage Knight and other WizKids gaming miniatures



**Alderac Entertainment Group, or AEG**, is a publisher of role-playing game, board game, and collectible card game products. AEG was formed by John Zinser and Jolly Blackburn in 1993 and is based in the city of Ontario, California. A few of our most popular current games are Smash UP! L5R, and Doomtowntown: Reloaded.



**Paizo Inc.** is publisher of the award-winning Pathfinder Roleplaying Game, Pathfinder Adventure Card Game, Pathfinder Tales novels, as well as board games and gaming accessories. The Pathfinder world, in which players take on the role of brave adventurers fighting to survive in a world beset by magic and evil, is currently translated into six languages, and has been licensed for comic book series, graphic novels, toys, and apparel, and is being developed into an MMORPG.



**Upper Deck** is a worldwide entertainment company built on the pillars of quality craftsmanship, authenticity and innovation. Upper Deck has an award winning portfolio of gaming and entertainment products that span the Marvel Universe, 20th Century Fox, Disney, Hello Kitty, Ubisoft, Miramax and dozens of other movie and entertainment themed properties. For more information visit [www.UpperDeckStore.com](http://www.UpperDeckStore.com)



**Reaper Miniatures** is a leading hobby and adventure game company focusing on the design and manufacturer of pewter and plastic miniature figurines, paint and accessories for hobbyists around the world. Reaper Miniatures was organized by four talented individuals who wanted to create and be part of a company that was both exciting and challenging. Founded in Ft Worth, Texas on July 4th 1992, we work closely with artists, sculptors, and writers to create community of endless adventure for customers around the world.



**Kenzer & Company** is the home of the Knights of the Dinner Table Magazine, the Hackmaster RPG, and Kingdoms of Kalamar campaign setting and many other gaming favorites. From board and card games to comics, to roleplaying games and more, we've got what it takes to meet your gaming needs.



**Ninja Division** is the publisher and creator of games like Super Dungeon Explore, Relic Knights, and Tentacle Bento. Founded by veterans of the hobby games industry, Ninja Division is unmatched in fun, quality, and accessibility to the broad market with fun games and awesome miniatures.





**Foam Brain Games** has spent the last 5 years traveling to conventions around the country, selling a wide variety of exciting board games, card games, and dice. In the last 5 years, we've traveled to over 120 conventions. We're excited to be back at Origins featuring games from several wonderful companies. Come by our booth and play fun games from companies including Looney Labs, Indie Boards and Cards, and Asmadi Games.



### **Bushiroad, Inc.**

Greetings. In 2007, a new entertainment company was born in Nakano-ku(Tokyo), a district which is fast becoming a new center for entertainment subculture in the footsteps of the Akihabara district of Tokyo. Bushiroad Inc. plans, develops, and sells many kinds of collectable card games.



### **GamerMats** cre-

ations are a great addition for all your gaming needs! Order a custom mat or game table (yes, the table is dry-erase!) for your trading card, RPG or minis game. Or, choose from one of our beautifully prepared pieces by some of fantasy art's greatest artists. View your options online at [www.gamermats.com](http://www.gamermats.com), or visit our booth at Origins. So many sizes - one will be right for you!



**Zvezda** has been a leading manufacturer of quality plastic model kits for over 20 years, and has recently grown to become one

of the largest publishers of board games in Russia. With over 350 model kits and 80 board game titles, Zvezda products can be found in more than 50 countries around the world. Over the past few years Zvezda has begun publishing English language versions of its historical simulation games, which feature its high-quality and historically accurate models, as well as a complete line of family-friendly games under the Sirius brand name.



**Japanime Games** is dedicated to bringing you the finest games from Japan and beyond! It's our goal to import and translate the best of the best games from Asia.



Established in 1996, **R&R Games** has held true to company founder Frank DiLorenzo's commitment to offer engaging and challenging fun and entertainment through original

games and toys. Its ever-expanding product line of over 50 titles includes new games for 2015, Caffeine Rush, Slideways, Cup-A-Cup, Spit it Out, Spike and Spellcaster. Other notable award-winning games include Hanabi, winner of the 2013 Spiel des Jahres Award, Strike a Pose, Smarty Party, 1st & Goal, Coal Baron, Qin, and Time's Up, the multiple award-winning party game, with over two million copies sold. R&R has also taken the fun mobile for iOS and Android players, with original game apps and online versions of their popular board games. R&R Games is based in Tampa, Florida. Visit [www.RnRGames.com](http://www.RnRGames.com) and connect with us on [@RnRGames](https://twitter.com/RnRGames), [f/RnRGames](https://facebook.com/RnRGames), and [p/rnrgames](https://pinterest.com/rnrgames)



**Decision Games** is the leading publisher of history strategy games in non-boxed formats. It publishes three

bi-monthly magazines each with a game in every issue: Strategy & Tactics, World at War, and Modern War. Modern War covers the post World War II to present and near future. World at War covers all of World War II. Strategy & Tactics includes all eras from ancient conflicts to current events, and is the longest running military history magazine (nearly 300 issues over 50 years!). In addition, we publish two lines of smaller games (mini and folio), many of which feature common system rules making it possible for players to be able to play several different games with the same basic system. Decision Games will be releasing three boxed games at ORIGINS. D-Day at Peleliu is the third game in the highly popular D-Day solitaire series. In honor of the 100th anniversary of the Battle of Waterloo, Wellington's Victory simulates the Battle of Waterloo at a brigade level. Napoleon's Last Battles simulates the Waterloo campaign at a division level and includes the battles of Quatre Bras, Ligny, Wavre, and Waterloo in individual scenarios as well as a full campaign. We will be providing demonstrations at its booth of upcoming digital editions of its magazines. Demonstrations of the new line of HexWar/Hunted Cow game apps for the iPad, Mac, and PC also will be on display.



**CoolStuffInc™** At **CoolStuffInc.com** we aim to satisfy all of your gaming needs with our great prices, fast and fair shipping, live accurate online inventory, and unrivaled card grading policy. Our top priority, however, is providing superior service because we know that happy customers are worth more than a quick buck.



**The Lotus Guardian / LegitMTG**

A family run business opened in 1999 The Lotus

Guardian is still family operated and locally owned. Our expanded location opened in 2004 and has been growing steadily ever since. In 2013 we purchased the well known website LegitMtG.com as part of our ongoing expansion. We have over 95% of MtG singles in stock and over 1,000 titles of tabletop games plus accessories. Stop by booth #817 and see us!



**Forged Foam** manufactures high quality LARP and Heavy contact weapons right here in the USA. We also work closely

with many fighting groups and LARP's all over the country to spread sword fighting. Our goal is to provide safe and durable weapons at a reasonable price. Whether you are a veteran fighter or just want to settle a rules dispute in the back yard we have a sword for you!



**Arcane Wonders®, LLC**, recently featured on Geek and Sundry's TableTop show, is one of

the hottest and fastest growing board game publishers in the industry. Arcane Wonders is focused on providing exciting and engaging gameplay to fans worldwide, with our two exceptional lines of games; Mage Wars® and the Dice Tower Essentials®!



**Renegade Game Studios** is the publisher of award

winning games such as Gravwell and Lanterns: the Harvest Festival. Be sure to visit our booth to try several new games including: Double Feature by John Kovalic and get a sneak peek at FUSE by Kane Klenko! You can learn more about our entire catalog of games at [www.renegadegames.com](http://www.renegadegames.com)



**Paradigm Concepts, Inc** is the Origins Award winning creator of Arcanis: the World of Shattered Empires, Witch Hunger: the Invisible World, Tales of the Caliphate Nights and Rotted Capes. Organizing the worldwide interactive campaigns, Legend of Arcanis and Witch Hunter Revelations, Paradigm Concepts is noted for its organized role-playing prowess and hosts the gathering at Origins- the longest-running shared-world event of its type. See us at booth #115!



**Wyrd Miniatures** is a small, privately held, Atlanta based company producing entertainment and hobby materials. Wyrd Miniatures started as a miniature company for painters looking for something unique for their creative outlet. Since we began, the company has grown to include the new tabletop skirmish game, Malifaux and other hobby-based activities such as several painting contests every year. Our primary philosophy is to have fun with our products, and we hope you enjoy them too.



Founded by two Hall of Fame Magic players, **White Wizard Games** specializes in packing an incredible amount of game play in a small portable box. Their flagship product; Star Realms, rocked the industry in 2014 with stunning sales numbers and several "Game of the Year" nominations.



**Eagle-Gryphon Games** As the publisher of two great award-winning lines of games, we strive to provide a variety of engaging, high production value games for our customers. Our catalog includes games promoting fast, engaging fun for families and friends as well as games to satisfy players looking for more demanding and time-intensive strategic challenges. The Eagle-Gryphon Team is committed to producing the best quality games on the market for game play and components and to providing great customer service!





**Jasco Games** has mastered combining awesome game mechanics with popular licenses to create exciting, action-packed games. The proud publishers of UFS: The Universal Fighting System Collectible Card Game & Mega Man: The Board Game, Jasco Games has several more games in the works & is dedicated to bringing the best games to the hobby community."



**Cubicle 7 Entertainment** make clever games for awesome people. They are the multi-award-winning, critically acclaimed UK-based creative team behind The Doctor Who Card Game, Doctor Who: Adventures in Time and Space, Hobbit Tales, The One Ring, The Lone Wolf Adventure Game, The Laundry RPG, World War Cthulhu and many many more. You can learn more about them here: <http://www.cubicle7.co.uk/>



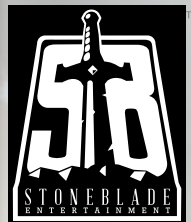
**Hawk Wargames** is dedicated to the design and development of genre-leading miniatures and wargames. Currently we produce the 10mm science fiction tabletop game, Dropzone Commander. We are also working on our next release, an orbital-combat spaceship game, coming soon. We aim to provide ranges of high quality wargames and miniatures, and to build and support enjoyable, engaging and innovative games.



**Crystal Caste**, your innovative dice and gaming products company. The list of unique products offered by Crystal Caste® has grown to include the most exotic colors of acrylic polyhedral dice available. Crystal Caste® inventor of the original two-sided vinyl CombatMat®, the hardcase BattleHive® and the Dwarven Stones®/Dwarven Metal® dice lines. Simply put, we offer products created by gamers for gamers!



**Stronghold Games LLC** is a publisher of high-quality board and card games in the hobby game industry. Since 2009, Stronghold Games has released many highly-regarded games, including the best-selling "Survive: Escape From Atlantis!", the most innovative deck-building game, "Core Worlds", the smash-hit game line of "Space Cadets", and its latest copublished game line "Among The Stars". Stronghold Games publishes great game designs developed both in-house and in partnership with European publishers.



Founded by Magic: The Gathering Pro Tour Champion Justin Gary in 2010, the first product of **Stoneblade Entertainment** Games, Ascension: Chronicle of the Godslayer, was introduced at Gen Con that same year. Ascension is a deck-building game within a game designed by Justin Gary, Brian Kibler, John Fiorillo, and Rob Dougherty.



The Volunteers of Origins would like to thank Chip Bowles and Bingham, Greenbaum, Doll for supporting the volunteer crew with snacks and drinks this year! Thank you!

# VOLUNTEERS THANK YOU!

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DOLL** **BGD** LLP





In space, no one can flip the game table.



Visit AdMagic & Breaking Games

Booth #119 in the C Hall

Booth #D503 in the Main Gaming Hall



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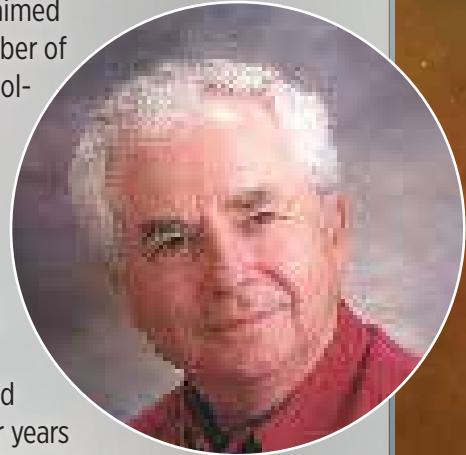


## INDUSTRY GUEST OF HONOR **MIKE MEARLS**

Mike Mearls is the senior manager for the D&D research and design team. He was co-lead designer of the fifth edition of D&D. His works over a 17-year career in game design include numerous D&D products, the Castle Ravenloft board game, fiction, numerous tabletop RPG designs, and the text on the back labels of the D&D-themed Jones sodas. He has won numerous awards for his work, but is still only the second-best Mario Kart player in his household.

## AUTHOR GUEST OF HONOR **DENNIS MCKIERNAN**

Dennis L. McKiernan is the bestselling fantasy and science-fiction author of the highly acclaimed Mithgar series, the Faery series, the Black Fox series, various short stories, as well as a number of eBooks and other works. Internationally published, his works are translated into German, Polish, Spanish, Russian, and even Hungarian (who knew?). He began his professional career as a writer with how-to articles, guest editorials, and humorous tales for various dirt bike magazines, but didn't turn to fantasy and science fiction until he was run over by an automobile while riding his Husqvarna 250 on a back country road during an enduro. While trapped in a cast that went from his armpits to his toes, he wrote a sequel to The Lord of the Rings (completely unpublished). Nevertheless, at the behest of an editor at Doubleday, he continued to stick with fantasy, and his Iron Tower trilogy was published in 1982. Since then, he has written twelve more Mithgar books, five Faery books, two Black Fox books, and twenty or so short stories, and several eBooks. Before becoming a writer, Dennis spent four years in the US Air Force during the Korean War, graduated with a BS in Electrical Engineering from the University of Missouri, got his Masters Degree from Duke University, worked in Antiballistic Missile Defense Systems, in software and hardware in telephone systems, and as a consultant in a think tank. He has been a fantasy role player for over 30 years, and an Xbox gamer for ten years. He and Peter Busch designed the Destiny Deck, an Origins GAMA award winner in 1993.



## ARTIST GUEST OF HONOR **JEFF CARLISLE**

After his Art Education at the Columbus College of Art and Design, Jeff's professional career began at the Origins Game Fair in 2000, when he met award winning artist and author Tony DiTerlizzi who encouraged him to "Get into the Game" and be more than a fan artist. 15 years later, Jeff is the Origins Artist Guest of Honor, and the symmetry isn't lost on him.

In the last decade and a half, Jeff has worked on illustrating and designing Games (both Video and Tabletop), Comics, Sketchcards, Limited Edition Art Prints, Book illustrations, Magazine covers, and even a bit of writing for clients including: Alderac Entertainment Group (AEG), BBC/Her Universe, Becker & Mayer! Book Producers, COSI Studios, Decipher, Goodman Games/Sword and Sorcery, Gameshark studios, Green Ronin Publishing, Geek & Sundry/Knights of Good Productions, Lucasfilm Ltd., Paizo Publishing, Presto Studios/Microsoft Game Studios, Red5 Comics, Room 101 Productions, The Scarefactory, Inc., Topps, TRIPWIRE magazine and Wizards of the Coast. Jeff lives in Ohio with his wife Lisa and their hellcat, Snow. Life is Good.



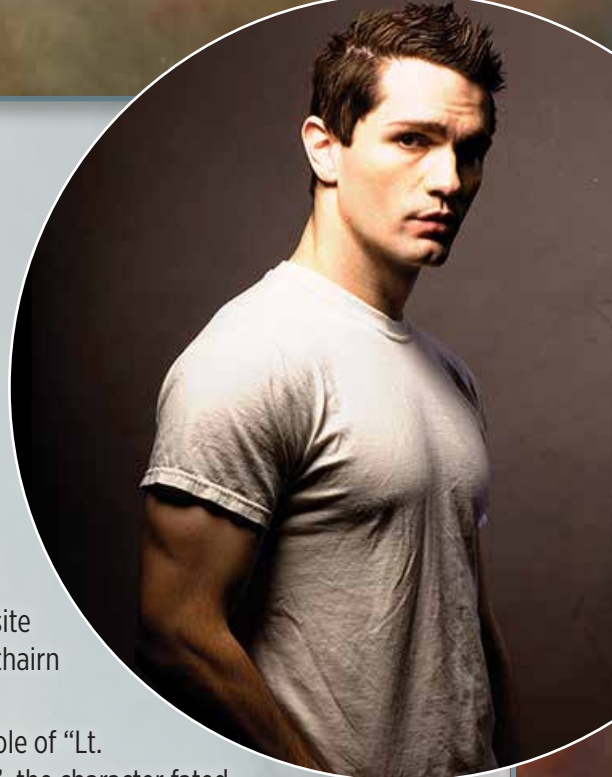
## SPECIAL GUEST SAM WITNER

Sam Witner headlines the SyFy series, *Being Human*, the U.S. adaptation of the popular British television series. The darkly humorous, provocative drama stars Sam as the heroic, “Aidan”, a sensual and brooding vampire. His excellent work was noticed soon after the show’s premiere, as Sam received a Gemini Award nomination for Best Performance by an Actor in a Continuing, Leading Dramatic Role in 2011.

Feature film fans remember Sam as the sacrificed “Wayne Jessup” in *The Mist*, Frank Darabont’s adaptation of the Stephen King novella. Two independent features in which Sam stars await release: *The Return of Joe Rich*, starring opposite Armand Assante and Talia Shire and *No God, No Master* starring with David Strathairn and Edoardo Ballerini.

A favorite in the science-fiction world, Sam began his career in the memorable role of “Lt. Crashdown” in SyFy’s *Battlestar Galactica* and played “Davis Bloom/ Domsday”, the character fated to kill Superman, on CW’s *Smallville*. Star Wars fans and the gaming community will also recognize Sam as Darth Vader’s vengeful apprentice, “StarKiller” in the LucasArts’ video game sensation *Star Wars: The Force Unleashed* (Parts One and Two). Through high-tech digital referencing and motion capture, Sam has become the voice and face of this LucasArts’ creation in which the first title grossed over 500 million dollars. Sam has also done extensive voice work for the fan-favorite *Clone Wars*, the animated series airing on the Cartoon Network. Working opposite Jon Favreau and Clancy Brown as the voice of “Darth Maul” on *Clone Wars*, Sam received recognition with an Annie Award nomination for Best Voice Acting in an Animated Television/ Broadcast Production in 2012. Outside of sci-fi, audiences remember Sam in his recurring role of “Neil Perry” on the Emmy winning Showtime series *Dexter*. Sam’s edge was a perfect compliment to the ground-breaking series in its first season.

A Chicago native and a Juilliard-trained actor, Sam is also an accomplished musician who performed in the LA music scene with his band, *The Crashtones*.



## SPECIAL GUEST CHLOE DYKSTRA

Chloe Dykstra was born and raised in Sherman Oaks, which she escaped regularly to go urban exploring and attend *Rocky Horror*. With a foot where her mouth should be, Chloe never quite fit in at school (or at work modeling) and so turned to technology to keep her little green “Social” bar full... And thus Chloe became an expert of all things interweb and video games. A lover of many things including cosplay, make-up, dogs, space, baking and the paranormal, Chloe spends most of her time writing, attempting to make obscure references to failed viral videos, and trashtalking noobs on Xbox Live. Known most for her role in the Syfy original series, *Heroes of Cosplay*, she also hosts a weekly show called *Pizza and Porn*, and films her own silly weblog, “Cool Story Chlo” on her Youtube channel.





# CLUBS & ORGS

The Clubs & Organizations Program is our way of recognizing gaming groups around the country – and even the world – who are involved with playing and promoting social games. To support our loyal fans & game masters, we offer the Club Program year after year at Origins Game Fair.

## **What do I get for registering my Club or Group?**

- Discounts on Origins Game Fair Badges. Each registered club member will get a discount on each badge.
- The ability to “pool” benefits as a group.
- We ask your group to run events at the show. The group will earn Game Master (GM) rewards as an organization as opposed to an individual.
- Recognition for your group in the Origins onsite book
- Each year we dedicate a page in the Origins onsite book to our loyal clubs and organizations.
- Provide us with your club logo and make sure you have registered your events by March 1st to get your group listed!
- Origins will be offering club badges onsite again this year to club members included on our most current membership list.

## **What do I have to do to register my Club or Group?**

### ***It's Easy!***

- Pay a Club Registration fee (\$50/year)\*
- Complete the Club Application on the website:  
[www.originsgamefair.com](http://www.originsgamefair.com)
- Send in a list of members, (a minimum of 12 members) & your club logo.
- Submit your events by the March 1st deadline.

**If you have any questions, you can contact us at**  
[events@gama.org](mailto:events@gama.org).

## **How do I pay my Club membership fee?**

1. You will need to submit your membership fee with your application annually!

## **What are the Rules & Requirements for my club?**

1. All Clubs must follow the Origins GM requirements for the event.
2. Please remember that attendees using the “Day Pass” wristbands (Sunday only) are not permitted to play games or buy in with generic tokens, only those with Origins badges.
3. Remember that your club or organization may only bring games into the convention center that you or a member is scheduled to run.  
\* Product giveaways or prize support MUST have GAMA Staff approval before you may bring it into the show. Call the GAMA Office at (614) 255-4500 x106 if you have any questions!
4. Clubs & Organizations are not to solicit companies at the show.

## **What can my Club do to help the convention?**

1. Make sure you submit events by the March 1st deadline!
2. Share your ideas!
  - Most of the great ideas that we have embraced at the show have come from our fans!
  - Lets us know if you see a way for us to improve our event, but be constructive. (Feel free to stop in the show office on site or send us a suggestion at [office@gama.org](mailto:office@gama.org).)
  - Join us on Facebook!
  - Tell your friends!

## **Buying Your Club Badge**

Club members are responsible for making sure their club is registered with Origins. GAMA MUST have received your club's registration (this includes a current membership list). Once GAMA receives the appropriate information we will issue a Coupon Code to your club. This code will discount the badge to the Club Rate. For club members wishing to use the online registration system choose the Club badge option. Club members must include your club name on the “Business Name” line of the online registration form.



Origins is grateful for the help of numerous gaming clubs and volunteer organizations, from the greater Columbus area and all across the country. Their efforts at the show and other times during the year allow us to deliver the Origins Game Fair experience. We recognize these fine groups and they deserve your support as well. Thank you!



**Board To Death**  
The OSU Boardgame Society



**BOGA**  
Boardgamers  
Of Greater Akron



**The Amazing Institute**

**Board Now**

**Board Gamers of Akron (BOGA)**

**Board to Death**

**Boar's Head Games**

**Buckeye Gamers in Flight**

**Capital Area Role Players (CARP)**

**Columbus Area Boardgaming Society (CABS)**

**Card Board Addicts Anonymous**

**Grand Gaming Academy**

**HMGS Great Lakes**

**Invasion Force**

**League of Nerkonian Dicers**

**Legendary Gamers**

**Nationwide Gaming Club**

**North Coast Gamers**

**Muskingum Game Club**

**Rogue Cthulhu**

**Tavern Brawlers**

**Train Gamers Association**

**Tribe of Eaton**

**Vampire: Elder Kindred Network (VEKN)**

**Western Ohio Game Club**

**Wittenburg University Role-playing Guild**



# New 2015 Spring Releases!

## Visit Booth 313



THE GAMES  
YOU WANT  
TO PLAY!

[www.RnRgames.com](http://www.RnRgames.com)

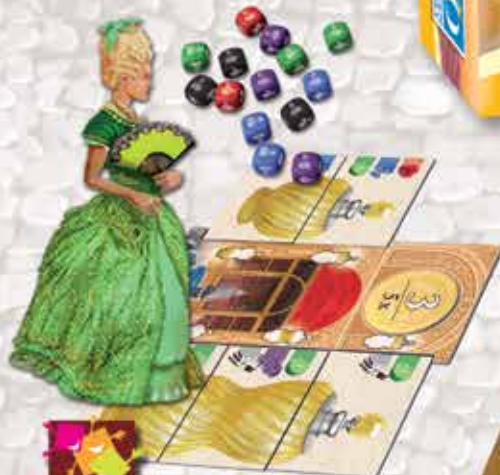


# Parfum

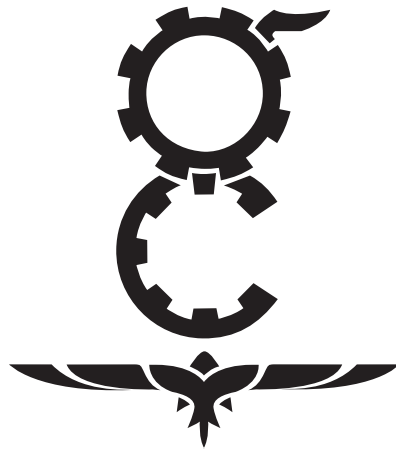
*The die is of the essence*

Available at the  Booth #D300

[www.asmodee.com](http://www.asmodee.com)







GEEK CHIC  
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*free for all to play!*

EVENING RESERVATIONS

THURSDAY ~ SATURDAY  
HYATT HOTEL | BIG BAR ON 2

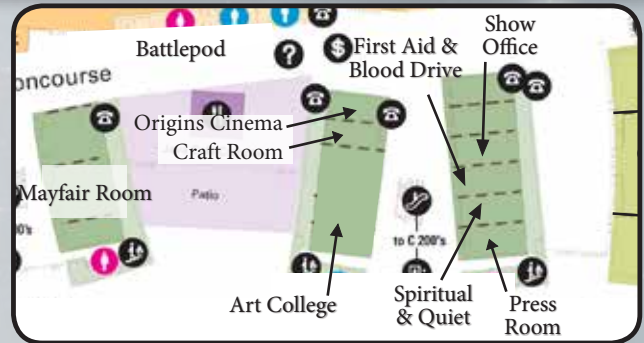


# FILM ROOM

## Visit the Origins Film Room in room C121!

The Film room is one of the best kept secrets at Origins! Join us every evening for your favorite cult classics. Bring a friend and come watch a movie! Don't forget to look at the schedule outside the film room to see when your favorites are playing!

Sponsored by  
Uber Goober



582	Uber Goober Games presents Titan AE (Rated PG)	06/04/15	7:00 PM
583	Uber Goober Games presents Of Dice and Men (w/ Director/Producer Q&A) (Rated PG)	06/04/15	9:00 PM
584	Uber Goober Games presents The Gamers: Natural 1 (Not Rated)	06/04/15	11:30 PM
585	Uber Goober Games presents The Gamers: Humans and Households (Not Rated)	06/04/15	11:00 PM
586	Uber Goober Games presents Space Chimps (Rated G)	06/05/15	7:00 PM
587	Uber Goober Games presents Of Dice and Men (w/ Director/Producer Q&A) (Rated PG)	06/05/15	9:00 PM
588	Uber Goober Games presents Galaxy Quest (Rated PG)	06/05/15	11:00 PM
589	Uber Goober Games presents E.T. The Extraterrestrial (Rated PG)	06/06/15	7:00 PM
590	Uber Goober Games presents Of Dice and Men (w/ Director/Producer Q&A) (Rated PG)	06/06/15	9:00 PM
591	Uber Goober Games presents Blade Runner (Directors Cut) (Rated R)	06/06/15	11:00 PM

# SMITHEE AWARDS XXIV

## SMITHEE AWARDS XXIV: 24 SHADES OF SMITHEE

You know you want it: It's the 24th Annual Smithee Awards! The Smith-ka-teers™ hereby submit to you an all-new crop of scandalously Bad movies, subject to your approval. The ceremony contains nineteen outlandish categories—but it's the voting audience who has total control over the winners. YOU decide which of the five so-bad-they're-hilarious clips will beat the others in such categories as Most Ludicrous Premise, The Oblivious Award, "Wanna Run That By Me Again?", "Cutting Butter with a Chainsaw," and Worst Picture (not to mention "Let's Up the Rating to 'R'"). You'll have a ball at an evening chock-full of punishing jokes, prize giveaways, and film clips so outrageous they'll bring you to your knees with laughter!

It's all going down at **7:00pm on Friday, in Terrace Ballroom 5**. The ordeal will wrap up about midnight (including intermission), and you can come and go as you please. Be sure to rope in lots of your friends: It's always more fun that way! Mr. Smithee will see you then.





# ORIGINS UNIVERSITY



The Academy of  
Adventure Gaming  
Arts & Design

Origins and the Academy of Adventure Gaming Arts and Design are joining together to form the Origins University! The purpose of the University is to inspire and encourage the next generation of game designers, writers and artists in the gaming industry.

Classes in the Origins University are taught by the best in their field and all are members of the Academy of Adventure Gaming Arts and Design, a professional organization for the gaming industry and organizers of the Origins Awards, the oldest and only peer-based award system for the hobby games market.

## **AUTHOR'S TRACK**

Listen to accomplished Authors talk to you about getting published and their experiences in the industry.

## **ARTIST'S TRACK**

Learn a new medium or perfect your technique in classes taught by our Artists and Sculptors. Be sure to see if materials are provided or bring your own.

## **GAME DESIGNER'S TRACK**

Have you thought about publishing a game? Listen to the industry experts as they talk about moving an idea from cool concept to a finished product line.

## **EDUCATOR'S HALL PASS**

Games can be an important part of the educational process. Listen to experienced teachers and professionals as they talk about how to integrate games into the learning system.

## **WAR COLLEGE**

Join us for a full slate of incredible seminars. The Origins War College offers you a first-rate, front row interactive experience. Our seminars enable you to learn and participate!

## **NSDM**

The NSDM Team will be back with their usual broad array of high quality seminars.





# WAR COLLEGE

You are invited to the world's finest collection of war studies, wargaming and international affairs seminars gathered in one program!

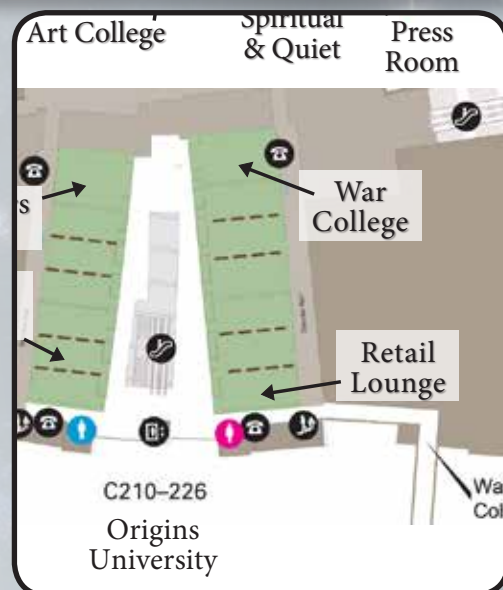
The Origins War College offers you a first-rate, front row interactive and multi-media seminar experience that enables you to learn AND participate by asking the hard questions to our subject matter experts!

This unique experience is unlike anything offered at any other convention!

Once again, we are planning to have your favorite speakers and topics.

The NSDM Team is back!

The NSDM team will be back with their usual broad array of high quality seminars and up-to-the-minute information; along with their renowned live-action games.



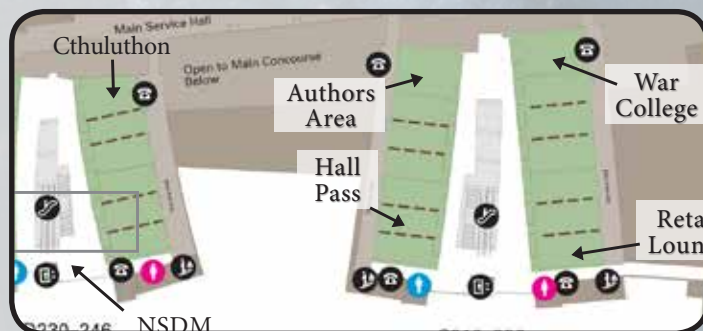
# EDUCATOR'S HALL PASS

When your lessons compete with video games, reality shows, and the never-ending “click-click-click” of text messaging, how do you stimulate learning and capture your student’s attention? Add some games! Games in the classroom bring studies – and students – to life! That’s why we created the Educators Hall Pass Program at the Origins Games Fair. The Educators Hall Pass gives you a unique opportunity to find games that support and enhance your classroom or library.

The Educators Hall Pass gives access to a series of special classes and events specially designed for teachers. Teachers can receive a 50% discount on a 5-day Origins badge, special discounts with hundreds of game companies in the Exhibit Hall and thousands of events where you can see and play games of all kinds. Trade tips with educators at all grade levels and get some time to learn, laugh, and play at the 2015 Origins Game Fair with your Educator’s Hall Pass.

The Educators Hall Pass program is open to teachers at all grade levels, resource center specialists, school librarians, principals, college professors, homeschoolers, and public librarians. A list of participating vendors will be available in the **Teacher’s Lounge (C-212)**.

Thank you to Set Enterprises for sponsoring the Teacher’s Lounge and Hall Pass program!





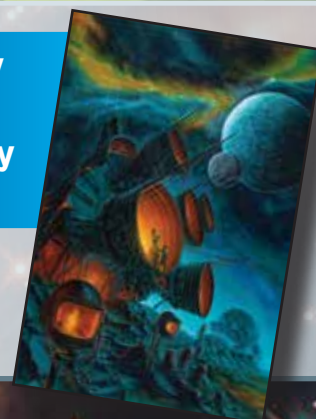
# ORIGINS LIBRARY

The Library is a specific area inside the Exhibit Hall (Hall C) reserved for our author guests. This inviting space is designed to provide authors the opportunity to interact with their fans, sign autographs, sell books, and socialize during the event. Join us in this comfortable space as we host our authors!



Pick up your copy of *SPACE! the Origins Anthology* in the Library!

*Space!* is the 4th volume in the Origins Game Fair Anthology collection. It includes work from all of the authors in the Library program. The authors in this program provide readings, do panels and teach others how to write at the premiere gaming event of the year.



# ORIGINS READING ROOM

The Reading Room is located at the top of the stairs in the Origins seminar hall. This room is provided to our authors to conduct readings during show hours and in the evenings. Join your favorite author and listen to new excerpts as the authors from the Library share their work with us during the show!

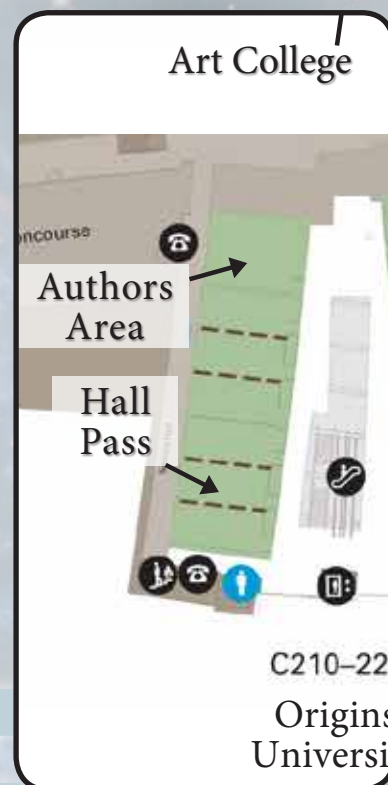
## STORY HOUR

Grab dinner and listen to our authors tell you a story!

9099	Gail Z. Martin, Richard C. White	Fri	6:00 PM
9100	Josh Vogt, Sarah Hans	Sat	6:00 PM
9101	Addie J. King, John Helfers	Thu	6:00 PM
9102	Ronald Garner, John Helfers	Fri	7:00 PM
9103	Kelly Swails, Gregory A Wilson	Sat	7:00 PM
9104	Donald J. Bingle, Maxwell Alexander Drake	Thu	7:00 PM
9105	Dennis L. McKiernan	Fri	8:00 PM
9106	Janine K. Spendlove, Bryan Young	Sat	8:00 PM
9107	Michael A. Stackpole	Thu	8:00 PM

## AUTHOR GUEST OF HONOR DENNIS L. MCKIERNAN'S PROGRAM

9095	So You Want to Be a Professional Writer	Fri	1:00pm - 3:00pm
9058	An Hour with Dennis L. McKiernan	Fri	5:00pm - 6:00pm
9108	Tell Me A Story (You Have One Minute To Begin)	Sat	3:00pm - 4:00pm





# 2015 ORIGINS AUTHORS

## Author Guest of Honor Dennis L. McKiernan

See Dennis's Bio on the Guest of Honor page (page 18.)

**Michael Stackpole** is a founding member of Origins's Library program. He's best known for his New York Times bestselling novels, *I, Jedi* and *Rogue Squadron*. His most recent novel was *Crusader Road* for *Pathfinder*. Mike was the Guest of Honor at Eurocon 2015 in St. Petersburg, Russia. When not writing, Mike attends conventions, dances and plays too much *World of Warcraft*. You can find out more about him at his website, [Stormwolf.com](http://Stormwolf.com); or by following him at [@Mikestackpole](https://twitter.com/Mikestackpole)

**Timothy Zahn** has been writing science fiction for the last third of a century. In that time he's published forty-seven novels, over a hundred short stories and novelettes, and four collections of short fiction. Best known for his ten *Star Wars* novels, he's also the author of the *Quadrail* series, the *Cobra* series, the *Conquerors Trilogy*, and the young-adult *Dragonback* series. You can contact him at [f/TimothyZahn](https://facebook.com/TimothyZahn)

**Donald J. Bingle** is a well-known gamer turned writer, with three novels, three novellas, and about fifty short stories in the science fiction, fantasy, horror, thriller, steampunk, romance, and comedy genres. More about him at [www.donaldjbingle.com](http://www.donaldjbingle.com)

**Dylan Birtolo** is many things: writer, gamer, storyteller, and professional sword-swinging. He has a few novels and several short stories published. He believes wholeheartedly in following his passions and using those experiences to create better stories.

**Jennifer Brozek** is an award-winning game designer, editor, and author. She has been professionally writing and editing role-playing games and fiction since 2004. Often considered a Renaissance woman, Jennifer prefers to be known as a wordslinger and optimist.

**Tracy Chowdhury** is one of the writers of two series of books dedicated to the world of Shandahar. She lives in Cincinnati, Ohio with her husband, four children, a huge dog and a hairless cat. In the daytime she manages the family real estate business and in the evening she is busy writing. For more information about her books, go to [www.worldofshandahar.com](http://www.worldofshandahar.com)

**Maxwell Alexander Drake** is an award-winning novelist and Lead Fiction Writer for Sony's *EverQuest Next*. Find out more about him at his official website, [www.maxwellalexanderdrake.com](http://www.maxwellalexanderdrake.com)

**Ronald T. Garner** is the CEO of Silence in the Library Publishing and a Major in the U.S. Marine Corps Reserves. He lives in North Carolina with his wife and daughter and spends his spare time building items of questionable value.

**Jaym Gates** is an author, editor, and the Communications Director for the Science Fiction and Fantasy Writers of America. Her anthologies include *War Stories*, and the *Exalted RPG* anthology. She can be found on [@JaymGates](https://twitter.com/JaymGates), or at [jaymgates.com](http://jaymgates.com)

**Sarah Hans** is an author, editor, and educator whose recent projects include the multicultural anthology *Steampunk World*. Find her online at [sarahhans.com](http://sarahhans.com)

**John Helfers** is a full-time freelance writer and editor. He's published more than fifty short stories in anthologies such as *Schemers* (Stone Skin Press), *Shattered Shields* (Baen Books), and *Risk Takers* (Fiction River). He's written tie-in fiction for the *Dragonlance*®, *Transformers*®, *Shadowrun*® and *Warlock II*® universes.

**Addie J. King** is an attorney in Urbana, Ohio, as well as an author of contemporary fantasy and paranormal mystery. Her novels, *THE GRIMM LEGACY* series, are available from Musa Publishing. Her website is <http://www.addiejking.com>

**Daniel Myers** is a database programmer, author, eccentric cook, and food historian. Currently he runs [MedievalCookery.com](http://MedievalCookery.com), which is where he puts his research notes and recipes from medieval France and England.

**Sheryl Nantus** grew up in Toronto, Canada. In 2011 she won two Second-Place Prism Awards from the Fantasy, Futuristic and Paranormal chapter of RWA. In 2013 she won a Third-Place Prism Award for her paranormal book "Blood of the Pride."

**Aaron Rosenberg** is an award-winning, best-selling novelist, children's book author, and game designer. He lives in New York with his family. You can follow him online at [gryphonrose.com](http://gryphonrose.com), on [f/gryphonrose](https://facebook.com/gryphonrose), and on [@gryphonrose](https://twitter.com/gryphonrose).

**Steven Saus** injects people with radioactivity as his day job, but mostly serving the forces of good. His work appears in multiple anthologies and magazines both online and off, and publishes as *Alliteration Ink*. Find him at [stevensaus.com](http://stevensaus.com) and [alliterationink.com](http://alliterationink.com)

**Janine K. Spendlove** is a KC-130 pilot in the United States Marine Corps. In the Science Fiction and Fantasy World she is primarily known for her best-selling trilogy, *War of the Seasons*. Find out more at [JanineSpendlove.com](http://JanineSpendlove.com)

**Kelly Swails** is an editor, author, reader, and all-around geek. When she isn't working, she spends time with her husband, her cats, and her friends. Find her at [kellyswails.com](http://kellyswails.com)

A full-time freelance writer, **Josh Vogt** has sold stories to numerous publications and writes for a wide variety of RPG developers. His debut fantasy novel, *Forge of Ashes*, is available as of April 2015. Find him at [JRVogt.com](http://JRVogt.com) or [@JRVogt](https://twitter.com/JRVogt)

**Richard C. White** is a media tie-in writer (*Star Trek*, *Doctor Who*, *Incredible Hulk*). He also creates his own worlds: (*Dark fantasy - For a Few Gold Pieces More*, *Fantasy Noir - Chasing Danger*, *Steampunk - On Wings of Steel*).

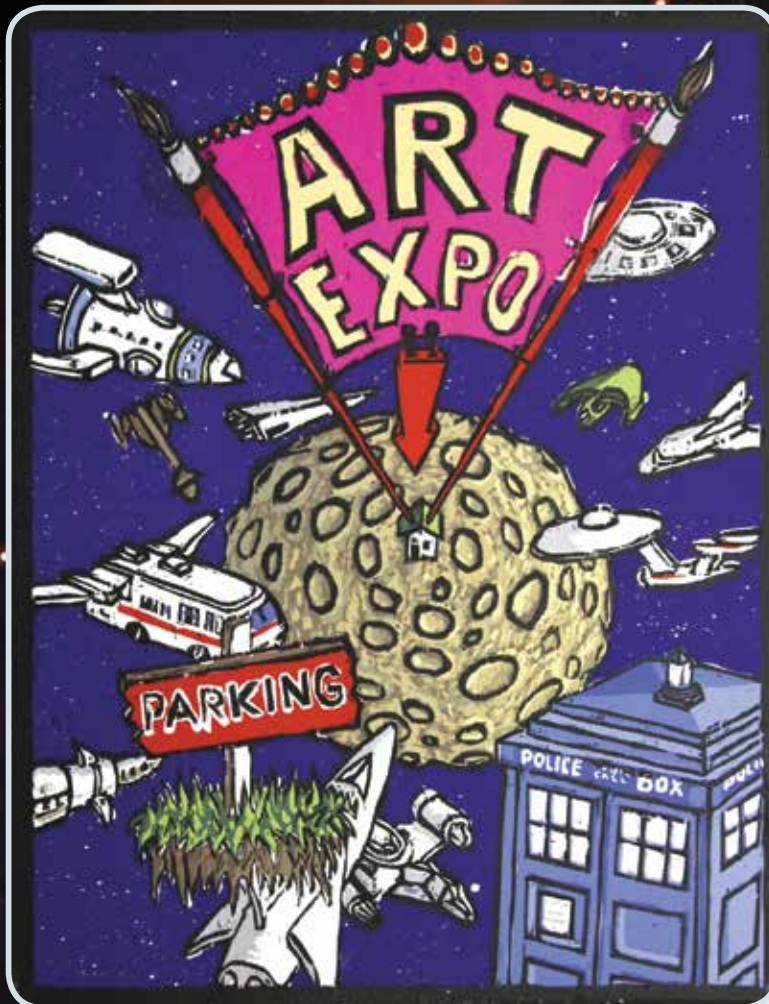
**Gregory A. Wilson** is currently a published author of both speculative fiction and academic writing and Professor of English at St. John's University in New York City. He lives in Riverdale, NY with his family.

**Bryan Young** is a fiction writer who dabbles in every medium, winning awards for film and journalism as well. He's the editor-in-chief of *Big Shiny Robot!* and a columnist for *StarWars.com*

**Gail Z. Martin** wrote *Ice Forged*, *Reign of Ash* and *War of Shadows* in *The Ascendant Kingdoms Saga*, *The Chronicles of The Necromancer* series, *The Fallen Kings Cycle*, plus urban fantasy series *Deadly Curiosities*, *steampunk Iron and Blood* and *The Jonmarc Vahanian Adventures*.

**Lucy A. Snyder** is the Bram Stoker Award-winning author of over 80 short stories, 50 poems, and 10 books. Her writing has appeared in *Apex Magazine*, *Nightmare Magazine*, *Pseudopod*, *Strange Horizons*, *Weird Tales*, and *Best Horror of the Year*. Learn more at [www.lucysnyder.com](http://www.lucysnyder.com)





# ORIGINS ART EXPO

## Visit the Origins Art Expo in the Exhibit Hall!

Origins has always been proud of its Art Expo, showcasing the talents of industry professional and amateur artists alike. You can visit the **Origins Art Expo in the Exhibit Hall (C-Hall)**. Many featured artists will be present to talk over their pieces, sell some of their work, or put together a composition of your favorite character or monster on the spot to take home.

## ART COMPETITION

Once again, we will feature the Art Competition, where professionals and amateurs may compete and be judged in the following categories: Best Historical, Best Fantasy, Best Science Fiction, Best Game-Related, Best Color, Best Three-Dimensional/Mixed Media, Best Monochromatic, and of course, Best of Show. Amateurs and professionals will be awarded separate First, Second, Third Place awards as well as Fan Favorite in these categories and Fan Favorite Best of Show. Ballots will be available onsite and the panel of expert judges will be comprised of guest artists and industry experts.

# ORIGINS ART COLLEGE

Art surrounds and sustains the world of gaming and Origins welcomes you to participate in the Art College at Origins with over 100 classes designed to encourage and nurture the inner artist in every gamer. There are class offerings in many mediums including animation, digital artwork, pencil drawings, water color painting, sculpting, miniature painting, photography, terrain creation and more.

Whether you are an accomplished artist, a student of the arts, or just want to grow your creative side, there is something for every skill level and age group. Please see the full events listing for the complete class list.

The Art College is looking to offer new classes in many specialties. In the past we've had classes on miniature painting, sculpting, terrain building, cartography, drawing, and painting. We're looking to build our fine arts program outside of miniature based art. Any and all class suggestions are welcome from beginner to advanced classes. Attendees are most interested in classes with provided materials and a take away piece of work upon completion.

For more information or to sign up to teach at the Art College, please contact [artshow@gama.org](mailto:artshow@gama.org).

Buy your tickets early because seating is limited!



# 2015 ORIGINS ARTISTS

Art by Charles Urbach © 2015



"Call of Adventure"

## Origins Art Expo Featured Artists Charles Urbach

Origins Artist Guest of Honor for 2013 Charles is a writer and artist with 20 years of work in design, publishing, and illustration. He began work in graphic design in 1991, just as the technology of design was moving away from traditional cut and paste techniques into digital technologies. While working nights for regional newspapers across New York State, he earned a bachelor's degree in fine arts illustration. By blending techniques learned in the academic and professional worlds, Charles developed a unique approach to artwork that combines the technology of digital image manipulation with traditional fine arts media and techniques. The result of those explorations is hand drawn artwork that is edited and enhanced digitally, taking full advantage of the effects and versatility afforded by technology, while remaining true to fine arts concerns.

For more information on Charles and his artwork visit:  
[www.charlesurbach.com](http://www.charlesurbach.com) or [f/charles.urbach](https://www.facebook.com/charles.urbach)

Artist	Booth #
<b>Artist Guest of Honor Jeff Carlisle</b>	<b>536</b>
See the Guest of Honor Page (p.18)	
Andy Hopp	547
Bill Stolpin	641
Cynthia Kirk	540
David Lee Pancake	642
Dennis England	542
Heather Kreiter	541
Jacob Walker	546
Jessica Cox	544
Katherine Guevara-Birmelin	643
Kay Steele	545
Kelli Stakenas	649
Lance T. Miller	638
Lucas Durham	645
Michael Pieczynski	647
Mike Bocianowski	539
Rashid Hill	644
Sam Flegal	640
Tina Bongorno	548
Tony Steele	543
Charles Urbach	637
CCAD	437

Origins Library																			
451	749																		
<table> <tr> <td>Abbott Games 447</td><td>Tina Bongorno 548</td></tr> <tr> <td>Jacob Walker 546</td><td>Jessica Cox 544</td></tr> <tr> <td>The Zocalo Connection 443</td><td>Dennis England 542</td></tr> <tr> <td>Clockwork Design 441</td><td>Cynthia Kirk 540</td></tr> <tr> <td>CCAD 437</td><td>Jeff Carlisle 536</td></tr> </table>	Abbott Games 447	Tina Bongorno 548	Jacob Walker 546	Jessica Cox 544	The Zocalo Connection 443	Dennis England 542	Clockwork Design 441	Cynthia Kirk 540	CCAD 437	Jeff Carlisle 536	<table> <tr> <td>Andy Hopp 547</td><td>Rashid Hill 644</td></tr> <tr> <td>Kay Steele 545</td><td>David Lee Pancake 642</td></tr> <tr> <td>Heather Kreiter 541</td><td>Sam Flegal 640</td></tr> <tr> <td>Mike Bocianowski 539</td><td>Lance T. Miller 638</td></tr> </table>	Andy Hopp 547	Rashid Hill 644	Kay Steele 545	David Lee Pancake 642	Heather Kreiter 541	Sam Flegal 640	Mike Bocianowski 539	Lance T. Miller 638
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Lucas Durham 645	Kat G. Birmelin 643																		
Bill Stolpin 641	Ozium Games 740																		
Charles Urbach 637	Charles Urbach 637																		



# PAINT N' TAKE

The Origins Paint-N'-Take has moved to the Minis Hall! (Hall F)

The Paint-n-Take will be in full force with a broad selection of miniatures. Participants receive one free miniature with their convention badge to paint and keep. Additional miniatures are available for one generic token each. Our painting staff will be on hand for tutorials. Just ask! Additionally, feel free to bring miniatures painted at home for gentle critique and helpful hints for improving your techniques. As always, this event is free with your convention badge (1st miniature only); it will be walkup and available throughout the convention!

Sponsored by:



## PAINTING CONTESTS

The Origins Miniature Painting Contest is better than ever!

Those attendees who would like to show off their painting skills will be competing for the coveted **GAMA-Hamma!** What follows are a few of the highlights of the competition. A complete list of rules is available at the Art College Headquarters.

Painting contest entries will be accepted until Saturday at 2 pm.

All entries must be picked up from the display area by Sunday at 2 pm.

Entries must NOT have been entered in a previous competition.

Competition categories are: Single, Large, Unit, Diorama, Vehicle and Youth (under 14\*). Prizes provided by the companies for the best pieces.





# YOU WANT IT? YOU GOT IT.



Seems like the world can't get enough of our **BONES** miniatures.

This summer, we're bringing **BONES** back to Kickstarter.

But this time, Mrs. Bones has an axe to grind - and Hell hath no fury like a woman scorned...

**COME BY  
AND SEE US  
AT BOOTH  
#D100!**



# REAPER BONES III

KICKSTARTER

REAPER

[WWW.REAPERMINI.COM/BONES3](http://WWW.REAPERMINI.COM/BONES3)





# KIDS ROOM

The Origins Kids Room will be where all the kids want to be this year! We offer numerous age-appropriate games for kids, mostly board games and card games, and now featuring arcade games in the electronic game room. There may also be access to food for the children while they stay.

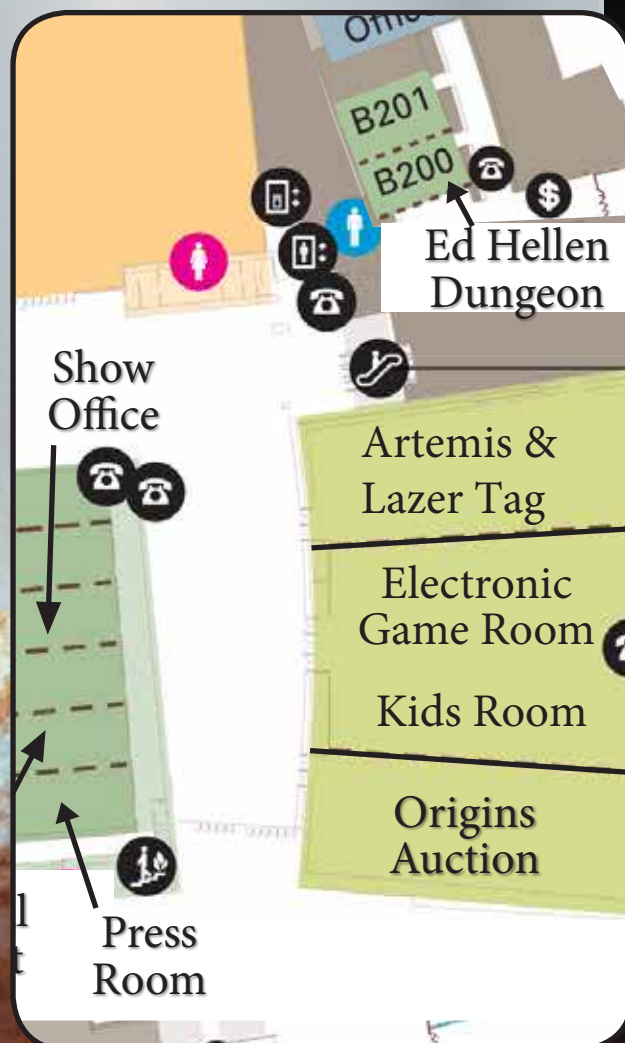
Entrance into the Kids Room requires a ribbon purchase of \$20 per child for the duration of Origins. Please see Kids Room schedule for hours of operation and availability.

All children are welcome to enjoy the games and crafts if they are self-sufficient and at least 5 years old. Children who are unable to be away from their parents are encouraged to play family games and activities, too! There will also be books and toys available to children under age 5 that need parental assistance. Upon check-in we ask for the parents' contact information and their intended location at the convention.

Children will be required to stay in the designated 'Kids Room' until their parents come for them except for escorted trips to the restroom. For those parents who are mostly there for their kids, or are not interested in playing games themselves, we are happy to take on volunteers to help run the Kids Room and offer Origins standard volunteer compensation: convention badges and Origins Vouchers.

## Kid's Room Hours

<b>Wednesday</b>	<b>1 - 6 pm</b>
<b>Thursday</b>	<b>9 am - 6 pm</b>
<b>Friday</b>	<b>9 am - 6 pm</b>
<b>Saturday</b>	<b>9 am - 6 pm</b>
<b>Sunday</b>	<b>9 am - 4 pm</b>





# ARTEMIS BRIDGE AND LASER TAG

## ARTEMIS STARSHIP BRIDGE SIMULATOR

Join five of your friends or complete strangers as you take control of a starship bridge (simulator)! Will you be the Helmsman, deftly guiding your ship through all the dangers of the sector? Or the Weapons officer, locking on to your enemies before you send them to a fiery death? Perhaps the Science officer, scanning the enemy for weaknesses and providing navigational bearings? Or maybe the Communications officer, coordinating the efforts of your allies and convincing your foes that they should surrender while they still can? Or do you want to be the maestro of the Engineering console, keeping all the systems running at their peak efficiency while coordinating the damage control teams to heal your ship? Or do you want to be the Captain, taking the input from all your officers in order to make the hard decisions that have to be made in order to survive and emerge victorious?

The Artemis Spaceship Bridge Simulator lets you play any of these roles as you go up against fleets from multiple races who want to destroy your ship and your space stations in order to wrest control of the sector away from you. Whether you voyage with old friends or soon to be new friends, this will be one of the most enjoyable team-building experiences that you have ever had! Artemis SBS was written by Thom Robertson, and will take place in **Ballroom 1**.

## LASER TAG

Participants will be split into two teams. We will play each team against the other in as many different scenarios (i.e. Death Match, Capture the Flag, etc.) as time allows.

Presented by:



**Gaming Nomads™**  
We bring the fun to you!

# ELECTRONIC GAME ROOM

## Origins has an Electronic Game Room!

This room is located in **Ballroom 2** near the main concourse foyer and hosts a variety of games for attendees to enjoy.

Just like an old school video arcade, bring your random generic tokens with you as you walk the area and play games. The Game Room has anything from vintage games to today's finest and most popular games.

This area also hosts a children's section where our guests in the kid's room can play games for free every day!

Sponsored by  
Nexus Gaming





# DROPZONE COMMANDER



**DROPZONE COMMANDER**  
**10MM SCALE MINIATURE WARGAME**

**AVAILABLE FROM THE HAWK**  
**WARGAMES BOOTH: #227**



**WWW.HAWKWARGAMES.COM**





# ANIME ROOM

## FUNIMATION



Joyyou Maid Café



## ORIGINS GAME FAIR ADDS ANIME IN 2015!

Started in 2001, Wasabi Anime® ([www.WasabiAnime.com](http://www.WasabiAnime.com)) is known for hosting innovative anime themed events at conventions. Their unique brand of Japanese pop culture entertainment has been featured at dozens of cons across North America including Anime Expo, Anime Festival Orlando, Anime Weekend Atlanta, Dragon Con, Florida Supercon, JACON, Gen Con, and many others. In 2011, they launched their own anime convention (Florida Anime Experience) that takes place each spring in Orlando, Florida.

This year, Wasabi Anime is working with a variety of talented groups in the Columbus, Ohio area to launch the Anime Track for Origins Game Fair. We're proud to present content from Anime Punch ([www.animepunch.org](http://www.animepunch.org)); JOYYOU Maid Cafe ([joyyoucafe.tumblr.com](http://joyyoucafe.tumblr.com)); the Trulie Awesome Show ([www.trulieawesomeshow.com](http://www.trulieawesomeshow.com)); and other local talented anime fans.

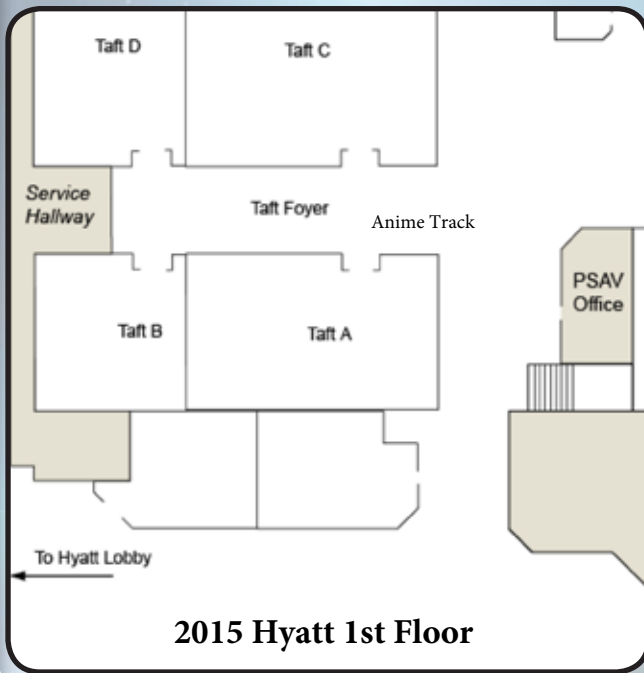
Our anime viewing room appears courtesy of **FUNimation** and we'll have games taking place in our Manga Library courtesy of our friends at **Japanime Games**.

The Anime Track events will take place in the Hyatt in the Taft Room (A-D) Wednesday through Saturday. Follow us on Social Media for the latest event updates throughout the convention:

[f/WasabiAnime](https://www.facebook.com/WasabiAnime)

[i/WasabiAnime](https://www.instagram.com/WasabiAnime)

[t@WasabiAnime](https://twitter.com/WasabiAnime)







# UPGRADED PLAY

In 2009, Origins piloted the upgraded play program. The idea was based on Origin's commitment to enhancing the gaming experience for our attendees.

The upgraded play program is where attendees are joined by our Guests of Honor, Special Guests and Industry Professionals in randomly selected games at the convention.

The goal of the event is to create a series of these random events so that the attendees and the guests get a chance to interface in the core function of the convention playing games!

The staff at Origins selected events and connected our Guests to games that fit in with their professional experience or personal interests.

As this is a completely random experience, any event is subject to being "upgraded" during the convention.

The best part is that there is no additional cost passed to the attendee; they just have fun!

## Here is how it works:

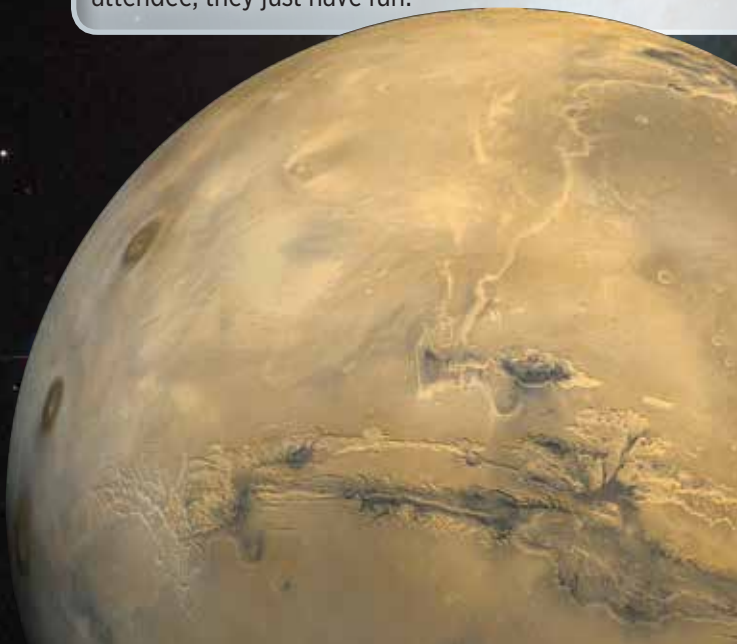
The Origins staff "buys" a ticket in a regular game event that fits with our Guest.

They then contact the specific Game Master (GM) and let him or her know that their event was selected. The event is moved into a private location so the GM can set up the event.

The attendees show up at a normal event and instead of the GM waiting for them at the table, there will be an Origins Staff member present. The Origins staff then guides the attendees to the new area where the event is already set up and the guest has a seat for the game.

The GM runs the game as normal and Origins supplies snacks and beverages for the participants.

We appreciate the support of the Guests and GMs in making this a great component for our fans!

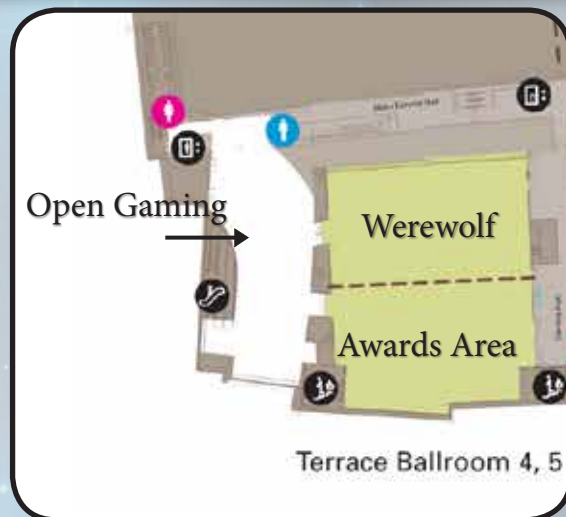






# ORIGINS FIRST LOOK

First Look is available for people who have unpublished games or expansions that they wish to playtest or demonstrate to the public at Origins. All of the games in the First Look area are free to play!



**Location: Terrace Ballroom 4**  
**Times: Wednesday to Sunday**

Events can be scheduled, but scheduling is not required. Unscheduled games can use any open table available but must move if an event is scheduled for that table. Playtest, Kickstarter and other crowdfunding scenarios are fine for the Premier Track area.

This is an open room and does not include space for private playtesting.



# the DICE TOWER SUMMER PREVIEW

Thanks again to the team from the Dice Tower for providing this great program to Origins!

During the show, manufacturers can highlight and demo their products with Tom Vasel and the Dice Tower Staff. The Dice Tower then records and posts and shares these interviews with all their fans.

Please join Tom, Eric and the team to preview all the great games that are available this summer!



# ORIGINS AUCTION

The Auction has become part of Origins' long tradition of providing fun events for our attendees.

Sellers choose where to list each item (Silent or Live Auction) and attendees can have fun bidding and buying slightly used games! Each bidder must register and receive a bid card to participate in either auction, but attending and bidding on the auction items is free, so be sure to stop in both days and catch all the action!

This year's auction will once again be two exciting events. The Silent Auction will take place on Friday, and then we will hold a Live Auction on Saturday.

## SILENT AUCTION

**(Grand Ballroom 3)**

**Friday, bidding will be from noon to 8 pm**

Stop by as many times all during the day and bid on as many items as you'd like! Starting at 7 pm, we will begin to see fast rounds of bidding as buyers try to get in their best and final bids. At 8 pm, we will close for a bit to get the items sorted and ready for pick-up. Then to the winners go the spoils!

We plan to open again around 9 pm so you can pick up the things you won. All items must be picked up Friday night, so make sure you come between 9 and 10 pm to find out what you won. You might be surprised! Buyers who set up tabs may be able to make special pick-up arrangements. Just talk to us!

## LIVE AUCTION

**(Grand Ballroom 3)**

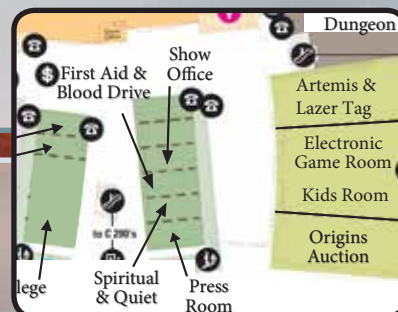
**Saturday, 10 am to 6 pm (end time estimated)**

The live auction is for one day only, so don't miss it!

The auction starts promptly at 10 am and goes until we run out of items! We are estimating the auction will go until around 6 pm, but it may end early or late depending on volume.

The Live Auction will be arranged by category. The day's schedule is posted onsite so you know when to look for the games you are interested in, or just come spend the day with us and you'll see lots of great stuff!

Items must be paid for as they are won unless you open a tab. All tabs must be cleared out before 7 pm.





# Heroes Come in All Sizes

## So do Dice!

Whether you prefer the chilling cold elegance of brushed steel, the regal majesty of gleaming brass, or the warm reddish hues of copper, we have the dice you want. Dwarven Metal™ dice are cast from metal, are available in three finishes, and come in standard sets, mini sets, and giant d20s.



# Crystal Caste

Quality Products For Serious Gamers

## Booth #417



# ORIGINS ARENA

Thanks again to the team from the Forged Foam for providing this excellent combat arena!

During the show, attendees can test their skill with a multitude of weapons in our:

## MONSTER COMBAT ARENA!

Come and test your skill for a single Generic Token!



*The Origins Dungeon*

*Module 6*

*Origins*



*Only true  
heroes can  
survive the  
dungeon!*

*...combat  
...magic  
...adventure*

*Room B 200 - All day Thursday - Saturday*





# COSTUME CONTEST

**When: Saturday, June 6, 2015**

**Time: 3:00 pm (Parade to Follow)**

**Where: Terrace Ballroom 5**

Join us and our special guest judges for the 2015 Origins Costume Contest! We will be judging the best costumes in five categories with a bonus category. The Costume Contest is going to bigger and better than ever with fantastic cash prizes!

## CATEGORIES:

- 1.) Fantasy
- 2.) Sci-Fi
- 3.) Comics
- 4.) TV/Film
- 5.) Kids (Under 12)

We will have a special prize for Best Themed Costume!

## JUDGES

- Grant Wilson (Rather Dashing Games)
- Chloe Dykstra (Heroes of Cosplay)
- Angela Ward (GAMA)

### First Prize (Adult)

**\$200 plus a Pair of Origins 2016 Passes**

### Second Prize (Adult)

**\$100 plus a Pair of Origins 2016 Passes**

### Third Prize (Adult)

**\$50 plus a Pair of Origins 2016 Passes**

### Best Themed Costume

**One Pair of Passes to Origins 2016**

### Kids

1. \$25, Plus Games
2. \$25, Plus Games
3. \$25, Plus Games



Origins 2015 Costume Contest is Sponsored by QFM and will be emceed by Joe from the Joe Show on QFM







# **GAMERMATS**

## **BOOTH #116**

### ***Custom Game Mats***

**14 x 24 (standard)**

**14 x 7 (half mat)**

**24 x 28 (double mat)**

**20 x 20 (chess board)**

**24 x 36 (clix)**

**36 x 36 (space mat)**

**29.5 x 47.5 (half table)**

**29.5 x 71.5 (6ft table)**

**29.5 x 96.5 (full table)**

### ***Order 1 or 1000!***

***Great Selection of Preprinted  
Mats by Some of Gaming's  
Great Artists!***



### ***Order Online today!***

***www.garmermats.com Phone 847-258-3971***





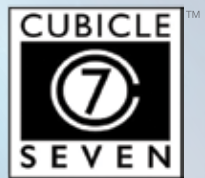


# CTHULHUTHON

## Cthulhu-thon is Back!

Do you enjoy the world of Cthulhu and H.P. Lovecraft? Rogue Cthulhu and Shoggoth.net group have been coming to the show for a combined total of 30 years, bringing with them their knowledge of Call of Cthulhu. Cthulhu international will join them this year in Cthulhu-thon with some costumed LARP's. Join in the terror in the D-Pod area.

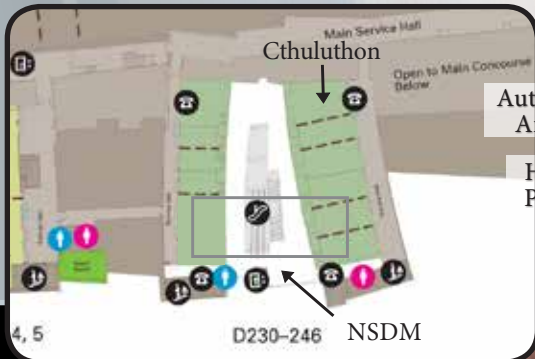
All of these events are made possible by Cubicle 7!







# ORIGINS AFTER DARK



Each year, Gamers from around the world converge in Columbus, Ohio for Origins.

Every one of us has a unique sense of humor and admittedly, some people's idea of fun doesn't mesh with "Family Friendly."

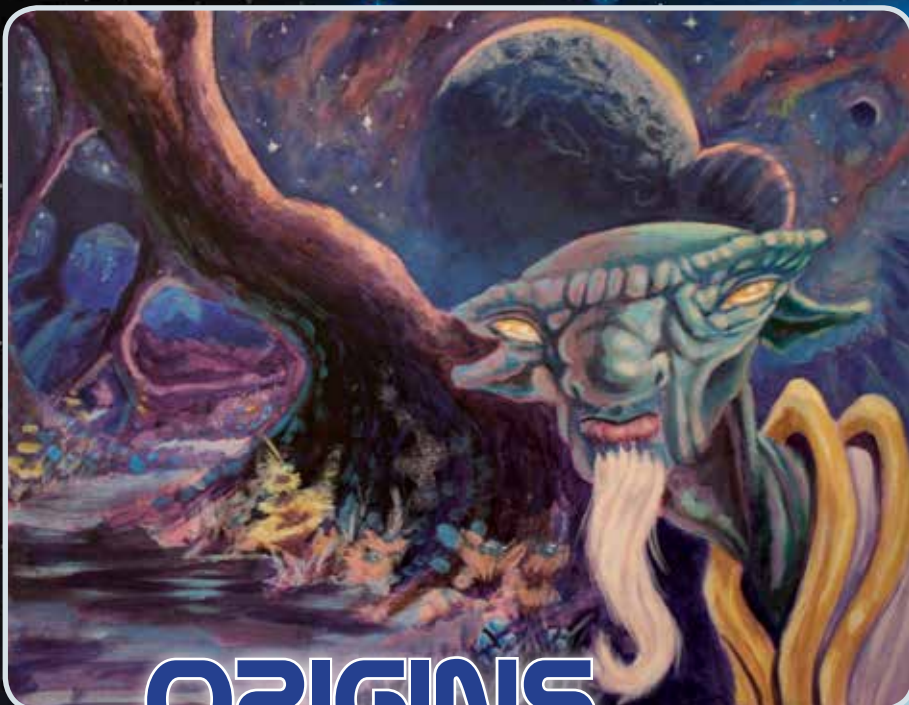
For those of you in that category, there's a great place for you: "Origins after Dark."

Located in the upper D pods, "Origins after Dark" events must all begin after 7:00 pm. After Dark provides a setting to play those adult or graphically themed games while not having to worry about a young attendee walking into the game.

Most events will be custom events, appearing only at Origins. There are no minors permitted in the "Origins after Dark" event programming. Buy a single player ribbon for only \$20 and join us for the entire show.

2087	Amtgard After Dark	LARP's	Wed	10 PM
2097	Amtgard After Dark	LARP's	Thu	10 PM
2107	Amtgard After Dark	LARP's	Fri	10 PM
2119	Amtgard After Dark	LARP's	Sat	10 PM
3601	Shootin' Blanks Tournament Round 1	Tabletop	Fri	7 PM
3602	Shootin' Blanks Tournament Final Round	Tabletop	Sat	8 PM
3603	Do you have what it takes to be America's Next Top Pimp?	Tabletop	Fri	9 PM
3849	BEEP. BEEP. ATTACK! Origins Tournament #3	Tabletop	Sat	10 PM
6630	Intergalactic Wrestling Federation presents: Space Brawl!	Roleplaying	Fri	9 PM





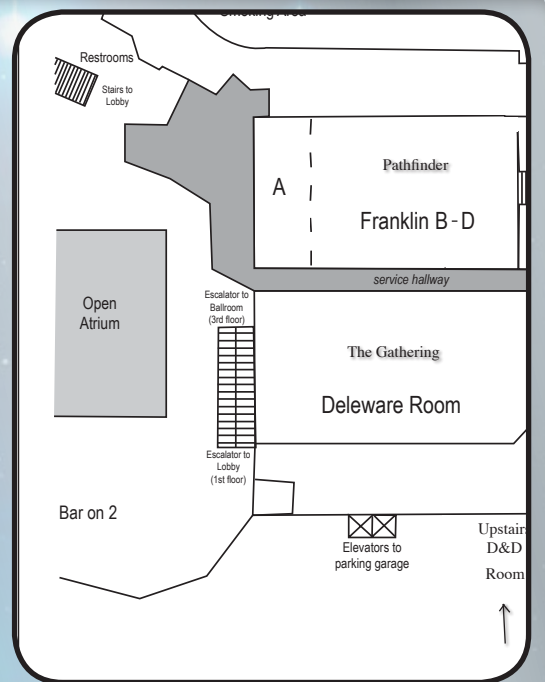
# ORIGINS BY NIGHT

A live podcast presented by Mike Selinker from Lone Shark Games and James Ernest from Cheapass Games, Origins By Night is the place to be in the evening! Mike and friends will interview guests, discuss games and gaming culture and have a great time! Join the crew in Big Bar on 2 in the Hyatt (over by the Geek Chic Lounge) and join the fun. You never know who may stop by!

**Where: Big Bar on 2 (Hyatt)**

**When: Thurs – Sat**

**Beginning at 8pm**





# WIZKIDS™



## HEROCLIX WORLD CHAMPIONSHIPS

**HeroClix World Qualifiers:**

Thursday 6/4 at 10 AM & Friday 6/5 at 6 PM

**HeroClix World Finals:** Saturday 6/6 at 10 AM

**HeroClix Team World Qualifiers:**

Thursday 6/4 at 6 PM & Friday 6/5 at 10 AM

**HeroClix Team World Finals:** Saturday 6/6 at 6 PM



## DICE MASTERS

## DICE MASTERS WORLD CHAMPIONSHIPS

**Dice Masters World Qualifiers:**

Thursday 6/4 at 10 AM & Friday 6/5 at 10 AM

**Dice Masters World Finals:** Saturday 6/6 at 10 AM



## ATTACK WING

## STAR TREK: ATTACK WING WORLD CHAMPIONSHIPS

**Star Trek: Attack Wing World Qualifiers:**

Thursday 6/4 at 6 PM & Friday 6/5 at 10 AM

**Star Trek: Attack Wing World Finals:** Saturday 6/6 at 6 PM

## D&D ATTACK WING WORLD CHAMPIONSHIPS

**D&D Attack Wing World Qualifiers:**

Thursday 6/4 at 10 AM & Friday 6/5 at 6 PM

**D&D Attack Wing World Finals:** Saturday 6/6 at 10 AM

# Join us for the WizKids 2015 World Championships! (D 600)



© MARVEL



© 1996 Kazuki Takahashi



TM & © DC Comics. (p15)



TM & © 2013. © 2013 PPC, ABR.



TM & © 2015 Wizards.



# TOURNAMENTS

There are many different kinds of tournaments going on at Origins this year! Here is a quick look at a few of the tournaments happening in 2015:

## WORLDS

Dice Masters World Finals (WizKids)  
Dice Masters World Qualifier Constructed Day 1 (WizKids)  
Dice Masters World Qualifier Constructed Day 2 (WizKids)  
D & D Attack Wing World Finals (WizKids)  
D & D Attack Wing World Qualifier Constructed Day 1 (WizKids)  
D & D Attack Wing World Qualifier Constructed Day 2 (WizKids)  
HeroClix Team World Finals (WizKids)  
HeroClix Team World Qualifier Sealed Day 1 (WizKids)  
HeroClix Team World Qualifier Sealed Day 2 (WizKids)  
HeroClix World Finals (WizKids)  
HeroClix World Qualifier Constructed Day 1 (WizKids)  
HeroClix World Qualifier Constructed Day 2 (WizKids)  
Star Trek Attack Wing World Finals (WizKids)  
Star Trek Attack Wing World Qualifier Constructed Day 1 (WizKids)  
Star Trek Attack Wing World Qualifier Constructed Day 2 (WizKids)  
UFS Turbo Worlds (Jasco Games)

## NATIONALS

Shadowfist Classic Nationals (Inner Kingdom Games)  
Shadowfist Modern Nationals (Inner Kingdom Games)  
U.S. Constructed National Championship 2015 (The Spoils)  
U.S. National Sealed Championship 2015 (The Spoils)  
Catan National Championship Qualifier (Mayfair Games)  
Catan National Qualifier Semifinals (Mayfair Games)

## ORIGINS

UFS Extended Championship (Jasco Games)  
UFS Extended Championship Finals (Jasco Games)  
Solaris Melee Challenge Final (Catalyst Game Labs)  
Gravwell Origins Championship Qualifier (Renegade Game Studios)  
Lanterns Origins Championship (Renegade Game Studios)  
Lanterns Origins Championship Qualifier (Renegade Game Studios)  
Small World Tournament (Days of Wonder)

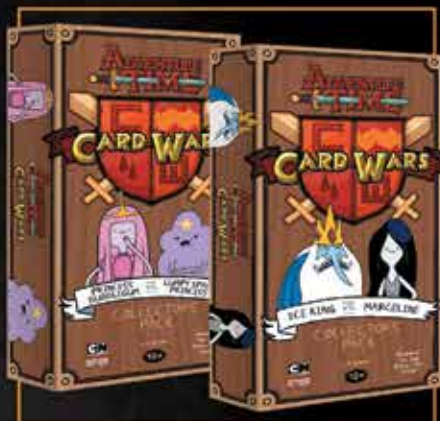




# BOOTH #D201

# CRYPTOZOIC™

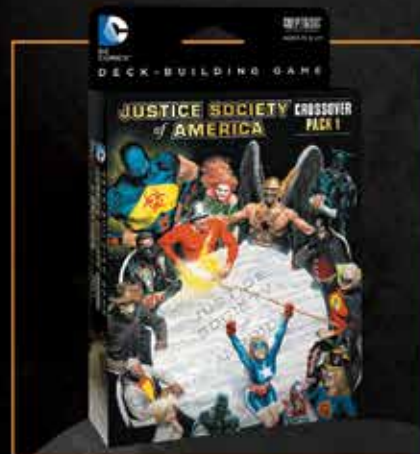
ENTERTAINMENT



Adventure Time: Card Wars  
(Pack 3 and 4)  
**\$20**



DC Comics Deck-Building Game:  
Forever Evil  
**\$40**



DC Comics Deck-Building Game  
Crossover Pack:  
The Justice Society of America  
**\$10**

**WE ARE LOCATED IN THE MAIN GAMING HALL. STOP BY FOR A DEMO!**



## Epic Spell Wars II

### **\$4 Tournament Entry Fee**

As a Battle Wizard, you'll put together up to 3 spell components to craft spell combos – it's up to you to master the magic.



## NHL Power Play Deck-Building Game

### **\$4 Tournament Entry Fee**

Build up your team and then let loose with some shots on goal. Light the lamp or crash and burn in this game that features some great player interaction.



## Naruto Deck-Building Game

### **\$4 Tournament Entry Fee**

Take on the role of Naruto or one of his allies against the forces of evil. Be a ninja and mold your Chakra into devastating combos!

**BEGINNER AND EXPERIENCED PLAYER TOURNAMENTS AVAILABLE AT THE BOOTH.**

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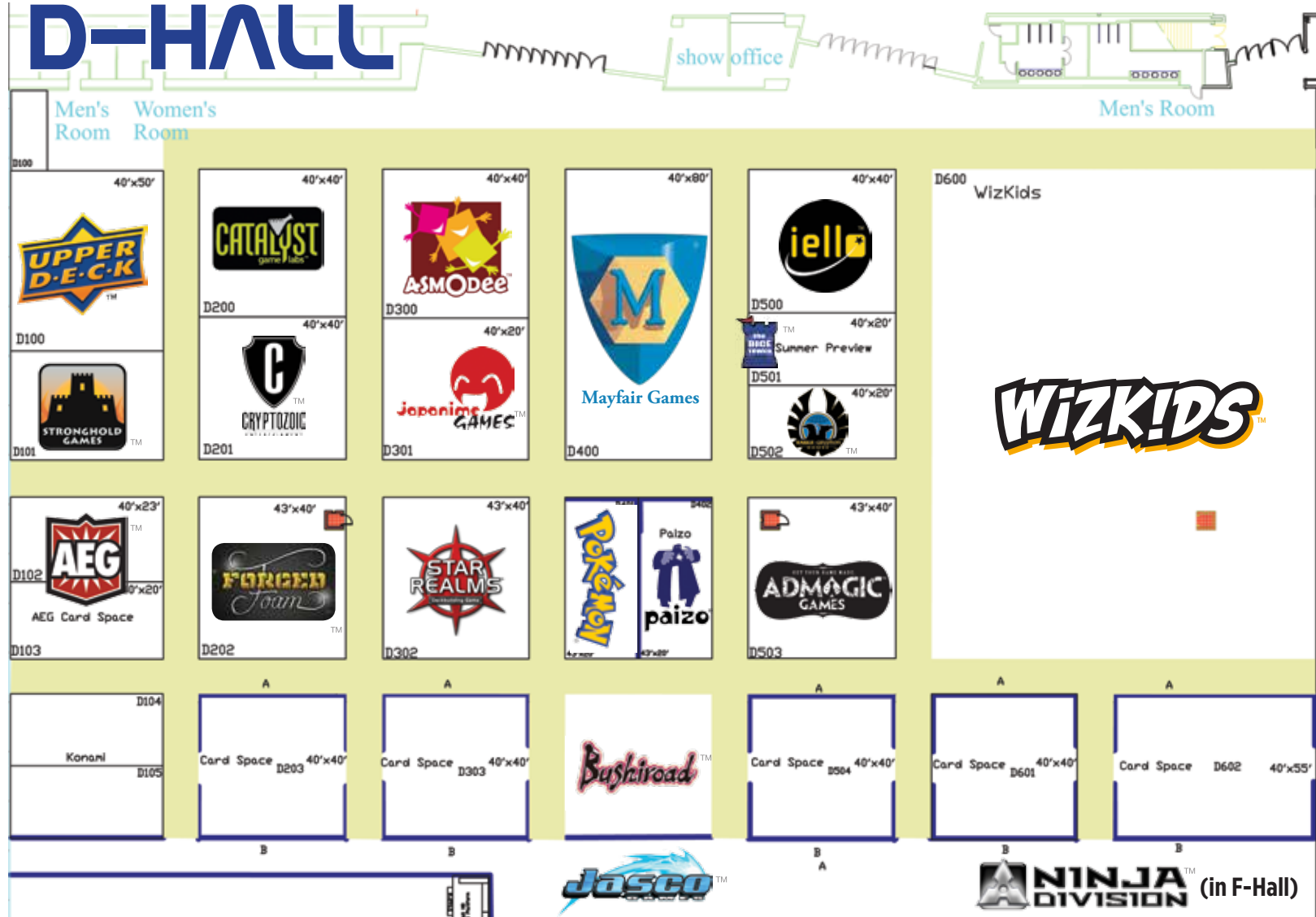
# PRIZE SUPPORT

THANK YOU TO THE FOLLOWING COMPANIES FOR  
PROVIDING PRIZE SUPPORT TOTALING OVER \$26,000!





# SUPPORTED PLAY D-HALL







# BEER, BURGERS, & PUB FARE

## GREAT TIMES ARE WAITING

ACROSS THE STREET FROM  
THE CONVENTION CENTER

*this week featuring*

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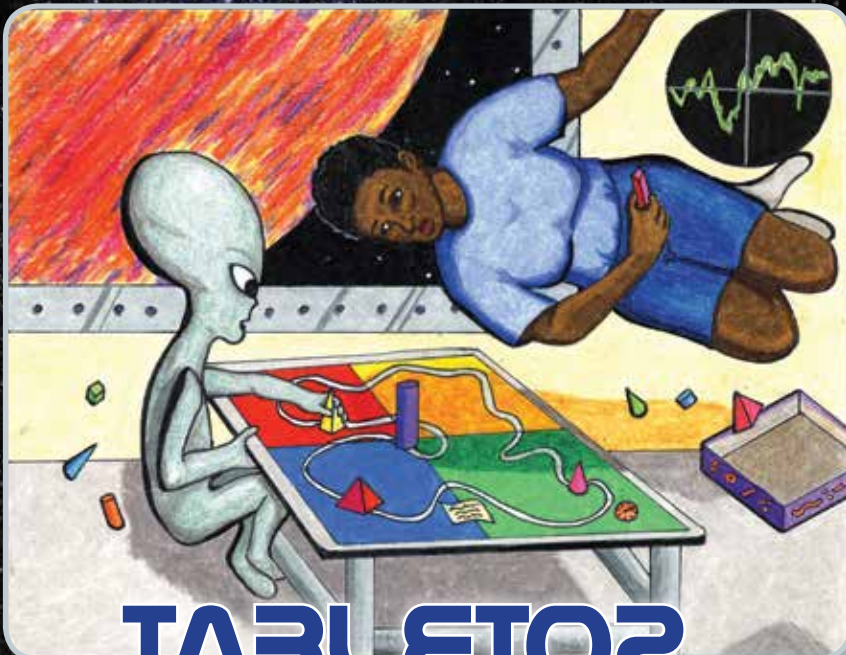


### KITCHEN OPEN LATE

June 3 to 4 until midnight

June 5 & 6 until 1am





# TABLETOP GAMES

Join us for an incredible amount of board game tournaments and play! We have something for everyone.

## MAYFAIR ROOM (D 130-131)

Mayfair again hosts the Mayfair room. An Origins favorite, celebrating over 5 years of the Mayfair ribbon program! Buy a Mayfair ribbon and play games with Mayfair all show!



Mayfair Games

## RIO GRANDE ROOM (E 150 & 151)

Rio Grande hosts their room for the second year. Join Rio Grande in their room, play games and tournaments as their guest all show!



## GAME BASE 7

Join Game Base 7 as they provide a vast variety of games and tournaments for Origins this year!

## TRAIN GAMERS ASSOCIATION

Join the TGA as they provide a great tournament schedule again at Origins!



## GRAND GAMING ACADEMY

Play all different kinds of board games, fun for all ages!







**Booth #217 in the C Hall**

**NOW AVAILABLE**

Drop by and try out the game everyone is talking about. **Super Dungeon Explore: The Forgotten King** adds to the already popular dungeon explore game with new features, fully assembled miniatures, two game modes (now with a **fully cooperative** system), and tons more to explore. If you have not started your adventure with Super Dungeon Explore, we would love to show you what you are missing.

**FREE MINIATURE  
WITH PURCHASE!**

((Miniature free with purchase of Super Dungeon Explore: The Forgotten King))







# ROLE-PLAYING GAMES

## SHADOWRUN

**Hyatt Regency (Union A-C)**

ShadowRun 5th Edition is here! Join the team at Catalyst as they continue to support this incredible game system. Sign up for the SR5 organized play program right here at Origins!

## PATHFINDER SOCIETY

**Hyatt Regency  
(Franklin B-D)**



Are you a member of the Pathfinder society? Come see what all the buzz is about and try out the RPG that draws on ten years of system development. Golarion is the setting for the Pathfinder RPG. Come explore strange lands while making new friends. Don't forget to stop in as Paizo is offering free Player Portfolios onsite!



Sponsored by:



**THE  
GATHERING™**  
AT ORIGINS™  
your favorite rpg campaigns in one place

## THE GATHERING

**Hyatt Regency (Delaware A-D)**

The Gathering is dedicated to the idea of bringing together all of the great shared campaigns under one roof. After the success of the past, this year the Gathering Returns with your favorite campaigns and bigger plans:

**Legends of Arcanis**

**With Hunter: Dark Providence**

**Fellowship of the White Star**

**NeoExodus: A House Divided**

## HACKMASTER (Kenzler Co.)

**Hyatt Regency (Champaign Room)**

Port of Chaos! Join in and battle pirates on the high seas and on the docks!

## AEG

**Hyatt Regency (Clark Room)**

Join us for Heroes of Rokugan campaigns.





# Be Legendary!

## PATHFINDER<sup>®</sup> ADVENTURE CARD GAME<sup>™</sup>



### WRATH OF THE RIGHTEOUS

**In *Wrath of the Righteous*, the epic new Adventure Path for the *Pathfinder Adventure Card Game*, you'll become mythic heroes that rival the greatest legends the world of Golarion has ever known!**



Stop by Paizo in Hall D to demo the new *Wrath of the Righteous* Base Set and get a free Temptation of Big Die promo card\*!

\*(while supplies last)

Ask us about the Pathfinder Adventure Card Guild, the new worldwide, sanctioned Organized Play program for the Pathfinder Adventure Card Game!

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# LARPS LIVE ACTION ROLE-PLAYING

LARPs are Live Action Roleplaying Games, which basically means any games that are interactive. Come check out live action role playing, where you can fight zombies, be a vampire, and much more!

## Ed Hellen Dungeon (B200-201)

in the main breezeway room in by the escalator  
An Origins Exclusive event! Our Interactive Adventure Continues with the Origins saga....

## Amtgard 101 (Hayes)

Amtgard is a free medieval fantasy organization featuring a wide array of interests, including combat, magic, role play, and various arts. Amtgard combat takes place using foam-padded replicas of medieval weapons. If you've dreamed of fighting with it, we can make one, and make it safe.

## Kettle of Fish

Also make sure you check out the games by Kettle of Fish. They offer a variety of games that will be a fun-filled evening!

## Mind's Eye Society

(D150)

Join the Mind's Eye Society in the Crown Plaza for an entire series of events! Participate in their intro to LARPs sessions and learn the game!

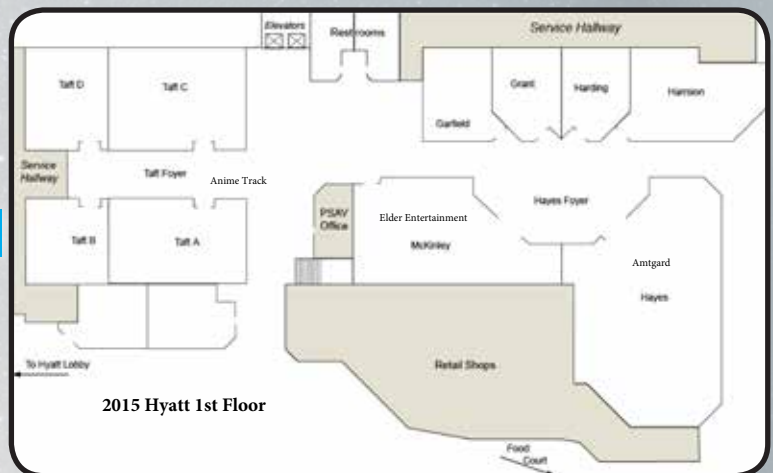
## Elder Entertainment

(McKinley)

Join Elder in the Hyatt Regency for their interactive events! Again this year, Elder will provide two (2) introductory events to help you learn to play!

## AEG (Legend of the Five Rings)

The festival of the Emperor's birth is a grand affair, with celebration and political maneuvering. Who will gain the attention of the Emperor, impressing him with their cunning and skill, and secure a place in his Imperial Court? Stop by the LARP Headquarters at the Hyatt, and we will help you find a game that you will enjoy!



2015 Hyatt 1st Floor





# OPEN GAMING

Origins has a long tradition of open or free gaming. In years gone by, there would be players on the floor, camped out in hallways and in hotel lobbies with their friends trying out the new games they had purchased.

To support that feeling of excitement, we continue to provide two separate places for attendees to have open or free play.

## THE ORIGINS AWARDS AREA IN THE EXHIBIT HALL

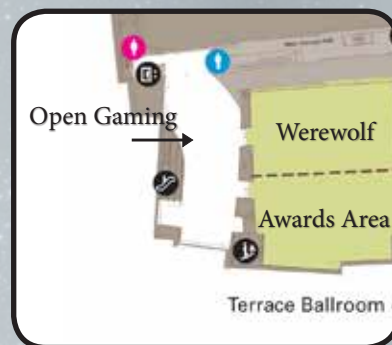
Attendees can play all the new games submitted to the Origins awards for free each day in the exhibit hall. Join us and try out all the new games released this year!

Each attendee that plays the games and vote for the Origins Awards will get a generic token just for supporting the awards!

## OPEN GAMING

No need to play games on the floor! Origins provides tables for attendees can play the new games right on site! We have over 1,500 square feet set aside for open gaming in the north end of the convention center in the terrace ballroom foyer.

Manufacturers also have demo tables in this area to present their new products and releases to you during the show! Feel free to join us each day in the area to play and try out games!



"My name is Wyvern.  
I have been a fighter, a thief, a Lover,  
and more...  
I have seen Magic and faced Death  
more times than I care to count and  
lived to tell my tale..."

## What's YOUR story?

Since 1989, NERO Live Action Role Play Organization has been hosting High Fantasy, Live Action and Adventure based Role Playing events at it's 45 locations across the Continental United States and Canada.

If you have a story to tell, or if you WANT a story to tell your friends, then join us!

YOUR Story Awaits!

Visit NERO LARP  
at Booth #339 in  
Main Exhibit Hall C

Sign up for FREE, DOWNLOAD the rule book, CREATE a character and FIND an event near you at [NeroLarpOnline.com](http://NeroLarpOnline.com)

Live Action Role Play - Since 1989

**nero**  
Live Action Role Playing





# WEREWOLF



## Ultimate Werewolf Room Terrace Ballroom 4 Wednesday - Saturday, Beginning at 4 pm

**Ultimate Werewolf** can be played with 5 to 75 players of all ages. Each player has an agenda: as a villager, hunt down the werewolves; as a werewolf, convince the other villagers that you are innocent, while secretly attacking those same villagers each night. Dozens of special roles are available to help both the villagers and the werewolves achieve their goals. The game has more than forty unique roles, eighteen different scenarios, a set of 78 fully illustrated cards, a moderator score pad to keep track of games, and a comprehensive game guide.



**Are You A Werewolf?** is a werewolf themed version of the original Mafia game. This game cultivated the bluffing and deception style that is used in **Resistance**, **Shadows over Camelot**, **Avalon**, the **Battlestar Galactica Board Game**, and many other games. Join a group of 14 other players to try and figure out who amongst you is a Werewolf and who is an innocent Villager.





BFE-H-EB

01



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**BUDDYFIGHT**  
**100**  
HUNDRED

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- 1 pack contains 6 random cards
- Every pack will contain at least one impact card!
- Every pack will definitely have one R, and an additional R or above!

**MIRACLE IMPACK!**  
Future Card Buddyfight Hundred Extra Booster Vol. 1

# JUNE 12TH 2015 ON SALE!

Official Website:  
<http://fc-buddyfight.com>

Official YouTube Channel:  
[www.youtube.com/fcBuddyfight](http://www.youtube.com/fcBuddyfight)

Official Facebook Page:  
[www.facebook.com/Buddyfight](http://www.facebook.com/Buddyfight)

## Visit Bushiroad at D Hall #D 403!

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**FC**  
FIGHTERS  
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01

**CARDFIGHT!!**  
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Cardfight!! Vanguard G Fighters Collection 2015

# FIGHTERS COLLECTION 2015

**FC**  
FIGHTERS  
COLLECTION

VGE-G-FC01:

**Fighters Collection 2015**

- 1 pack contains 3 random cards
- All cards are holo foiled!
- At least 1 card from all 25 clans (excluding Etranger) is included in this product!



**All Cards**  
are Foiled!

# June 19th 2015 on sale!

Official Website:  
<http://cf-vanguard.com>

Official YouTube Channel:  
[www.youtube.com/CARDFIGHTVanguard](http://www.youtube.com/CARDFIGHTVanguard)

Official Facebook Page:  
[www.facebook.com/CardfightVanguard](http://www.facebook.com/CardfightVanguard)





# MINIATURES GAMES

## ORIGINS 40K

Saddle up and ride in this old west skirmish game. Come learn the rules and sit a spell.

### Introduction to MALIFAUX

An introduction to Wyrd Miniature's Malifaux. Gangs of mutants, magic users, and sentient animals battle in this skirmish game. This is an introduction and required no background on the game, all of the materials are provided.

### Introduction to MERCs

An introduction to MERCS. All materials provided.

### Introduction to RIVETS

CMON's New Rivet's game - WWI meets Steampunk meets Action Comics. This is an intro to the game.

## HEROCLIX

HeroClix Worlds comes to Origins Game Fair! Can you battle it out with the other players and emerge victorious?

## AXIS & ALLIES

Axis & Allies Angels 20 Air Force Miniatures Sealed League: Join us for the fun and exciting Angels 20 Sealed League Event. 1 Starter will be split between 2 and 1 booster given to each player. Each game played earns you more pieces.

## BATTLETECH

Solaris Melee Challenge – Qualifier: It is every MechWarrior for themselves in the Solaris Arenas. Create a pilot with special abilities, buy a Mech to crush the other Mechwarrior's dreams, and build a fortune to buy deadlier mechs and pilot abilities. Only one will remain standing to claim the Solaris Championship. The Top 8 rank MechWarrior pilots throughout the weekend are eligible to participate in the Finals on Saturday.

### Learn to Play

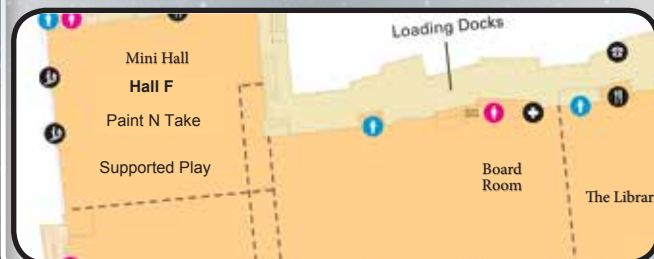
## KINGS OF WAR

Come and learn the mass combat fantasy miniatures game from Mantic Games. Everything is provided, pick an army and crush your enemies.

### Introduction to

## DROPZONE COMMANDER

Spaceships and aliens dropping into the middle of cities, creating havoc and wrecking the landscape. An introduction to Hawk Wargames' DropZone Commander







Through the Breach is a tabletop roleplaying game set in the world of Malifaux. Players take on the roles of dashing Gunfighters, charming Performers, and ruthless Mercenaries as they struggle to survive in a world filled with steam-powered constructs, shambling undead, and lurking Neverborn. As a Fated, you know the future that has been planned out for you. Now, a decision awaits you: do you rush headlong into the arms of destiny or fight back against fate and carve out your own future?



# MALIFAUx<sub>2E</sub>

Based in an alternate Earth, Malifaux uses gothic, steampunk, and victorian horror with a dose of the wild west to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicos. Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim!

## VISIT US

IF YOU DARE!

## IN HALL F





# NSDMG

## NATIONAL SECURITY DECISION-MAKING GAME

### NSDM games in D 233-235

#### Lectures in War College rooms

NSDM Inc. is a non-profit educational corporation

**Here's the game:** "You players are politicians. You over there, you're the Cabinet. You folks in the corner are the military leadership. Here's your country; you know about it. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now.

**The National Security Decision Making (NSDM) Game** is a challenging simulation of strategy and geopolitics providing insight into cultures, political processes, geopolitical situations, and challenges of nations around the world. It is modeled after simulations used by senior U.S. Government officials to explore geopolitical options. NSDM originated at the U.S. Naval War College and has been presented at a variety of venues including the U.S. Air University, Rochester Institute of Technology, Ashland University, Ball State University, National Defense University, and the Marine Corps Intelligence Activity.

#### NSDM is a unique experience

NSDM is part seminar game and part live action role playing. Each player in this political-military-economic simulation occupies a role in which he or she can affect the formulation of national policy in their country. Most find NSDM intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity they have ever had. Players receive instruction on the game from an international control staff that includes former game directors from the Naval War College and personnel with experience in Departments of Defense, State, Energy, and subject matter experts from private industry and academia. Players are assigned to individual roles within a variety of nations. A player in China might represent a faction in the Communist Party, internal security forces, the Peoples' Liberation Army, entrepreneurs, or Muslim Uighur separatists. A player in the U.S. cell might be a powerful congressional leader, a cabinet Secretary, or a chief of one of the armed services. WE can simulate over 23 nations, each with unique political, economic, and security issues.

Within each nation, player inevitably find themselves aligned with some players in pursuit of common goals. It provides the opportunity to experience the world from the standpoint of another political system/culture. **No two games are alike.**

Players are ranked individually: you can win the game by meeting your personal goals, notwithstanding the fact that your country might be a smoldering ruin game end.

**MegaGame** • NSDM's traditional long game. Deal with the challenge of change with more detailed scenarios.

**FastPlay** • Our four-hour contemporary games offer brisk scenarios and accelerated processes.

**ColdWar** • Go back to the early 1960s and see if you can achieve your personal objectives without destroying mankind.

We are again presenting lectures on both contemporary and historical topics as part of the Origins War College lecture series. See those pages for descriptions and times.

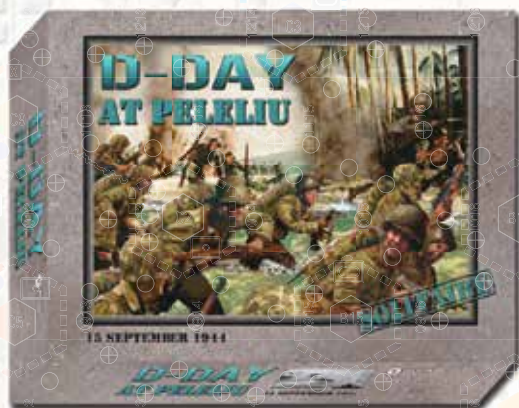
#### Do you feel up to the job?

#### Origins 2015 NSDM Game Schedule

2047	<b>NSDM Doomsday Scenario</b>	Wed 10 pm
2048	<b>NSDMG Contemporary Fast Play</b>	Thu 10 am
2049	<b>NSDMG Cold War 60's Fast Play</b>	Thu 12 pm
2050	<b>NSDMG Cold War 60's Fast Play</b>	Thu 1 pm
2051	<b>NSDMG Contemporary Fast Play</b>	Thu 2 pm
2052	<b>NSDM Doomsday Scenario</b>	Thu 4 pm
2053	<b>NSDMG Contemporary MegaGame</b>	Thu 4 pm
9011	<b>The New Space Race (Mars or Bust!)</b>	Thu 6 pm
9012	<b>The Cold War: International Challenges of the 1970s and 80s.</b>	Thu 6 pm
9013	<b>Technology &amp; The Next War</b>	Thu 7 pm
9014	<b>Terror Networks - How Do They Work?</b>	Thu 8 pm
9015	<b>Understanding &amp; Analyzing International News</b>	Fri 10 am
9016	<b>WWI: How WWI Impacts Us Today</b>	Fri 12 pm
9017	<b>Tanks For the Memories</b>	Fri 4 pm
9018	<b>Tanks Will Still Be Might Fine Things</b>	Fri 4 pm
9019	<b>Lets do Espionage</b>	Fri 6 pm
9020	<b>WWI: Kut-100 Years after the Invasion of Iraq</b>	Fri 6 pm
9021	<b>100th Anniversary: Lusitania Fiasco &amp; the Growth of Unrestricted Submarine Warfare</b>	Fri 8 pm
9022	<b>75th Anniversary, the First Happy Time: the U-Boat campaign &amp; Battle for the North Atlantic in 1940</b>	Sat 10 am
9023	<b>150th Anniversary: The Confederate Submarine Force</b>	Sat 12 pm
9024	<b>Global Hotspots</b>	Sat 2 pm
9025	<b>Hotspots - Q&amp;A</b>	Sat 8 pm
9026	<b>Canada and the Great War</b>	Sat 10 pm



# NEW 2015 BOX GAME RELEASES FROM DECISION GAMES



**\$60.00 +shipping**

**D-Day at Peleliu** is a solitaire game simulating the amphibious invasion of Peleliu in the Palau Islands. The Marines assaulted with the primary goal of capturing the airstrip nestled amid jungle and overlooked by forbidding mountain terrain. Though Maj. Gen. William Rupertus, commander of the division, predicted a quick four-day victory, the battle was instead a two-month fight to the death against some 10,000 tenacious Japanese.

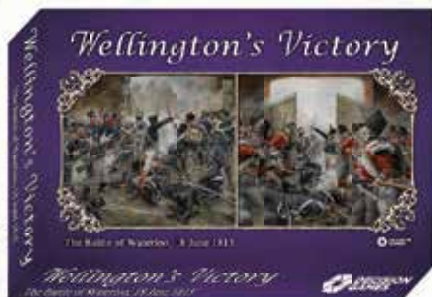
## Contents

- One 34x22 inch terrain map
- 352 die-cut counters
- 55 event cards
- Color rules booklet
- Player Aid cards
- Storage bags



## Wellington's Victory

The classic SPI game covering the battle of Waterloo returns in this revamped version. Napoleon's French Army of the North faces Wellington's hodge-podge Army of the Low Countries, who are fighting for time while awaiting the arrival of Blucher's Prussian Army of the Lower Rhine.



**\$160.00 +shipping**

## Contents

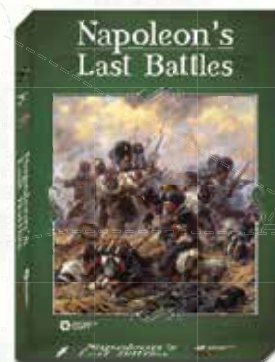
- Four 34x22 inch terrain maps
- 1,960 die-cut counters
- Color Rule/ Scenario Booklet
- Assorted Player Aid Displays
- Player Aid cards
- Storage bags

## Napoleon's Last Battles

Napoleon has escaped exile on Elba to retake the French throne in early 1815, but is surrounded by the armies of the Seventh Coalition, determined to remove him again. Napoleon's only chance is a preemptive strike, to disrupt the Coalition's plans and perhaps cause it to fall apart. Belgium has the closest targets, the armies of his two most steadfast opponents, Britain and Prussia. The French concentration, secret and swift, catches the Coalition armies off-guard. For four days, the armies maneuver and clash, with the fate of Europe in the balance.

## Contents

- Two 34x22 inch terrain maps
- 400 die-cut counters
- Color rules booklet
- Storage bags



**\$60.00 +shipping**



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Mini Game**

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**Modern War** Weapons | Systems of War | New Arenas | Spotlight On...





# COLLECTIBLE CARD GAMES



## STAR CITY MTG OPEN (HALL E)

The world's largest independent **Magic: The Gathering™** tournament series, featuring events throughout the continental United States. Standard Open taking place Saturday, Legacy and 2 Open Draft Games taking place Sunday. All roads in the **StarCityGames.com** Organized Play program lead to the **StarCityGames.com Invitational** - quarterly, invitation-only events, each of which offer a total of \$50,000 in cash prizes to the Top 32 finishers! Do you have what it takes to be a **StarCityGames.com Invitational Champion**?

## MAGIC: THE GATHERING™ SIDE EVENTS

Join us for Magic: the Gathering side events in the CCG Hall all weekend!

## KONAMI: YU-GI-OH! EXTRAVAGANZA

There is product for every player. You can participate in 16 player 2013 Regional Qualifier, Win-A-Mat, Classic Draft, Dragons Collide Structure Deck Tournament, Dragon Duel, or Retro Draft. Main events run Friday thru Sunday, so join us in the CCG Hall.

## BUSHIROAD: CARDFIGHT!! VANGUARD

Cardfight!! Vanguard is hot! Play in side events all during the show and join us for tournaments on Saturday and Sunday!

## JASCO: UFS TOURNAMENTS

Build your deck or bring your own and play in the qualifiers. Play for your chance to win a flight voucher to US Nationals/ GenCon World events!

## POKÉMON:

Learn to play or participate in a tournament!





# 5 Days of **MAGIC** The Gathering® !

WEDNESDAY

## ON-DEMAND EVENTS

Noon-7pm

**\$10** Booster Draft

**\$15** Constructed Win-A-Box (*Standard, Legacy, Modern*)

**\$5** Commander Pods



*Join us in*

# HALL E

The World's Largest **MAGIC** The Gathering® Store!

THURSDAY

## LAST CHANCE QUALIFIERS

*Battle for a coveted spot in the StarCityGames.com Invitational at Origins!*

# \$10

10am-6pm Thursday

16 player Standard/Modern Single Elimination Flights

**Top 8 prizes include booster packs and Open Points!**

FRIDAY • SATURDAY • SUNDAY

## INVITATIONAL WEEKEND

*\$80,000 in Prizes!*



**INVITATIONAL**  
MODERN/STANDARD  
Friday • Noon • \$50,000

# 5K

*Premier*  
**STANDARD**  
Sunday • 9am • \$5,000



**OPEN SERIES**  
featuring the  
**INVITATIONAL**



**OPEN SERIES**  
MODERN  
Saturday • 10am • \$20,000

# 5K

*Premier*  
**LEGACY**  
Sunday • 10am • \$5,000

See the Origins Events Schedule for a complete list of **MAGIC** The Gathering® events!



# RELEASING AT ORIGINS 2015

## Board Games

8TH SUMMIT	Agents Of SMERSH: Showdown!	228
Alderac Entertainment Group (AEG)	Game of Crowns	401
	Doomtown Saddle Bags #4	
	Saddle Bags #5	
	Saddle Bags #6	
Allsaid & Dunn, LLC	Bin'Fa: The Tao of War	843
Gamelyn Games	Tiny Epic Defenders	913
Greenbrier Games	Heavy Steam	727
Lost Battalion Games	Sergeants D-Day Boardgame	744
Mayfair Games	Extra! Extra!	D400
Minion Games	Battle Merchants: New Kingdoms	354
Mirror Box Games	Chaosmos - As the Universe Ends, The Hunt Begins!	742
Nauvoo Games	Stockpile: The Stockmarket Game of Insider Trading	350
Ozum Games, LLC	Beep. Beep. Attack!	740
Plaid Hat Games and Nazca Games	Specter OPS: Shadow of Babel	837
R&R Games Inc	Deluxe Hanabi	313
Stronghold Games	Dark Moon	701
	La Granja	
Thames & Kosmos	Lost Cities: The Board Game	351
	Ubongo	
	Dimension	
	Kahuna	
Upper Deck	Bring Out Yer Dead	507
US Games Systems, Inc.	Renaissance Wars	419
Wattsalpoag Games	Switching Tracks	440

## Card Games

Alderac Entertainment Group (AEG)	Rumpelstiltskin	401
Arcane Wonders	Mage Wars Arena Battlegrounds Domination	201
Battlebin	War Stories: The Game	144
Inappropriate Gaming	Shootin' Blanks	247
Jolly Roger Games	Cthulhu's Vault	332
Naturalist Games	Game Election	524
R&R Games Inc	Caffeine Rush	313
	Panda Head	
Sherwood Games	Exploit!	110



Table Forged LLC	Iron & Ale King of the Keg	151
Thames & Kosmos	Lost Cities: The Original Card Game	351
US Games Systems, Inc.	Backstab: A Macabre Card Game	419

### Children's and Family Games

Knapsack Games	Knee Jerk	838
Naturalist Games	Costume Party	524
R&R Games Inc	Spit it Out	313
	Slideways	
	Cup a Cup	
Sherwood Games	Missing Link	110
Thames & Kosmos	Dohdles!	351

### Game Accessories

Dog Might Games	Adventure Case & Dice Chest	126
Fireside Games	Bears! Trail Mix'd (expansion to Bears! dice game)	839
Hrothgar's Hoard	Bard Case	438
Lost Battalion Games	Terrain Tiles	744

### Historical

Artana LLC	Tesla vs. Edison The War of Currents	707
R&R Games Inc	Spike	313
Zvezda	World War II: Stalingrad 1942-1943	435

### Miniatures

WizKids	2015 Marvel HeroClix: Doctor Strange w/ d20	D600
	2015 Marvel HeroClix: Supreme Intelligence	
	2015 DC Comics HeroClix: Felix Faust w/ d20	
	2015 DC Comics HeroClix: Brainiac Skull Ship	
The WitchBorn Corporation	The WitchBorn® Starter Set	244
	The WitchBorn   Asylum	

### Media

Cavegirl Productions	Of Dice and Men (HD)	518
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### Role-Playing Games

Abbott Games, LLC	Masters of Blöðdirön	447
End Transmission Games LLC	Psionics: The Next Stage in Human Evolution	212
Paradigm Concepts, Inc	Witch Hunter 2 <sup>nd</sup> Ed. Rites And Relics	115



# 41<sup>ST</sup> ANNUAL ORIGINS AWARD™ NOMINEES

Winners to be awarded by the Academy of Adventure Gaming Arts & Design at the Origins Game Fair, June 6<sup>th</sup>, 2015

## Best Board Game

**Abyss • Asmodee**

designed by: Bruno Cathala, Charles Chevallier

**The Battle of Five Armies • Ares Games**

designed by: Roberto DiMeglio, Marco Maggi, and Francesco Nepitello

**Cash n Guns 2nd Edition • Repos Production**

designed by: Ludovic Maublanc

**Dead of Winter • Plaid Hat Games**

designed by: Jonathon Gilmour, Isaac Vega

**Sheriff of Nottingham • Arcane Wonders**

designed by: Sergio Halaban, Bryan Pope, Andre Zatz

## Best Card Game

**Among the Stars • Stronghold Games**

designed by: Antonis Papanthiou, Odysseas Stamoglou

**Linko! • Ravensburger Spieleverlag GmbH**

designed by: Michael Kiesling, Wolfgang Kramer

**Star Realms • White Wizard Games**

designed by: Robert Dougherty, Darwin Kastle

**Splendor • Asmodee** designed by: Marc Andre

**Sushi Go! • Gamewright**

designed by: Nan Rangisma, Tobias Schweiger, Phil Walker-Harding

## Best Children's, Family, or Party Game

**Archer: The Danger Zone! Board Game**

Cryptozoic Entertainment

designed by: Matt Hrya

**Gravwell: Escape from the 9<sup>th</sup> Dimension**

Renegade Game Studios

designed by: Corey Young

**The Hare and the Tortoise • Iello**

designed by: Gary Kim

## Best Collectible Card Game

**Magic: the Gathering Khans of Tarkir • Wizards of the Coast**

designed by: Wizards of the Coast R&D

**Pokemon XY Phantom Forces**

The Pokemon Company Intl.

designed by: Creatures Inc.

**Legend of the Five Rings Siege: Heart of Darkness • AEG**

designed by: Bryan Rose

**The Spoils • The Spoils USA**

designed by: Ken Pilcher, Josh Lytle

## Best Game Accessory

**Battletech Lance Pack: Assault Lance • Catalyst Game Labs**

designed by: Ray Arrastia, Randall N. Bills

**Counter Ring • Crit Success, LLC**

designed by: Aaron Laniewicz

**Pathfinder Battles: Reign of Winter Booster • WizKids Games**

designed by: WizKids Games

**Wings of Glory Mat • Ares Games** designed by: Ares Games

## Best Historical Board Game

**Armada Invincible • Zvezda LLC**

designed by: Konstantin Krivenko

**Heroes of Normandie • Iello**

designed by: Yann and Clem

**Last Chance for Victory • Multi-Man Publishing**

designed by: Dean Essig

**1066, Tears to Many Mothers • Tristan Hall** designed by: Tristan Hall

## Best Historical Miniature Figure or Line

**D-Day Firefight • Warlord Games** designed by: Warlord Games

**Early Crusade & Outremer • Gripping Beast**

designed by: Gripping Beast

**Rorke's Drift • Warlord Games** designed by: Warlord Games

**Sails of Glory Series 2 • Ares Games**

designed by: Andrea Angiolino, Andrea Mainini

**10<sup>th</sup> Airborne • Collectors Battlefield**

designed by: Collectors Showcase



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## Best Historical Miniature Rules

**Across A Deadly Field: Regimental Rules for**

**Civil War Battles** Osprey Publishing designed by: John Hill

**The Crescent & The Cross • Studio Tomahawk & Gripping Beast**

designed by: Alex Buchel and Andy Sherwell

**Lion Rampant: Medieval Wargaming Rules • Osprey Publishing**

designed by: Daniel Mersey

**On the Seven Seas: Wargaming Rules for the**

**Age of Piracy and Adventure c. 1500-1730**

Osprey Publishing designed by: Chris Peers

**Sails of Glory • Ares Games**

designed by: Andrea Angiolino, Andrea Mainini

## Best Historical Miniature Rules Supplement

**Battleground Europe • Osprey Publishing & Warlord Games**

designed by: Ryan Miller, Rick Priestley and Alessio Cavatore

**Battlegroup Barbarossa • Ironfist Publishing**

designed by: Warwick Kinrade and Piers Brand

**D-Day: Battle of Carentan • Collectors Battlefield**

designed by: Collectors Showcase

**Flames of War: Barbarossa • Battlefront Miniatures**

designed by: Battlefront Miniatures

**Bolt Action: Tank War • Osprey Publishing**

designed by: Ryan Miller, Rick Priestley and Alessio Cavatore

## Best Miniature Figure or Line

**Archangel Raphael • Dark Age** designed by: David Doust

**Dungeons & Dragons: Attack Wing • WizKids**

designed by: Andre Parks, Manny O'Donnell

**Imperial Knight • Games Workshop**

designed by: Games Workshop Design Studio

**Kukulcani Cabrakan • Dark Age** designed by: David Doust

**Nagash • Games Workshop**

designed by: Games Workshop Design Studio

## Best Miniature Rules

**Battletech: Alpha Strike Companion • Catalyst Game Labs**

designed by: Ray Arrastia, Herbert A. Beas II

**A Fistful of Kung Fu • Osprey Publishing** designed by: Andrea Sfiligoi

**Golem Arcana • Harebrained Schemes**

designed by: Jordan Weisman, Mike Mulvihill, Brian Poel

**Marvel HeroClix: Guardians of the Galaxy Starter Set • WizKids**

designed by: WizKids Games

**Warhammer 40,000 • Games Workshop**

designed by: Games Workshop Design Studio

## Best Role-Playing Game

**Atomic Robo: The Role Playing Game • Evil Hat Productions, LLC**

designed by: Mike Olson, Brian Clevinger

**Dungeons & Dragons Players Handbook • Wizards of the Coast**

designed by: Wizards of the Coast R&D

**Firefly Role-Playing Game • Margaret Weis Productions**

designed by: Margaret Weis, Cam Banks, Monica Valentinelli,

Mark Diaz Truman, Brendan Conway, Jack Norris and Dean Gilbert.

**ICONS: Superpowered Roleplaying: The Assembled Edition**

Green Ronin Publishing designed by: Steve Kenson

**The Strange • Monte Cook Games, LLC**

designed by: Bruce R. Cordell, Monte Cook

## Best Role-Playing Game Supplement

**Dungeons & Dragons Monster Manual • Wizards of the Coast**

designed by: Wizards of the Coast R&D

**Emerald City: Mutants & Masterminds • Green Ronin Publishing**

designed by: Darren Bulmer, Walt Ciechanowski, Seth Johnson, Steve Kenson,

Jon Leitheuss, Christopher McGlothlin, Jack Norris, and Aaron Sullivan

**Hobbit Tales: From The Green Dragon Inn • Cubicle 7**

designed by: Francesco Nepitello

**Mummy The Curse: Book of the Deceived • Onyx Path**

designed by: C.A. Suleiman

**The One Ring: Darkening of Mirkwood • Cubicle 7**

designed by: Francesco Nepitello

**The Strange: Bestiary • Monte Cook Games, LLC**

designed by: Bruce R. Cordell, Monte Cook, Robert J. Schwalb



Congratulations from the Academy of Adventure Gaming Arts and Design and the Game Manufacturers Association to all of this year's nominees!

Make your plans now to attend the 2015 Origins Game Fair  
June 3<sup>rd</sup>-7<sup>th</sup> at the Greater Columbus Convention Center!





# Please join us for the 41<sup>st</sup> Annual ORIGINS AWARDS™

Hosted by our Special Guest: Sam Witwer

## Origins Awards Ceremony

The ceremony is held in Terrace Ballroom 5 of the Greater Columbus Convention Center. Winners will have the opportunity to give a short acceptance speech. GAMA will issue a press release after the ceremony to announce the winners.

## How the Awards Process Works

The purpose of the Origins Awards is to acknowledge excellence in game design and to help increase publicity and sales for the nominees, winners, the Origins convention, and social games in general.

Any publisher or designer can submit their products for consideration during the eligibility period, which opens on November 16<sup>th</sup> of each year and closes on November 15<sup>th</sup> of the following year. Eligibility is based on the official release date - that is, when the product was made available for sale to the general public.

In each category, a jury of industry professionals evaluates the submissions, and chooses their top 5 products, which will become the nominees. These are announced after the the GAMA Trade Show in March. The full list of nominees is then sent to the members of the Academy of Adventure Gaming Arts & Design, who place their votes by email. The winners will be announced at the Origins Awards Ceremony on Saturday night. During the show, attendees have the opportunity to examine, and even play the submitted games in the Origins Awards area at the back of C-Hall, and vote for their own choices. These votes will determine the winners of the Fan Favorite Awards in each category.

## Vanguard Awards

Vanguard Awards are periodically given for products that were exceptionally innovative, had an impact on the industry, or were otherwise deemed by the Academy to be unique and pioneering.

## Origins Hall of Fame

Each year, Origins honors individuals and products who have made lasting and significant contributions to the social games hobby by inducting them into the Origins Hall of Fame. New inductees are selected by existing HoF members.



## The Academy of Adventure Gaming Arts & Design (AAGAD)

The Academy is made up of game designers, publishers, authors, editors, developers, artists, graphic designers, reviewers, gamesellers, and other professionals working in the games industry. Membership inquiries should be directed to [academysecretary@gama.org](mailto:academysecretary@gama.org)

This year's Origins Awards Sponsors are:



Tickets may be purchased in advance or onsite for \$26 per person

**Ceremony Begins at 7:00pm in Terrace Ballroom 5**

Dessert and beverages will be available.





# SUPPORT LOCAL CONVENTIONS!



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Richard Borg

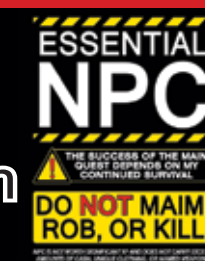
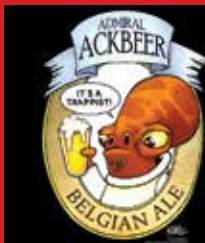
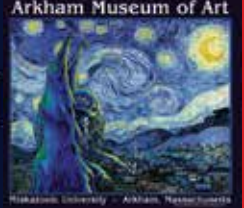
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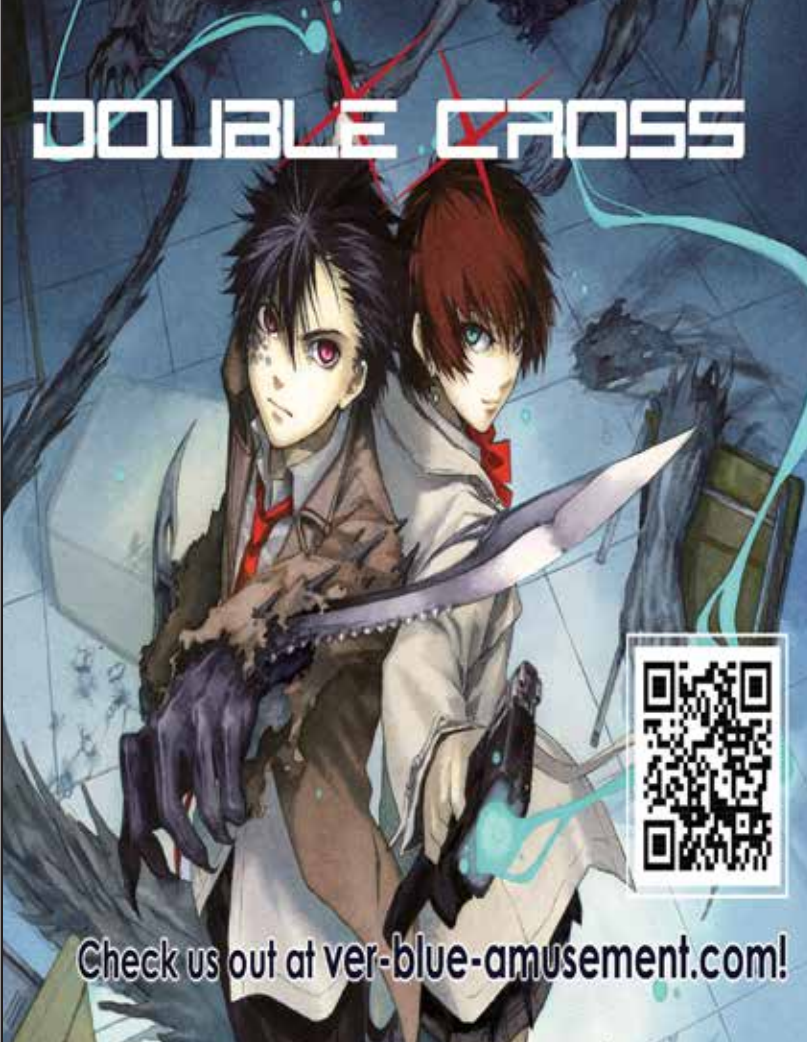
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# ORIGINS TRADE DAY™



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## For GAMA RETAIL DIVISION RETAILERS ONLY!

Store owners: You can join the Game Manufacturers Association as a Retail Division Member at Registration!

Your membership **INCLUDES TWO 4-DAY PASSES** to the show, and access to our comfortable **RETAILER-ONLY LOUNGE** throughout Origins!

Origins Trade Day is your opportunity to get the latest information from the top manufacturers and publishers in the industry, plus educational seminars to better your store from leading retailers.

It's our selected "best of" the GAMA Trade Show experience, right here at Origins!

Participating stores will receive a valuable Retail Appreciation Package with hundreds of dollars in sellable products from our sponsoring manufacturers at the conclusion of the program

And the best part: it's **FREE** to GAMA Member Retailers!

## Schedule of Events Thursday, June 4<sup>th</sup>, 2015

9 am - 10 am	Coffee & Donuts
12:30 pm - 1 pm	Lunch
1 pm - 4 pm	Educational Seminars
5 pm - 5:30 pm	Dinner
6 pm - 8 pm	Sponsor Premier Presentations
8 pm	Hand Out Retail Appreciation Packages

### Retail Track

Room	C-214	C-215
1 pm	Crazy Enough To Open A Game Store	Demos
2 pm	Store Design	Production Diversification
3 pm	Inventory Management	Human Resource Management

### Premier Presentations

Room	C-214	C-215
5:30 pm		Cool Mini Or Not
6:30 pm	Upper Deck	WizKids
7:30 pm	IELLO	Cryptozoic

### Additional Presentations

Room	C-216	C-226
5:30 pm	Chip Bowles, Greenbaum & Doll LLP	
6:30 pm	Witten Financial (Manufacturers)	Greater Games Industry (Industry)
7:30 pm	Jessica Blair (Manufacturers)	Crystal Commerce (Industry)

PRESENTED BY





# POWER RETAIL AWARD WINNERS



GAMA Trade Show 2010 marked the very first GAMA Retail Division **Power Retail Awards**. The Power Retail Awards offer the hobby games industry an opportunity to recognize and honor its most innovative and professional retailers. The awards are open to any current GRD member that has been in business for at least 2 years. Awards are given for Outstanding Store, Outstanding Store Design, Outstanding Marketing, and Outstanding Organized Play.

*This year's Power Retail Award nominees were:*

## OUTSTANDING STORE

Fan Boy 3, Manchester, UK  
Fantasy Games, South Bend, IN  
Kirwan's Game Store, Catskill, NY  
The Game Closet, Waco, TX

## OUTSTANDING STORE DESIGN

Fan Boy 3, Manchester, UK  
Fantasy Games, South Bend, IN  
Kirwan's Game Store, Catskill, NY  
The Game Closet, Waco, TX

## OUTSTANDING MARKETING

Fan Boy 3, Manchester, UK  
Fantasy Games, South Bend, IN  
Kirwan's Game Store, Catskill, NY  
The Game Closet, Waco, TX

## OUTSTANDING ORGANIZED PLAY

Fan Boy 3, Manchester, UK  
Fantasy Games, South Bend, IN  
Kirwan's Game Store, Catskill, NY  
The Game Closet, Waco, TX

**Congratulations to all the nominees!**



## MOST OUTSTANDING STORE

**WINNER:**  
**THE GAME CLOSET**  
Waco, TX



## MOST OUTSTANDING STORE DESIGN

**WINNER:**  
**KIRWAN'S GAME STORE**  
Catskill, NY



## MOST OUTSTANDING MARKETING

**WINNER:**  
**THE GAME CLOSET**  
Waco, TX



## MOST OUTSTANDING ORGANIZED PLAY PROGRAM

**WINNER:**  
**FAN BOY 3**  
Manchester, UK



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# WOULD YOU LIKE TO RUN GAMES AT ORIGINS?

Each year, Origins provides support and compensation to hundreds of Game Masters (GMs) that support the show. How do you submit events to Origins? GREAT Question!

## Here is how it works:

1) Go online and fill out the GM Event spreadsheet

We begin accepting events on September 1st and the deadline for submitting events is March 1st. We cannot support Events submitted after the March deadline!

2) Submit the completed excel spreadsheet (on time!) to [events@gama.org](mailto:events@gama.org). Please do not submit your event requests through any other channel!

3) GM compensation is listed at:

<http://www.originsgamefair.com/GameMastersClubs>

After your events are approved, you will get a confirmation email from the staff. Depending on how many events you run you can earn rewards such as show badges, hotel stays or vouchers.

The approval for events is based on three factors:

1) Companies have first priority for submitting events for the games they own.

2) The first GM or group to submit events will have priority if we receive duplicate events.

3) The previous year's fill rates (how many players actually attended your events) will also affect a GM or Group approval for events. As a general rule, you should submit roughly the same number of events that you actually ran at the show. (Remember, if you don't turn in your event sheets to the Area HQ it counts as a zero fill for that event!)

Being a GM is a great way to share your favorite games, meet new players, and earn valuable rewards.

**JOIN US NEXT YEAR AND BE A PART OF THE ORIGINS GAME MASTER PROGRAM!**



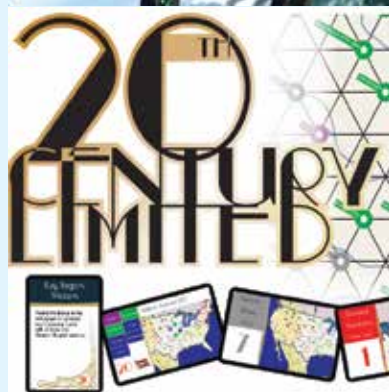




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**Booth #317**



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