



Wolfcon IV - Nov 28th & 29th, 2008
8747 W. Lawrence Ave, Chicago, IL 60656

Program Booklet

WWW.WOLFCON.ORG



STAR FLEET UNIVERSE

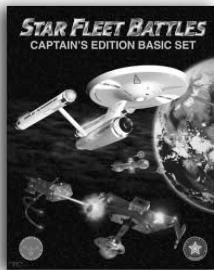
The best-selling science-fiction universe in history goes on! New games, new systems, new miniatures.



The new fast-paced starship combat game. Everything is streamlined; the ship cards are in full color. Energy received at the start of each turn is spent as you need it for weapons, movement, etc. Look for Klingon Border, Romulan Border, Klingon Attack, Romulan Attack, Tholian Attack, Battleships Attack, and (2008) Distant Kingdoms.



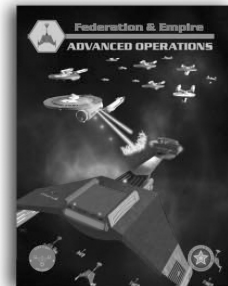
STAR FLEET BATTLES



The new edition was followed by many new modules (Y,J2, R8, R9, R10, R11, Omega 1-4), Captain's Log 18-35, & more! Starline 2400 includes 120 scale pewter ships with many entirely new ones. Look for the Master Rulebook and Module G2 Master Annexes.

FEDERATION & EMPIRE

New Expansions keep coming! Advanced Operations added a hundred new ships, the Y180 scenario Winds of Fire, and more. Look for Combined Operations, Fighter Operations, Planetary Operations, Reinforcements, and the new Strategic Operations.



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Exciting starship card game. Beautiful color cards include 36 starships, plus 90 weapons, maneuvers, tactics, legendary officers, damage repair, electronic warfare, & more. Non-collectible; one box is enough for six players!

PRIME DIRECTIVE: D6, D20, & GURPS

Role playing the Final Frontier! Federation, Klingons, Romulans, weapons, skills, technology, planets, history, starships, Vulcan Psionics, Academy character packages, medals, and more! Now for G4e, D20, & soon D6!



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NEW WEB SITE: FederationCommander.com
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EMAIL: Marketing@StarFleetGames.com



WELCOME TO WOLFCON 2008

It's late November in Chicago. It's the two days after Thanksgiving. It's time for Wolfcon. A holiday that has always carried with it, the values of family and thanks, now also includes fun, games, and new, and renewed friendships. The traditional harvest festival of food is now joined by a festival for the creative mind.

I want to urge you to take advantage of this unconventional feast. Enjoy the fine spread of games set in front of you. Play cherished favorite games, but also take a taste of something you hadn't tried before. Learn a new game. Try a new RPG setting. Mix and mingle with family, and friends, but also be open to connecting with people who share the same passion for games that you have. Above all, enjoy yourself, and have fun.

To give thanks, is to appreciate something that might otherwise be taken for granted. We truly appreciate your patronage, and support. Thanks for coming.

John Kavain
Robert Lindauer
Robert Reichel

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Questions? Comments? Requests?

The three gentlemen you see pictured above are the people to talk to for any, and all of these things. Please don't hesitate to engage any of us.

We are constantly looking for ways to improve Wolfcon, and your suggestions, comments, and even complaints, are the best resource we have to learn how to make our convention better.

Publication Information

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GAMES LIBRARY

Wolfcon has a large library of games at our disposal from our own library, and on loan from the Gamebase7 library. These will be available for use during the convention in the board games areas. We expect to have the games listed on the right, plus several other titles.



IN "BUMP IN THE NIGHT" 2 TO 6 PLAYERS EACH PLAY A GROUP OF SIX MONSTERS THAT THEY WILL USE TO TERRORIZE PEOPLE IN THE HAUNTED HOUSE. IF ENOUGH TERROR IS GENERATED IN A PERSON, OR IF A PERSON IS FORCED TO FLEE THE HOUSE, THE PLAYER CLAIMS THE PERSON FOR A POINT. POINTS CAN ALSO BE GAINED THROUGH SPECIAL BONUS CARDS. THE FIRST PLAYER TO HAVE FIVE OR MORE POINTS ON THEIR TURN WINS THE GAME.

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Nuclear War
Order of the Stick
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Pizzabox Football
Power Grid
Puerto Rico
Risk
Risk 2210
Rocketville
San Juan
Scrabble
Seafarers of Catan
Settlers of Catan
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WOLFCON SILENT AUCTION RULES

BASIC INFO

The Auction is divided into four Slots. Items up for bid for a particular slot will be on display during that slot.

Friday

Slot 1: 11:00 AM – 3:00 PM

Slot 2: 4:00 PM – 8:00 PM

Saturday

Slot 3: 11:00 AM – 3:00 PM

Slot 4: 4:00 PM – 8:00 PM

BUYERS

1. Bidder numbers are required to write a bid on a Bid Sheet.
2. There is no charge for bidder registration.
3. To register for the Auction sign up at the Registration desk.

BIDDING RULES

1. Bidding can be done anytime during the slot that an item is up for bid.
2. When you bid on an item, PRINT your Bid Number, badge number, and bid on the first space available on that item's Bid Sheet.
3. All bids must increase in a minimum of \$.50 increments (ex. if the last bid was \$7.00 the next bid must be at least \$7.50.)
4. Pieces that remain unsold will be returned to the original owner.
5. All others are considered sold to the highest bidder on the Bid Sheet.
6. Please **DO NOT BID IF YOU DO NOT INTEND TO HONOR YOUR BID!**
7. Your written bid is the same as a contract agreeing to buy that item (Cash Only) at that price.
8. **MARKED OUT BIDS ARE STILL BINDING!**
9. If no one overbids the last bidder on the Bid Sheet, that bidder is the buyer.
10. The winning bids will be posted by Lot # and will include the winning bid # and dollar amount.
11. The posting will be done within one hour of the end of the Auction slot.
12. Bidders who win have until 2 hours after the auction slot ends to pick up their items.
13. **PAYMENT: ALL TRANSACTIONS FOR THE AUCTION ARE CASH ONLY.**
14. **THOSE UNABLE TO PAY FOR THE ITEM THEY BIDED FOR WITHIN 2 HOURS OF THE AUCTIONS CLOSING WILL FORFEIT THEIR CLAIM TO THE ITEM.**
15. Bidders who fail to pick-up their items or pay what they bided will be banned from the Auction and not allowed to participate again.

SELLERS

All Sellers must register to participate in the Silent Auction.

There is a one time only \$2.00 non-refundable Registration fee.

You can register to sell an item at the Registration desk.

For items sold at the Auction there is also a 20% transaction fee

--For all items sold, the convention takes 20% and returns the remaining 80% to the seller

SELLER'S RULES

1. Lots for auction should be of a science fiction, gaming, or fantasy nature.
2. We reserve the right to monitor Content and Quantity of Lots per seller.
3. All Lots must be in good condition.
4. Lots with multiple components must be bound together in some way . We will not keep track of separate items that are to be sold together
5. Lots to be sold need to be at the auction table at least 15 minutes before the slot begins
6. Lot must remain on the auction table for the duration of the slot.
7. Sellers may pick up their money and unsold Lots after 9:00 PM the day their item is up for auction.
8. Seller must accept highest bid that meets or beats their minimum bid.
9. Sellers must fill out a three-part Bid Sheet containing the following information:
 - The Minimum Bid – The lowest bid the seller will accept.
 - Detailed description of the item.
 - Lot Number- the identification number for the item.
 - Sellers Badge Number

WHERE THE DEEP ONES ARE

Renowned Cthulhu Mythos aficionado Kenneth Hite retells H P Lovecraft's "The Shadow Over Innsmouth" in this parody of classic children's literature.



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*"The Deep Ones croaked their terrible croaks, and smacked their terrible lips ...
and rolled their terrible eyes, and waved their terrible flippers."*

After greedily yelling for more fish, young Bobby is sent to his bedroom without any supper at all. But Bobby escapes when the Manuxet River runs right through his room, carrying an old boat that takes him to a magical town full of fish and slimier things ... the town of Innsmouth. Will Bobby join the wild rumpus under the sea, and be crowned the most Deep One of all?

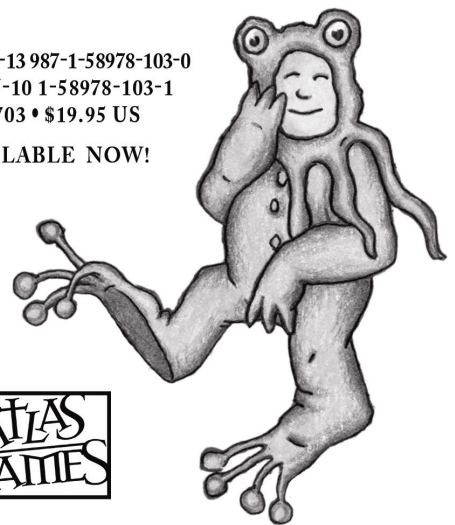
Where the Deep Ones Are is a children's storybook featuring full-color illustrations by artist Andy Hopp. It's sure to be a hit with the newest generation of Lovecraft fans and their parents!

ISBN-13 978-1-58978-103-0

ISBN-10 1-58978-103-1

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STORY BY KENNETH HITE • PICTURES BY ANDY HOPP

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Mr. Chan
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Mr. Ness
Mr. Spade
Mr. Holmes

They have something in common, but that's not the end
Line up the names they'd be called by a friend
And that will tell you, what you must request
From our games library, to start off your quest

WOLFCON

Wolfcon would like to welcome one and all to our fourth annual convention - Wolfcon IV. Wolfcon is John Kavain, Robert Lindauer, and Robert Reichel - all members of the Wolfpack. To date, Wolfcon has given over \$9000 in games and prizes, and over \$2800 in donations. We are always looking for new sponsors, collaborators, judges, staff, and supporters. For more information please contact RobertLindauer@Hotmail.com or go to **www.Wolfcon.org**

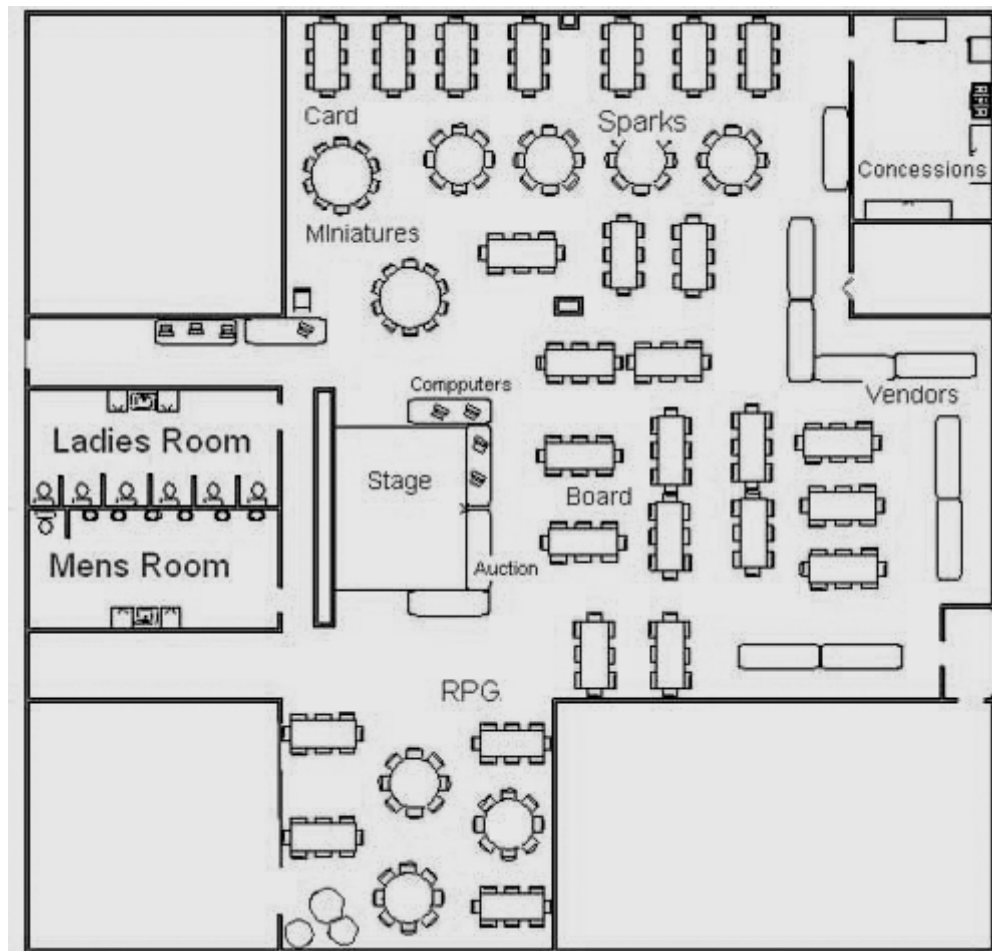
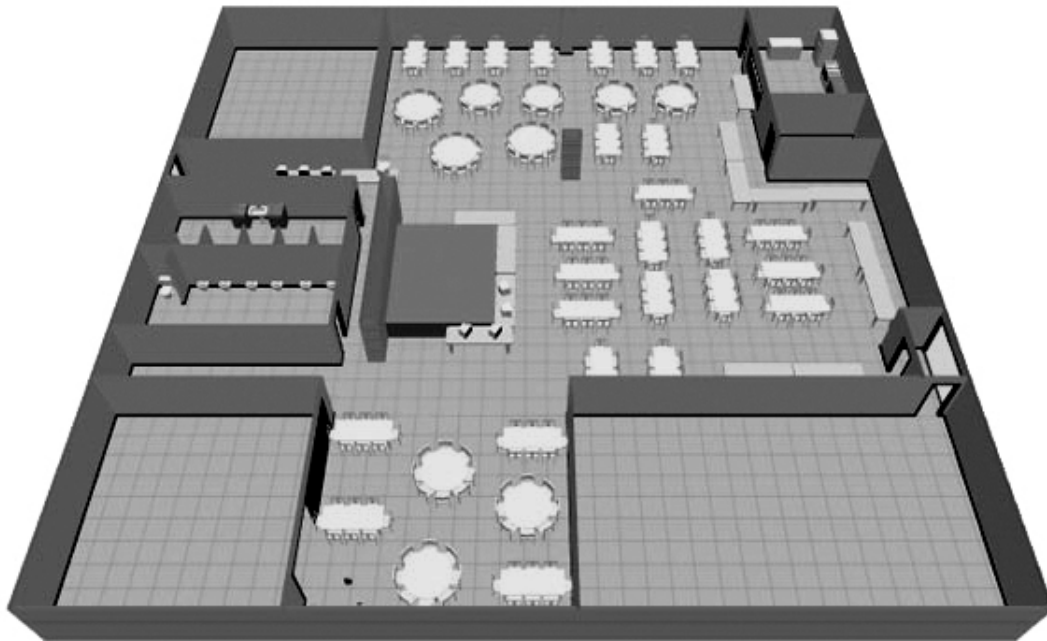
THE WOLFPACK

The Wolfpack is a gathering of Chicagoland gamers seeking to create and provide a venue conducive to gaming in the Chicagoland area. The Wolfpack seeks to promote the growth of gaming in the Chicagoland area by

1. Providing opportunities to game at local game days and members homes.
2. Attending, supporting, and running events at local and national conventions.
3. Keeping the membership informed of upcoming gaming opportunities .
4. Running and supporting gaming leagues and tournaments.
5. Providing resources to bring gamers together.

The Wolfpack is aided in this mission by its affiliation with Game Base 7, a national gaming club. To learn more visit **www.WolfPackGamers.org**

Our Lady Mother of the Church Hall Layout



Friday November 28th, 2008

Board Game Schedule

[illegible]

Friday November 28th, 2008

Card Game Schedule

[illegible]

Friday November 28th, 2008

Miniature Game Schedule

[illegible]

Friday November 28th, 2008

Role Playing Game Schedule

session	9 AM	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM	6 PM	7 PM	8 PM	9 PM
AD&D ONGOING CAMPAIGN : THE DARKLANDS DL1													
AD&D ONGOING CAMPAIGN: THE DARKLANDS DL 2													
Call of Cthulu: From the Stars are Right													
Haven 1.0: Fighting Chance													
Open Role Playing													
Sparks 124 Round 1: Operation: Dumb Orphan or Fresh Fish!													
Sparks 78. Into the Fire by David Stairs													
Sparks 9A. Terror From the Unknown (The Informer)													
Sparks 9B. Terror From the Unknown (The Mines of Drabok)													
Sparks Mission: Between the Rock & a Hard Place													
Sparks Open													



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Saturday November 28th, 2008 Board Game Schedule

[illegible]

Saturday November 28th, 2008 Card Game Schedule

[illegible]

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AD&D ONGOING CAMPAGIN : THE DARKLANDS DL1													
AD&D ONGOING CAMPAGIN: THE DARKLANDS DL 2													
Hackmaster: White Doom Mountain													
Open Role Playing													
SF7 Force Seminar													
Sparks 124 Round 1: Operation: Dumb Orphan or Fresh Fish!													
Sparks 124 Round 2 (Advancement): Operation: Really Dumb Orphan or Lost in the Works!													
Sparks 124 Round 2: Operation: Really Dumb Orphan or Lost in the Works!													
Sparks 9C. Terror from the Unknown (The Juggernaut)													
Sparks Open													



An adventure game like no other...

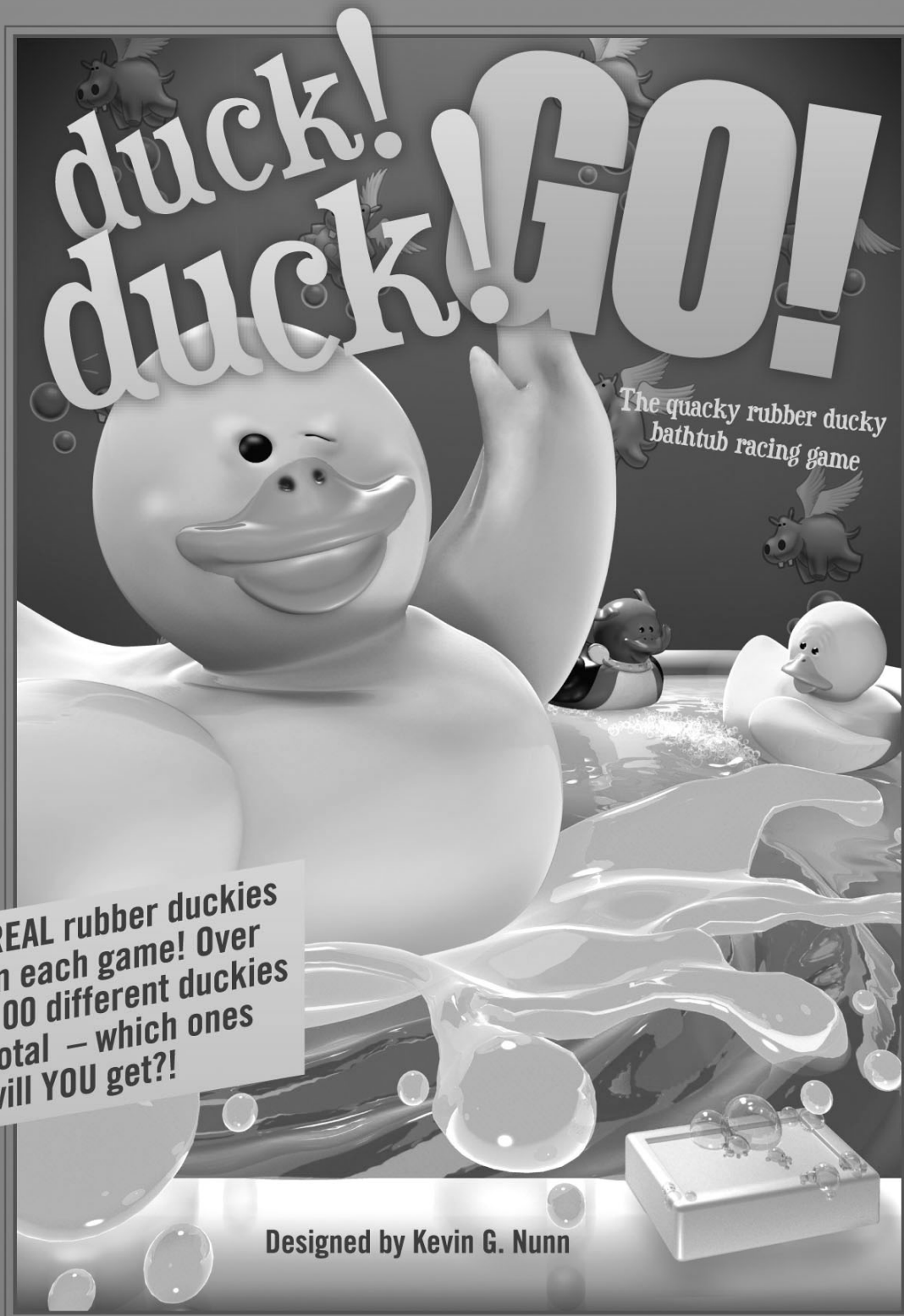
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Role Playing Game Descriptions

AD&D ONGOING CAMPAIGN : THE DARKLANDS DL1

THE MISSION: Come join in our new ongoing campaign. create a character using 2nd edition rules. you have been recruited by the city Governor to travel to the town of Westhaven to find out why the taxes haven't been paid.turned in yet? Sounds simple right?

AD&D ONGOING CAMPAIGN: THE DARKLANDS DL 2

You finally made it to lord Beaumonts castle. So how come the marketplace is deserted and why is that woman running your way. 2nd edition rules. Must play DL1.

Call of Cthulu: From the Stars are Right

Come play in this introductory module of the classic horror role-playing game based on the works of H.P Lovecraft.

Hackmaster: White Doom Mountain

Explore HackMasters take on this classic Module!

Haven 1.0: Fighting Chance

Welcome to the new World of Darkness. Join this new on-going campaign set in a world with an alternate history. In this introductory module learn the back story and create a natural or supernatural character to rise up against a police-state government bent on absolute control of the populace and the destruction of all supernatural creatures. This module may be played by first time players only.

Open Role Playing

Open Role Playing - details to be determined at the time of the event

SF7 Force Seminar

Judges: Brandon J. Lands & Stephen Holder

Sparks 124 Round 1: Operation: Dumb Orphan or Fresh Fish! Authored By: Brandon J. Lands

An 'Asset' has been lost and an 'Asset' has been found that could potentially swing the balance into favor for the Crucible Cell Rebel Alliance against the ravages of the Empire. The easy part should be making contact – it's from there on where troubles may come . . . Judge: Brandon J. Lands

Sparks 124 Round 2 (Advancement): Operation: Really Dumb Orphan or Lost in the Works!

Authored By: Joseph Adkins

(Advancement Table) With their 'Asset' missing and no way out, what will the stranded operatives do to turn lemons into lemonade...

Sparks 124 Round 2: Operation: Really Dumb Orphan or Lost in the Works! Authored By: Joseph Adkins

With their 'Asset' missing and no way out, what will the stranded operatives do to turn lemons into lemonade... Judge: Brandon J. Lands

Sparks 78. Into the Fire by David Stairs

The party is investigating an Imperial research facility when things go from bad to worse. What is being produced? Will they succeed? Judge: Eric Cobb

Sparks 9A. Terror From the Unknown (The Informer) By John Cannon and Joe Miller

Seeking to avoid certain entanglements on Cartooina our group has picked up a few passages for a few extra credits unaware of what other entanglements await them on Balbo.

Sparks 9B. Terror From the Unknown (The Mines of Drabok) by John Cannon and Joe Miller

Certain entanglements of Balbo have lead the group to follow up on a lead for a super weapon. All they have to do is find the guy with the information that will lead them to it. Round two of three. Judge: Steve Tucker

Sparks 9C. Terror from the Unknown (The Juggernaut) by John Cannon and Joe Miller

The conclusion finds the group with their hands on the super weapon. Now how did you say this thing works? Round three of three. Judge: Steve Tucker

Sparks Mission: Between the Rock & a Hard Place

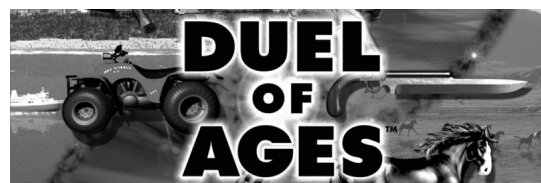
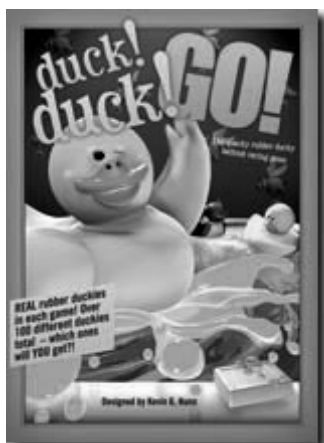
New information on an old enemy has come about. Now you are being sent out to find out what it means. . . Judges: Brandon J. Lands & Jeff Stein

Sparks Open

Come and have a great time! Find a module the majority of folks can play and you are set! Judge: Tony Prokes

Sparks Open

Come and see what you can play! Judge: Matt Lenzen



Wolfcon wouldn't even be possible, except for the combined aid and support of family, friends, gaming groups, sponsors, vendors, our venue, and above all, gamers like you! Thanks!!

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Venatic Games
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Groups

The Game Master Show
GB7
SF7
The Wolfpack

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Without our sponsors, not only wouldn't we have our ridiculous **\$3000** in games and prizes to give away, but we wouldn't have the fantastic and wonderful games they make and distribute!!

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Their support helps keeps our admission costs low, and provides a unique source for holiday games and gifts for you, and your family and friends. If you don't support them, they might stop coming!!

Support your Groups!!!

These ultra-cool groups simply cannot exist without your membership, and participation.

Support Wolfcon!!!

Bring your family and friends! Tell people about us! Help us spread the word!

Our very special thanks to Our Lady Mother of the Church for letting us use their venue (It turns out that you can't have a convention if you don't have a place to hold it.), and to Larry Roznai, and Mayfair games, who have continually gone above and beyond the call in their support of Wolfcon! We really couldn't do it without you!

Mayfair Games

Come play in the Settlers of Catan Triathlon

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CATAN

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