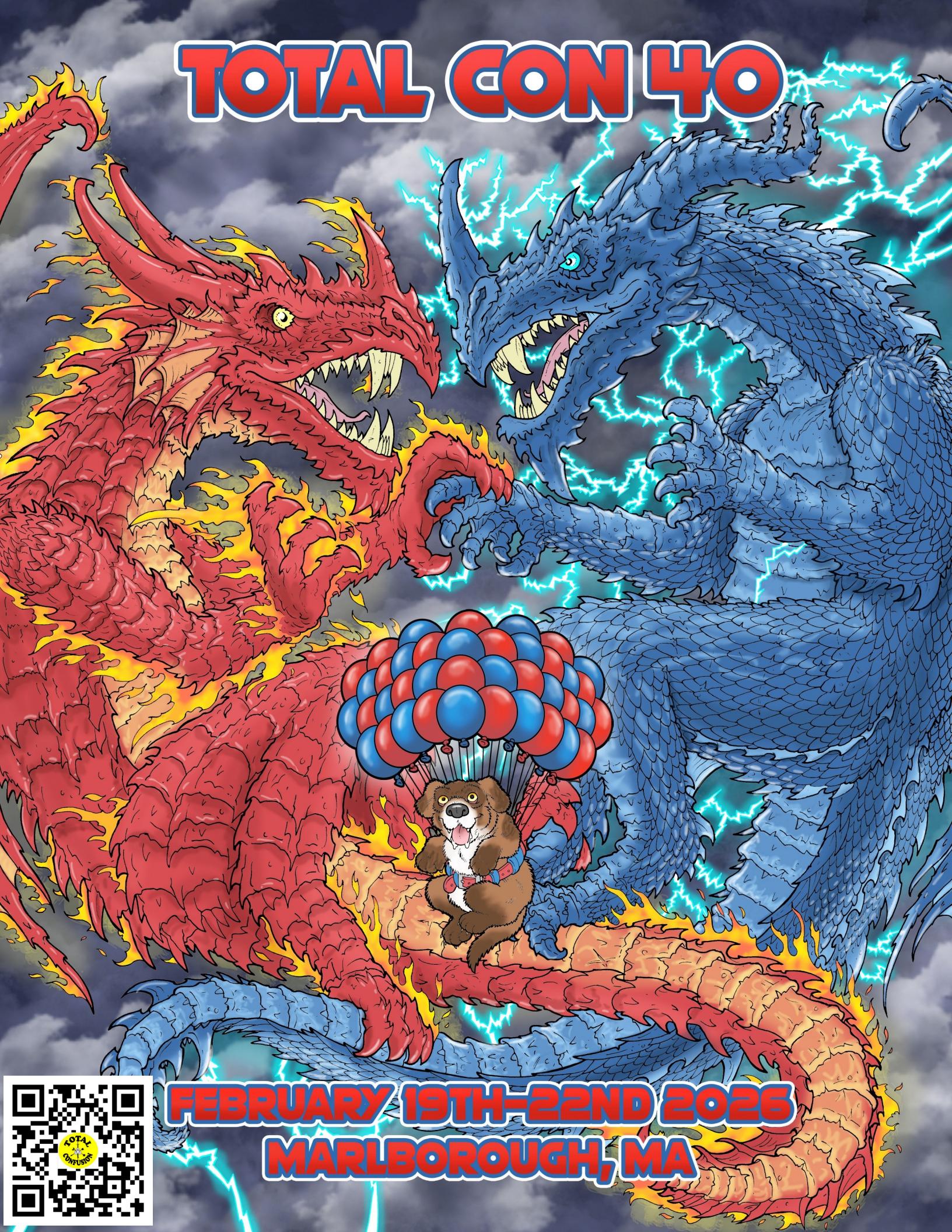


TOTAL CON 40



FEBRUARY 19TH-22ND 2026
MARLBOROUGH, MA



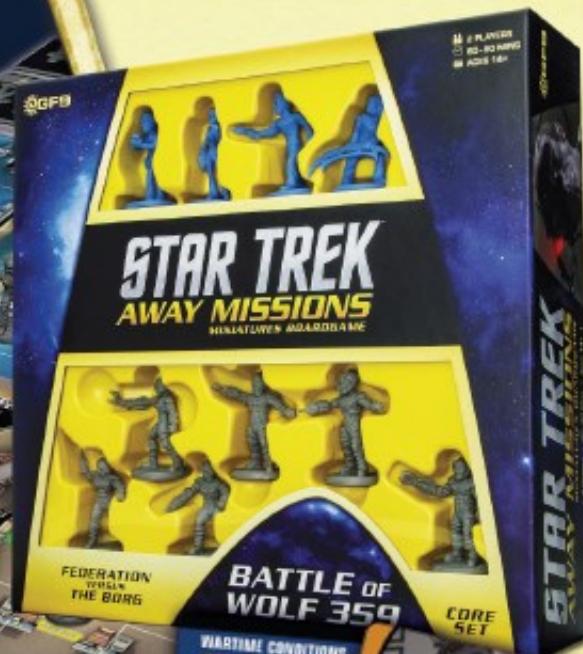
STAR TREK

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MINIATURES BOARDGAME



GF9



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The House Of Duras



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REGISTRATION AND INFORMATION

TOTAL CONFUSION LLC

TOTAL CON XXXVIII

FEBRUARY 19-22, 2026

TOTAL CONFUSION LLC STAFF

DIRECTORS

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Kevin Baumann
Jenn Gerber
Ben Gerber
Bryan Rheaume
Aaron "Buddha" Beeson
Bryan Clauss
Chris Spinney
Sarah Follensbee

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Kara Morse
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Rich Shay
Jeremy Cochran
Angelia Parenteau

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Vincent Milano
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Al Amaral
Dave Namerow
Mike Kafas
Gregory Follensbee
Naomi Price

Special Thanks to..

Gregg Belevick
Dave Mitton
Carol Pandolph
Wes Carpenter
Denise Rabideau
Peter Bryant
Carol Whalen

All of our Game Masters
All of our Volunteers

TOTAL CON 2026 offers hundreds of scheduled events over four days, including role-playing games, live action role-playing, miniature games and board games with dozens of titles in our games library. Also, we have the largest dealer hall of any New England game convention.

PRE-REGISTRATION through the online system ends February 7th. Mail in pre-registration is no longer accepted. We apologize for this inconvenience; however, we must halt the pre-registration process by this date in order to prepare for the convention. If you pre-registered and do not attend the convention, your registration and ticket fees will not be refunded. **BADGES ARE NON-TRANSFERABLE**

BADGES can be picked up at Registration upon entering the convention. You must wear your badge to be allowed into the convention area. Please wear it in a visible area on your person. You must have your badge to purchase an event ticket. Those attendees who wish to observe an event should ask for a visitor pass.

At the convention registration desk, to receive your badge, you will be required to show proof of identification or your QR code. If your name on your badge cannot be verified with ID or QR, you will not be allowed to take the badge. Parents with children will be allowed to take their child's badge once their identification has been confirmed.

EVENT TICKET SEATING PRIORITY your Total Confusion Registration badge now includes the cost of the event tickets unless otherwise noted, giving attendees unlimited "generic tickets" to play events. Event tickets for the event take **PRIORITY** seating to an event. The GM must accept those first then fill empty seats with "stand by" players.

GAMEMASTERS MUST REGISTER FOR THE CON

especially if you wish to play in events. Once your obligations to the convention have been completed, you will be entitled to a reimbursement per the Total Con policy. If you have any questions regarding the registration process, please contact your event coordinator.

EVENT TICKETS ADDITIONAL PRICE some event tickets have an additional cost added to them to help cover some expense in the event you have signed up for. Panels are always free but have ticket sales due to limited seats. Workshops almost always carry an extra fee.

YOUNG PLAYER TICKETS AND EVENTS are for gamers sixteen (16) and under. Attendees with young player badges may play in any event in between the times of 8am and 11pm and are also able to play in young player area specific events. Young Players are not allowed to play in events scheduled for the late-night slots after 11pm on any night. Young players must still purchase tickets to play in events.

Adults may only play in young player events if they are accompanying a young player as a parent or guardian.

CANCELLATION OF EVENTS are unfortunate but can occur. If your event is cancelled prior to the convention, we will try our best to notify you of the cancellation, however there are a large number of attendees and if an event is cancelled close to show time, we may not be able to notify attendees before the convention.

COVER ART was done by Chet Minten, check out his artwork on...
chetmintonartist.com

REGISTRATION AND INFORMATION

Total Confusion's 2026 Schedule				
	Thursday	Friday	Saturday	Sunday
Will Call (pre-reg)	7:30am-8pm	7:30am-8pm	7:30am-8pm	7:30am-1pm
Onsite Registration	7:30am-8pm	7:30am-8pm	7:30am-8pm	7:30am-2pm
Prize & Merchandise Room	Pre-reg pickup	9am-11pm	9am-11pm	9am-5pm
Dealer's Hall	Setup only 12pm to 7pm	10am-7pm	10am-7pm	10am-2pm
Game Events	Start at 8am End at 3am	Start at 8am End at 3am	Start at 8am End at 3am	Start at 8am End at 11pm
Electronic Games	Setup	9am-8pm	9am-8pm	9am-2pm

Weekend Costing Registration and Tickets				
	ADULT		YOUNG PLAYERS	
	Pre-Registration	At the Door	Pre-Registration	At the Door
One Day Registration Thursday & Sunday	\$30.00	\$35.00	\$15.00	\$17.50
One Day Registration Friday & Saturday	\$30.00	\$35.00	\$15.00	\$17.50
Weekend Registration	\$75.00	\$85.00	\$37.50	\$42.50

OPEN GAMING This year our open gaming area can be found in Salon C, D & E. Additional open gaming can be found in Zachery's after 1pm Thursday, Friday, Saturday and Sunday. Open events do not count towards awards including points for our "Chairman of the Board" award. There is limited space and is first come first serve. If there is an empty table in an area, please do not assume that the space is open. It may have a registered game opening at a later time. Check with the area coordinator first.

BOARD GAMES LIBRARY offers many board game titles that any registered attendee of Total Confusion may check out free of charge. Check out the offerings in "Salon C, D, E" in the main ballroom.

TOTAL CONFUSION V.I.P.s are attendees that have dedicated themselves to helping Total Confusion and bringing quality events for everyone. For their hard work they receive the following benefits as our thanks to them: Complimentary registration, events tickets, convention t-shirt and Phoenix Room access for the entire event. Please thank them for their dedication to our hobby.

MINIATURES PAINTING CONTEST The competition gets more exciting every year! Enter your figure and win fame, glory and god-like status among your peers. You may enter as many figures as you wish and each will be displayed for everyone to admire. All entries must be submitted to the registration desk by Saturday noon and picked up by Sunday noon. You must have a picture ID in order to pick up your miniature(s). This is a convention security policy to ensure that each artist receives their respective masterpiece(s).

CATEGORIES:

- *Young Painter (ages 16 and under)
- *Machine (non character based)
- *Diorama
- TRILATERUM (new Category)

- *Single miniature Small
- *Unit - more than 1 figure
- *Single miniature large

Best Trophy Overall: Try for our best overall trophy. Before any other categories are judged, the judges review all the figures and select the "Best Painted Figure" A small figure has just as much of a chance as a larger one.



RISING PHOENIX GAMECON

ONE ROLL AWAY FROM LEGENDARY



**APRIL 24TH TO 26TH
2026**

At The DoubleTree By Hilton
11 Beaver Street Milford, MA



Table Top Events



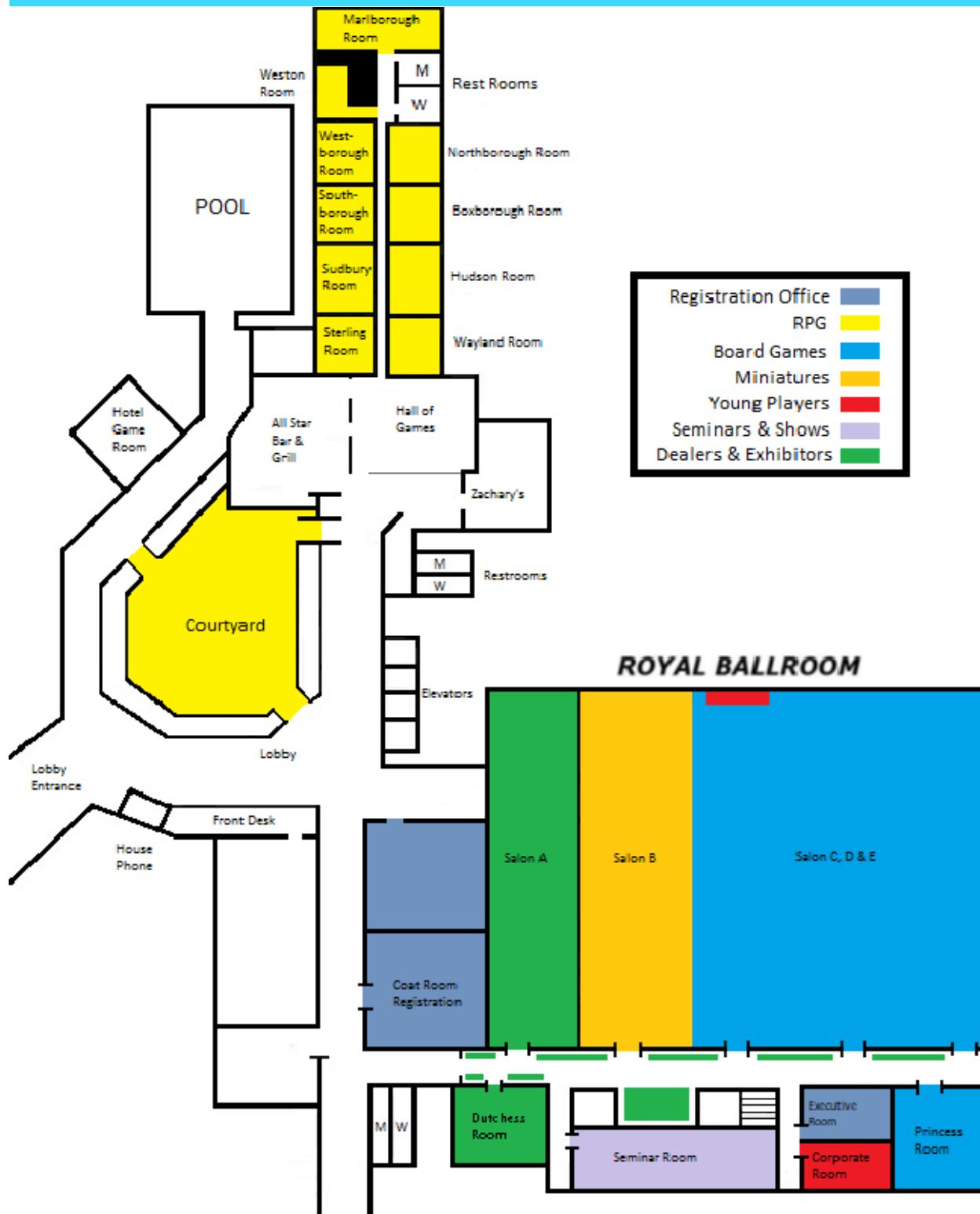
Rising Phoenix
GameCon

CODE OF CONDUCT

- **Badges must be always worn around the necks while in the gaming areas.** When not practical it must be in plain sight for staff to see. This is to prevent disruption of the event. Badges must be presented upon request from a Total Confusion staff member. You MUST have your badge to obtain an event ticket.
Anyone attending an event JUST to observe should ask for a Visitor's badge at the registration desk. All visitors found without a badge **will be asked to obtain one at the registration desk.**
- The convention is a family-oriented show. Alcoholic beverages are allowed in the hotel restaurants and hotel bedrooms it is prohibited on the convention floor.
- Lost items if found will be located at the Registration area of the convention. Total Confusion is not responsible for lost, stolen or damaged property.
- Announced events are subject to change and/or cancellation without notice. Every effort will be made to announce any changes via the Internet, pre-convention publications, our onsite book and posting in registration. Cancellation of events is unfortunate but can occur. If your event is cancelled, you will not receive a ticket.
- Total Confusion is dedicated to providing a harassment-free convention experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, politics or religion. We do not tolerate harassment of convention participants in any form. Harassment includes, but is not limited to:
 - Verbal bullying, intimidation, stalking, unwelcome attention or following.
 - Images of full or partially nudity and/or images of sex acts (simulated or actual) in public spaces
 - Harassing photography or recording (ask first if the person is comfortable)
 - Sustained disruption of talks or other events
 - Unwanted/inappropriate physical contact
- Any weapon must be part of a costume. All weapons must be non-working and “peace bonded”. No functioning projectile weapons including water pistols, silly-string guns, and ping-pong pistols are permitted. Bladed weapons must be “peace bonded”. Any weapons brought into the convention should be brought to the Registration office/security office. If the policies are not followed you will be asked to leave.
- NO CAMPING IN THE HALLS OR LOBBY! If you are found sleeping in the public areas, you will be asked to go to your hotel room. If you do not have a room, hotel or venue, security will be forced to ask you to leave. Check the message board for people looking for people to share rooms and costs.
- Please do not abuse our hotels or convention facilities, including putting signs on walls. If you want to post an event, please report to the registration office or events office for permission.
- Total Confusion is more than happy to receive hobby related flyers from other conventions and stores that are willing to have our flyers on display in an equal exchange. Please drop off any flyers in the registration area ONLY. Flyers left out in open areas without prior approval, will be removed. Flyers will be accepted upon the discretion of staff.
- Please respect other convention attendees and yourself. Get sleep and shower. Take time to rest and refresh yourself.
- We encourage our attendees to show off their costumes. However, any attendee's costume designated by the staff to be not appropriate to a family-friendly event, will be asked to change into appropriate clothes. Military uniforms dated after 1940 can only be worn by active military personnel.
- Attendees must observe a “quiet” time after 11:00pm when they are in gaming areas or hallways in the main hotel area (Courtyard).
- Pets are not allowed in the gaming area. The only exception is designated service animals. Pets in the hotel lobby area follow hotel guidelines.
- No official event may be run away from the gaming area, this includes hotel rooms, vehicles or anywhere off site.
- Table space is at a premium , please do not assume a table that is empty does not have a game running on it. Items left on tables can be removed by Total Confusion staff members.
- Participants in the video game area may be exposed to content rated “M” for Mature.
- Event tickets are returnable up to 1 hour before the events start time. If your event is cancelled, you may exchange the ticket at registration for another event.
- Gambling of any kind is prohibited at Total Confusion convention or anywhere in the hotel.
- Firearms are prohibited in the convention gaming space except by law officials.
- Total Confusion is not responsible for injuries sustained during the course of the convention. If there is a medical issue please report it to the nearest staff member.
- Drugs that are illegal in the State of Massachusetts are prohibited at Total Confusion. Anyone identified to have a controlled substance on their person, will be reported to the authorities.
- We reserve the right to ask you to leave the convention and refuse to refund your registration money if you are behaving inappropriately.

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HOTEL MAP GAMING AREA



HOTEL AND GUEST INFORMATION



TENFOLD DUNGEON™



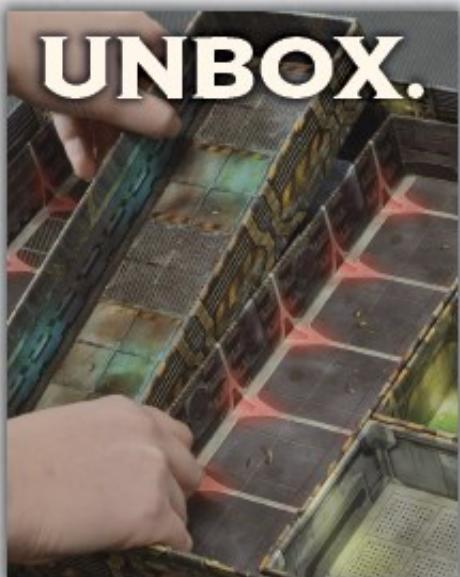
RPG
SCALE

MODULAR ROLEPLAYING TERRAIN SET

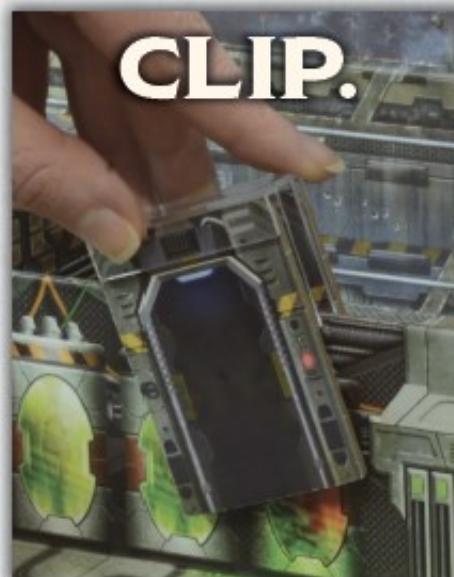


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Life Time Achievement Award

“Ken Pendleton Award”

In 2004, the Total Confusion Staff decided to formally recognize the dedicated people who have supported our convention by maintaining a standard of excellence for entertaining our attendees. Our first recipient for this award was Ken Pendleton, who was a well-known author and gamer, infamous for his epic adventures. We felt he more than earned it, he deserved to be given the Lifetime Achievement Award. Sadly enough, Ken passed before we had a chance to present this award to him. Therefore, in his honor, we have named it the Ken Pendleton Award. The recipient of this award receives permanent V.I.P. status at Total Confusion.



Please thank our 2026 Life Time Achievement Winner; Carol Pandolph



If you've been to Total Confusion before, you know who Carol is. She's the person who drags 4 buckets of equipment to the convention. She's the one there in the morning after you have breakfast until dinner time sitting in the hallway, surrounded by gamers running around going to their events watching everyone else as she paints minis.

She paints miniatures all day, handing figures out to people, cleaning up after everyone leaves so someone else can paint another figure. She brings her own paints and brushes for everyone to use providing a good supply of colors for everyone's own creative twist on their figure. And after the dinner break, she does a late night painting with her friends.

But she doesn't just do paint and take at Total Confusion, Carol can be found at almost every local convention supporting what she loves best. Say "Hi" to her as you pass by.

AWARDS

MOD CON

May 30
2026



Smith College
Conference Center
Northampton, MA

modcon.games

DAVID “DIESEL” LAFORCE

Artist



volunteer work.

Diesel is considered one of the first generation staff artists for TSR Hobbies contributing thousands of pieces of interior artwork and cartography for Dungeons & Dragons adventures and related products. He has been involved in practically every product line that TSR put out. In the early 2000s, Diesel branched out sculpting his own line of fantasy-themed handmade collectible items. Adding to his sculpting accomplishments, Diesel was commissioned to do a line of gaming trophies for NTRPG Con including Gladiator, Circus Maximus and the literary The Three Castles Award. He also claims fame to five Magic the Gathering cards.

Recently, Diesel has retired from the GenCon Game Fair Art Show after 45 years of

Currently, he takes on commission work for gaming products and private individuals. Diesel is always up for a chat and is happy to sign your books, prints and cards.

JOSEPH BLOCH

Game Designer/ Writer



Joe lives in New Jersey with his wife and son.

Joseph Bloch has been playing D&D since 1977, and wargames longer than that. He hosts the Greyhawk Grognard YouTube channel (video.greyhawkgrognard.com) as well as the Greyhawk Grognard blog (www.greyhawkgrognard.com), which is celebrating its 17th year.

Joe is also the president of BRW Games (www.brwgames.com), which publishes old-school tabletop games, including the Adventures Dark and Deep™ rules and supplements, the Castle of the Mad Archmage™ megadungeon adventure setting, and the Greyheim Adventures™ series of adventures.

sey with his wife and son.

JEFFERY TALANIAN

Writer/ Game Designer



Jeffrey Talianian is the publisher at North Wind Adventures and the creator of HYPERBOREA, a tabletop adventure game of swords, sorcery, and weird science-fantasy. HYPERBOREA is inspired by the pulp fiction of Robert E. Howard, H.P. Lovecraft, and Clark Ashton Smith, with mechanics inspired by the works of E. Gary Gygax and Dave Arneson. Previously, Jeffrey coauthored Castle Zagyg, working closely with the co-creator of Dungeons & Dragons, E. Gary Gygax, until his passing in 2008. These days, Jeffrey lives in New Hampshire with his wife, children, and other creatures, and he's always at work on the next HYPERBOREA project.

INDUSTRY GUESTS



IAN McGARTY

Writer/ Designer

Ian McGarty is one half of Silver Bulette Publishing and is a game designer, cartographer, and writer. He publishes his and Jayson 'Rocky' Gardner's creations for multiple game systems including Shadow Dark, 5E, DCC, MCC, WHPA, Neon Lords of the Toxic Wasteland, and more. You can find Ian running and playing as many RPGs and RPG systems as he can be exposed to. In his 'real' life, Ian spends his time chasing his wife and wrangling his kids on crazy adventures and practicing speech pathology. Ian's recent titles include The Temple of the Sheep God, The Demon Curd of St Uguzo, and The Shadow of the Brutacorn.



DON SEMORA

Game Designer

Don Semora is a writer, graphic artist and publisher who lives in Michigan with his wife Tina. Don is a believer in the idea that everyone's idea deserves to be seen, and works via his publishing company to help authors and creators to see their works in print. Don and his wife also operate a game convention in Michigan called WizardCon, that is run in April.

You can check out Wizard Tower Games at www.wizardtowergames.com and you can learn more about ZONK at www.zonkworld.com and please say hello when you see him at the convention.



EDWIN NAGY

Writer/ Designer

Edwin Nagy started gaming early with a group of friends in Lincoln, NE, and came back into the hobby in the twenty-teens. He splits his gaming time happily between horror, fantasy, and a few other genres. Most recently, Edwin is a founding member of Parallel Dimension Gaming, producing gaming books and developing gaming related experiences. He has worked for and with Lesser Gnome, Monkeyblood Designs, Frog God Games, The Merry Mushmen, and Dark Naga (among others) as rules developer, writer, editor, project manager, and author. He particularly enjoys working with authors new to writing scenarios. Along with his gaming work in publishing, he is a co-host on This Ol' Dungeon, a player and GM with Skype of Cthulhu (an actual play podcast with over 1000 recorded sessions!), an editor for Modern Mythos and a former editor for the Miskatonic University Podcast. It's a wonder he has time to hold down a job. We'll see how long that lasts!



DAVID O MILLER

Science Fiction and Fantasy illustrator

games such as Call of work as a freelance fantasy and sci-fi artist. An avid game master that plays a large variety of games, David both enjoys creating his own games as well as tinkering with older games, updating them for a new generation of gamers.

Fantasy and Science Fiction illustrator David O. Miller has created art for many Role Playing game companies such as TSR, GDW, White Wolf, Steve Jackson Games, West End Games and Wizards of the Coast. His various TSR illustrations include interior color and black & white illustrations for the Revised Second Edition AD&D Player's Handbook and Dungeon Master Guide, Castle Sites, City Sites, Spells & Magic, color covers and interior black & white illustrations for Spelljammer, Dark Sun, Mystara, and various Dungeon Magazine and Dragon Magazine covers and interiors. David was introduced to role playing games in 1977 while at college, first playing D&D before switching over to Runequest and other Chaosium Cthulhu. After graduation, David started attending GenCon where he landed contract



NYX SPENCER

Pod Caster

The Convention turns 40, I turned 40. It's a great year to be a TTRPG Storyteller. If you don't know me from my GMing or panels from years past, I'm Nyx and I enjoy running games that make you laugh, cry, or hopefully both. While I'm not working on any active projects in the TTPRG arena, I am still editing all the podcasts and audiobooks, crafting all the nerdy things, and writing queer and magical TTRPG scenarios. All my games this year will have a witchy theme, so if that's your cup of brew, I hope to see you at my table.



BRADFORD YOUNIE

Game Designer/ Author

Brad Younie is an RPG game designer and author who hails from New Hampshire. As Carnivore Games, he has published two role-playing games: Now Playing, and The Unexplained. As an author, he has published three novels and two short stories.

Brad is an accomplished Game Master, having run events at local conventions, such as TotalCon, for decades.

Check out his games at <https://www.carnivoregames.com>
 Check out his novels at <https://www.bradyounie.com>

INDUSTRY GUESTS



You can find Jayson

JAYSON ELLIOT Game Designer/ Writer

Jayson is the founder of Solarian Games and co-author of the latest edition of *Top Secret*, the original espionage RPG created by Merle Rasmussen in 1980. He also founded *Gygax Magazine* and published it together with James Carpio, Luke Gygax, Ernie Gygax, and Tim Kask. A gamer since 1982, he found his way back to the tabletop industry in 2010 when he hosted *Roll For Initiative*, the 1st Edition AD&D podcast.

In partnership with Steven Parenteau and Peter Bryant, Jayson is the founder of ModCon, the first roleplaying convention for TTRPGs set in the modern era. co-hosting the podcast *Tabletop Weekly* every Sunday night on YouTube.



MARY LINDHOLM Writer/ Editor

Mary is an avid gamer and dungeon master. She started out as the editor and contributor to *Phoenix Literary Magazine*. Later she wrote for *Prima Video Game* guides for games like *Everquest*, *Dark Age of Camelot* and *Asheron's Call 2*. *Chapter 13 Press* used Mary to help edit *Spooky Beans* and *Tales from the Fallen Empire* role playing game. Later she became editor for *TSR Games*' magazine *Gygax Magazine*. Most recently Mary edited *Anarchy!* by James Carpio. She writes and edits with Solarian Games and is co-authoring a new role playing game named *Witchlight*. In addition she recently completed a novel that is pending final editing.



PETER “Blix” BRYANT Pod Caster/ Artist, Writer

Peter is a partner at Solarian Games, publisher of the espionage role-playing game *Top Secret*. He has been active in the gaming industry since 2000, contributing as both a designer and writer to companies including *Tri Tac Games*, *Dilly Green Bean Games*, *R. Talsorian Games*, *Studio 187*, *Chapter 13 Press*, and *TSR Games*.

Beyond publishing, he has helped shape the modern gaming community. He is a founding member of the *Golden Fez Awards*, an annual celebration of creativity and innovation in honor of James Carpio, and a co-founder of ModCon, a convention dedicated to modern tabletop gaming. Peter has also hosted numerous podcasts over the years, among them *Fringeworthy Podcast*, *ConMen*, *Cube of Death*, *Game School*, *Wargaming Recon*, *MythWits*, and *Table Top Weekly*.

INDUSTRY GUESTS

DON BAGGETT Pod Caster



Don Baggett is one of the five hosts of The Secret Cabal Gaming Podcast (see [Jamie Keagy](#) for details), a weekly talk show about board games, card games, miniatures, and role-playing games that has been going strong for over 14 years. Don joined the Cabal in 2019 and brings his thoughtful love of all board games but has a particular interest in heavy euros, tableau-building card games, and hidden movement games.

JAMIE KEAGY Pod Caster



gamer his entire life.

wargames - he'll find joy in just about anything you can throw at him.

Jamie Keagy is the lead host and producer of The Secret Cabal Gaming Podcast, a weekly talk show about board games, card games, miniatures, and role-playing games that has been going strong for over 14 years. Along with the other founders, Chris, Steve, Don, and Tony T, the show kicks off with discussion of the gaming they've been up to, followed by a featured board game review, a gaming industry news segment and finally, the gang gathers for a roundtable discussion focused on tabletop gaming. Jamie co-created the show with the rest of the gang in 2011 and moved to producing the show as his full-time job in 2017. Jamie is a graphic designer, musician, writer, and audio engineer, and has been a tabletop

He'll play any game, including board games, role-playing games, and miniatures



CHRIS MILLER Pod Caster

Chris Miller is one of the five hosts of The Secret Cabal Gaming Podcast, a weekly talk show about board games, card games, miniatures, and role-playing games that has been going strong for over 14 years (see [Jamie Keagy](#) for details). Chris has been with the show since the very start in 2011 and has consistently brought his lovable brand of weirdness to the show. He began as a board gamer who initially loved adventure and story-based games, but over the years has grown to adore the way a heavy euro burns his brain.



HAVOC XL



The Warriors (1979) by Cat

Havoc is the premiere miniatures convention in the northeast and has been running for 39 years. Sponsored by BGBoston Inc. ("BattleGroup Boston"), Havoc XL will be held March 27-29, 2026

Best Western Royal Plaza Hotel
181 Boston Post Rd W. Marlborough, MA 01752

Visit our web site at <http://havoc.battlegroupboston.org/>

Signup to Attend at:
<https://tabletop.events/conventions/havoc-xxxx-2026->

You can also get periodic news and about Havoc by joining our email list at <https://groups.io/g/bgb>
Or visit our Facebook page: <https://www.facebook.com/groups/bgbhavoc>

OSCAR RIOS

Game Designer/ Author



Oscar Rios is an Ennie award winning author, editor and publisher of cosmic horror fiction and role-playing supplements for the Call of Cthulhu game line. Since his debut in 2005 with the campaign Ripples from Carcosa, this proudly Hispanic New Yorker has authored over a hundred and twenty scenarios. His works include The 7th Edition Guide to Cthulhu Invictus (silver Ennie award for Best Setting in 2019), The Legacy of Arrius Lurco, Ripples from Carcosa and multiple scenarios in the updated Horror on the Orient Express. His fiction works include short stories in collections such as Cthulhu's Dark Cults, Horror for the Holidays, Heroes of Red Hook, and multiple Tales of Cthulhu Invictus collections. He founded Golden Goblin Press, a licensee of Chaosium, in 2013, which manages the Cthulhu Invictus setting. An avid gamer, Oscar considers the space behind a Keeper's screen is his natural habitat, and can be found running games in conventions across New York and New England.

JOEY ROYALE

Entertainer/ Personality



Rev. Joey Royale is the nostalgia-soaked mastermind behind Get Haunted Industries, where cult TV chaos meets DIY RPG weirdness. With the wild energy of Pee-wee Herman and the soul of a grindhouse preacher, Joey has created indie tabletop hits like Weird Heroes of Public Access, Ninja City, Darkest Dice, and One of Us. He lives in Connecticut with his wife and kids and is a public school principal by day.

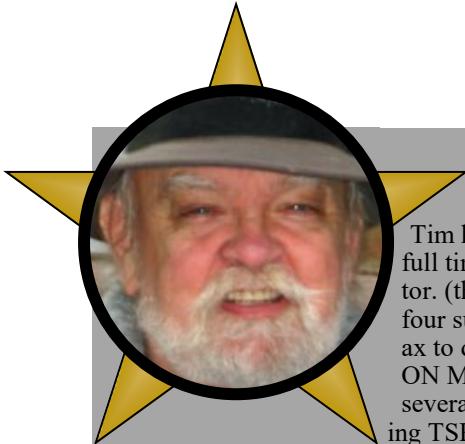
JAY PARKER

Game Designer/ Artist



When it comes to jack-of-all-trades, Jay Parker is the guy. He's the co-owner of Dilly Green Bean Games, the company that created G-Core (modern FASER-IP). Jay is the lead designer and writer for both Katana-Ra (Feudal Japanese Cyberpunk) and Flint Dille's upcoming Subterraiens RPG. He's also a freelance artist and writer. Credits include: Doctor Who: Adventures in Time and Space: Aliens and Creatures boxed set and later material (contributing writer); Cyberpunk v3 product line (artist and writer), Cyberpunk Red product line up through Black Chrome (writer/contributing writer); Dragonscales (artist) and other Fireside Creations projects (artist); Top Secret: NWO (emergency writer); and G-Core and all DDBG writer). In the shadows he has worked on gems like Thunder! RPG, Mekton Zero and Gundam (not released). Jay was even offered a job at DigiPen to teach Intro to Game Writing. When not cranking art and writing, Jay teaches in the game design at one university and game art/tabletop game design at a local college. Before all of that he was a Hull Tech in the USN. Jay is always accompanied by his in house editor and wife.

INDUSTRY GUESTS MEMORIAL



TIM KASK Game Designer/ Writer/ Editor

Tim has been playing war games since the sixth grade, in 1961. He was the first full time employee of a new company called TSR in 1975, hired to be Gary's editor. (this would make him a Charter Member of The Old School). He edited the last four supplements to what is now referred to as OD&D as well as helped Gary Gygax to define and delineate what became AD&D. Along the way he started DRAGON Magazine and LITTLE WARS Magazine, did development and editing on several other TSR games; he also did some development work for AH. After leaving TSR, he moved to Cincinnati where he partnered with Ral Partha to found Manzakk Publishing, where he published ADVENTURE GAMING Magazine until the "trickle-down" theory of Reagonomics failed to trickle his way. During the last three years he has resumed writing adventure modules, playing aids and short fiction and has plans to publish them in 2012 in a new company, Eldritch Enterprises, Ltd., formed by Frank Mentzer, Jim Ward, Chris Clark and himself. His focus point of his new products is helping DM's be the very best they can be; his philosophy of gaming can be summed up as : "Rules should not get in the way of fun". Since his retirement from teaching, Tim has been writing full time on several projects besides game-related items and travelling to whatever conventions invite him to attend.



JAMES "Dregg" CARPIO Writer/ Publisher

Game designer, streamer, and learning and development guru, James Carpio began his obsession with gaming at 14 with B/X D&D. James spends most of his time as a designer (instructional and game), embracing nerd and pop culture. His game journey started with Electronic Arts/Maxis as a support tech and later Akklaim Entertainment when he switched coasts. Co-owner of Solarian Games, James developed the Lucky 13 game engine for Top Secret: New World Order, Anarchy (RPG of the No-Future), Tales from the Fallen Empire for DCC, Pulp Era, Spookybeans, and a few upcoming projects, including Witchlight (with Mary Lindholm), IronGarde Watch for DCC, and Death Race Z. Other nerdy endeavors include hosting the Welcome to the Grindhouse! Vlog and Infinite Oddesseys, an RPG actual play livestream. Outside of rolling dice, James collects RPG, enjoys horror movies, and yells at kids to get off his lawn. You find James on Twitter @GrindhausMedia, Twitch @GrindhausMedia, or Youtube @showusyourcrits.



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