

GobbleCon™

LUKE SKYGOBBLER!

Thanksgiving Weekend • Nov 29-Dec 1, 2019
Hyatt Regency San Francisco Airport

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The D&D Adventurers League is an ongoing official organized play campaign for Dungeons & Dragons. It uses the new fifth edition of the Dungeons & Dragons rules, and features the Forgotten Realms and the new Eberron settings. All characters played must be AL legal and may be examined by AL staff only if the question arises.

You can create a character and bring that character to games anywhere D&D Adventurers League is supported, from your local gaming store, to Conventions around the world. An introductory or a Tier 1 (level 1-4) adventure will be offered in every slot. You get a new character started, to learn the system, or find out about the Factions at play. Walk-in's are welcomed, space permitting.

Special for Gobblecon 2019: A New Epic Adventure on Saturday evening

DDEP09-01 Infernal Pursuits between an evil

Level Range: 1-10 (optimized for 3rd and 8th level)

Adventure Description: A horse race in Baldur's Gate becomes a hellish battle on infernal war machines in Avernus when characters get caught between an evil merchant and his warlord rival. Time to hang on for dear life.

Regional Preview Adventures at Gobblecon

DDAL09-05 Faces of Forture (levels 5-10)

DDAL09-06 Infernal Insurgency (levels 5-10)

DDAL09-07 Diabolical Dive (levels 5-10)

Over 30 adventures are planned and almost 100 tables are scheduled!

Fai Chen's Fantastical Faire – Magic Item Trading Post will be stopping by all weekend.

The Adventurers League Headquarters will be located in the Sequoia meeting room. The schedules of games will be posted within. There are materials in the Headquarters for new and old players and throughout Gobblecon, someone will be there to assist you.

For detailed information as it becomes available, and to sign up for games, come to the Adventurers League Headquarters. Sign-ups on Warhorn <https://warhorn.net/events/gobblecon-2019-adventurers-league> is open now will close on Monday, November 25, 2019, but the schedule can still be viewed there.

Adventurers League at Gobblecon 2019 is sponsored by Gamescape San Francisco, Game Kastle and other fine stores in the area. Continue playing Adventure Leagues at these fine stores as well as many others throughout the Bay Area. Go to <http://dnd.wizards.com/playevents/organized-play> to find locations near where you live.

Welcome!

Year four! We continue our "open format" gaming idea to help create a really fun event enjoyed by a few hundred people. We're back for a hearty helping of family friendly gaming!.

In 2018, we grew our attendance by 50%, feeding our belief that the more casual pickup game and a less complex/intense schedule helped people to 'relax' into the weekend... and to have a lot of fun doing so.

Our goal is to grow GobbleCon into a 'go-to' event over Thanksgiving, and our plan for doing that is to help ensure that all of our guests have LOTS of fun, and a great experience.

Thank YOU for returning for year three, or for coming to your first GobbleCon. Please let any of our staff in purple vests know if you need anything. We really hope you have a GREAT time!

Japji Khalsa, Executive Produurkey



Table of Contents

Welcome!	1
Things to do	2
Where things are	3
Scheduled Tourneys	4
Game Library Info	5
Convention Rules	6

GobbleCon Pins - 2019!

Serving up a platter of colorful pins!

Pins come in THREE colors, with each color signifying a different type of bearer:

Yellow: Winners! Folks who win tournaments at GobbleCon win one of these in addition to any other tourney prizes.

Purple: GobbleCon Staff -- this pin goes to the producers, managers and other organizers of GobbleCon.

Red: Red is for our attendees! You can purchase these Limited Edition pins AT GobbleCon for \$10.00 plus tax.



The GobbleCon Team

Japji Khalsa
Executive Produurkey

David Gabriel
Producer / Dir. of Events

Amrit Khalsa
Associate Producer

Donna Livingston-Fitch
Registration Assist

Jay Fitch
Key grip and general good guy

Lisa Gochnauer Nelson
Registration Assist

Meghan Khalsa
Director of Awesome

Wendy-Anne & John Francis
Pathfinder/Starfinder

Shelton Yee
D&D Adventurers League.

Mark Altvater
D&D Adv. League Assist.

Amanda Shanks
Game Library Co-Coord

Rennie Saunders
Big Games Dude

E. Ambriz DeColosio
Games Host

Video Taping/Photography in Progress
The GobbleCon gaming areas may be videotaped or photographed for both archival and commercial purposes. By attending GobbleCon you grant permission for your image or likeness to be used in, but not limited to, promotional videos, print or radio advertising.
For questions about this policy, please ask at the hospitality desk.

Game Library

KublaCon's huge library, *anchored in the Cypress room*, lets you choose games from strategy, card, family, party, historical, and more! Big shout out and "Thank you" to the new KublaCon team for continuing to let us use the library. We've got games to cover all all ages, levels of experience, and degrees of complexity.

Pathfinder Society

Do you want to learn how to play Pathfinder/Starfinder or just wondered what the Pathfinder and Starfinder Societies are all about? ***Then come and join us in the Sequoia room!***

We'll be offering low level and mid-level games throughout the convention. We'll also be running demos and adventures of the Pathfinder Adventure Card Game throughout the weekend.

We welcome everyone and can provide almost everything you'll need (characters, stories, and new friends to game with).

Teach your favorite game!

Part of the fun of a game convention is sharing your gaming passion with others. And while we have our huge library to choose games from, not everyone knows how to play them all! So... grab YOUR favorite game, set up on a table and let people know that you'd love to teach them how to play.

Adventurer's League

Come join us for D&D Fifth Edition at GobbleCon! We are the Adventurers League, the Organized Play program for D&D. New players are very welcome! We will have pre-generated characters for you or you could build your own character. This GobbleCon, we are featuring three regional premiers, one home-grown premier, AND a multi-table Epic where all the tables will participate in a shared gaming experience. ***Come to HQ in the Sequoia room!***

WHAT TO DO?

The Game Library is the focus of this year's GobbleCon, with over 600 games ready to be played! We also have a few scheduled events, such as the flea market on Saturday or Protospiel on Friday. For organized roleplaying, Pathfinder/Starfinder Society and Adventurer's League are in attendance. We're also hosting our Play-To_Win "Staff Picks" list in the game library. Learn a new game, play it, and be entered for a chance to take it home!

Flea Market

Make room for new holiday games! Sell your surplus boxes of fun in our evening flea market! Vendor tables are limited but may be available at registration. You must be a paid attendee to buy or sell at the GobbleCon Flea Market. In the ***Sequoia Room, Saturday 6-8pm***: Sellers can begin setting up at 5:15.

ProtoSpiel

Game Design Showcase: We love games... and we love those who design them! It's a lot of work to take an idea for a game and turn it into a playable (hopefully fun) piece of art! Come and see/play others' designs, and provide feedback to make their game better. ***Friday 2pm to 8pm***.

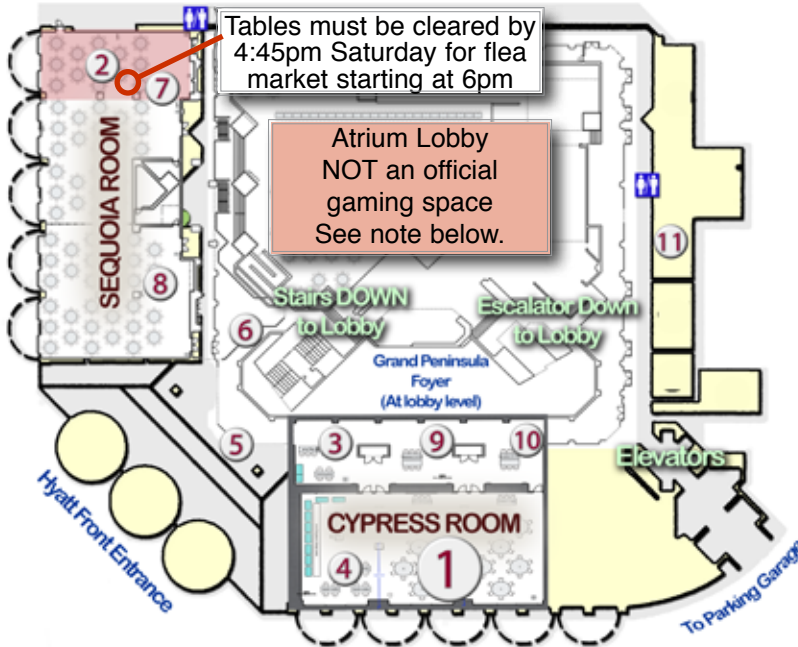
Play to Win Games!

Play in one of our 10 play-to-win games and be entered in a drawing to take that game home on Sunday at 3pm. Participate in the Staff pick teaching of a game, or just check it out from the game library over the weekend. See full rules on page 4.

WHERE TO DO THINGS!



Atrium Level



- 1) Open Gaming
- 2) Flea Mkt 9pm Sat
- 3) Registration
- 4) Game Library
- 5) Atrium Bridge
- 6) ProtoSpiel Fri. 2-8pm
- 7) Pathfinder Society
- 8) Adventurer's League
- 9) BIG Games
- 10) Family Friendly area
- 11) Boardroom 3
- 12) Poolside Pavillion (Outside near Pool)
- 13) Party Game Meetup

Some notes about our gaming spaces!

- The Sequoia Room hosts the Pathfinder Society, and Adventurer's League organized roleplaying.
- The Cypress room (4) is not only home to our Library, but hosts our open gaming/pickup games tables.
- The ATRIUM LOBBY IS NOT AN OFFICIAL GAMING SPACE!
Open tables in the atrium lobby, or in the Cabanas near the restaurant bar, can be used for gaming on a space available basis. But these are NOT official GobbleCon spaces and you may be asked to leave if you're taking up space for bar or restaurant guests. Likewise, we share the Hyatt Regency with another event over the weekend and ask that you're respectful of those who are not immersed in gaming.
- The FLEA MARKET will take place in the southern section of the Sequoia Room at 6pm Saturday. (At the top of the map) All tables between the pillars and the wall must be cleared by 4:45pm on Saturday. Vendors can begin setup at 5:15pm.



Party Game Tournaments

We'll have a selection of 'casual' tournaments/events, primarily based on party games. One of our staff members can help organize and gather people to play... meet outside the Cypress Room (see map) Some of the games available will include:

- *WereWords, Salen, Two Rooms and a Boom, Captain Sonar, Time's Up* and *Code Names*. We have yellow pins for tournament winners! (And extra prizes where we can)



Learn to play Staff Picks and Play to Win!

The organizers of GobbleCon are passionate gamers! And We love learning about, testing, playing and teaching the newest/greatest games!

- Some of our staff members have created their personal "Staff Pick"! These will be games that are in the library, ready to play and will also include a scheduled time for learning the game, taught by the staff member who picked it! Sign up sheets near Registration, meet up in the library.

After you've played the game, your name will be added to the list of those who've played.

On SUNDAY AT 3PM, there will be a drawing for each of the games below, selecting from the names of people who have played each game.

YOU MUST BE PRESENT TO WIN and you can ONLY WIN ONE GAME.

Like a Secret Santa Game, if you win a 2nd game, you can choose which of your 'wins' you keep. The 'returned' game then gets returned to the 'pool' and a new winner will be drawn. You can NOT pick a game that you have already returned to the pool.

Friday

<i>Silver by Bezier Games</i> - David Gabriel	11:00am
<i>Gizmos</i> - Lisa Nelson	1:00pm
<i>Jaipur - 2 copies/2 Players</i> - Japji Khalsa	4:00pm
<i>Rurik: Dawn of Kiev</i> - E. DeColosio	6:00pm
<i>Lost Cities - The Board Game</i> - Amanda Shanks	8:00pm

Saturday

<i>Coal Baron (Board Game)</i> - Jay Fitch	10:00am
<i>Architects of the West Kingdom</i> - Lisa Nelson	1:00pm
<i>For the Queen</i> - Amrit Khalsa	4:00pm
<i>Call to Adventure</i> - Rennie Saunders	6:00pm
<i>Grimm Forest</i> - Donna Livingston-Fitch	8:00pm

GobbleCon's Amazing Game Library!

For nearly 20 years, KublaCon's Game Library has been growing... thanks to the Kubla Team for letting us borrow it and bring it to GobbleCon! With almost 600 games available to check out - many of them classic or out of print gems - the library is GobbleCon's main course for spending hours of fun with your friends.

The library is now live on the web, so from your mobile device you can search for what games are in the library. The online version for GobbleCon is NOT a live indication of what's been checked out and what's available, but it does show the listing of the games that exist in the library.

Visit <http://gobblecon.com/librarylisting.htm> or scan the QVR code to search the library.

The GobbleCon Library operates all three days of the convention, and requires an ID card of some nature to be left with staff when checking out a game. Library hours are:

Location: Cypress Room

Friday – 10 AM to 9 PM / Saturday – 9 AM to 9 PM / Sunday – 9 AM to 5 PM

Last Checkout is 3pm on Sunday. All games MUST be returned by 5pm.



How to Check out a Game from the Library

- Browse through our collection and select any 1 game.
- Bring the game and your driver's license or other photo ID to check out desk. GobbleCon Staff will fill out the check out card and keep it with along with your ID.
- Go find a place to play the Library game.
 - When you're finished...
check it back in with a Library staff member. Your ID will be returned to you when the game is returned

A few things to keep in mind:

There is no limit on how long a game can be checked out over the weekend.

We do ask that you NOT keep a game the entire weekend, so that others may also play that game.

If you would like to keep a Library game overnight you can, we will hold on to your ID overnight.

Limit of 1 game per person at a time or 1 ID is needed to check out 1 game.

Please treat our library games as if they were your own!

All Library games must be returned no later than Sunday at 5pm.



Security

Security will be provided by the Hyatt Regency Burlingame and will be supplemented by GobbleCon staff. Our staff and volunteers are here to help everyone have a good time. Please show them the respect they deserve.

No Harrasment

GobbleCon does not permit harassment in regards to sex, gender, sexual orientation, dress, age, race, religion or lack thereof, disability, or involvement / non-involvement in any group or activity at any GobbleCon event or venue.

Refunds

Refunds are given only for overpayment of pre-registration fees. No refunds will be given for any other reason without the approval of the GobbleCon management.

Lost & Found

If you find or lose any items, please take them to the HOTEL reg desk/lost and found. Any property found on the convention site after the show ends will be returned to the owner if possible, with any nonreturnable items becoming the property of Khalsa Brain Games. We assume no responsibility for lost materials.

Selling of Product

All selling of products or services is restricted to the Flea Market. Simply stated, do not sell games of any sort in the open gaming, tournament, or any other public areas of GobbleCon.

Food Items

You **MAY NOT BRING ANY COOLERS** of food or drinks into the Hyatt public areas. You **may** bring in personal quantities of snack foods (Chips, sodas, bottled water, etc.) Also, **ALCHOHOLIC BEVERAGES** are **NOT** allowed in the gaming areas, except for designated cabana lounges on the atrium level! Again, leave coolers in your cars or hotel rooms.

Ethics & Conduct

Stealing, cheating, breaking any law or rule, rowdiness, harassment, or failure to conduct yourself in a mature manner will be grounds for removal from the convention without refund. It should also be known that Khalsa Brain Games will prosecute all law breakers to the full extent of the law. Also, such incidents will be documented and serve as grounds to be banned from current and future GobbleCons. Selling or trading counterfeit cards or other items is illegal - and grounds for permanant expulsion from GobbleCon and/or criminal charges.

Badges/Wristbands

Do not lose or remove your wristband. Do not give your wristband to your friends. Any wristband that appears to be removed and re-attached will be subject to inspection. Re-attached wristbands will result in the ejection from GobbleCon of the person attempting to use it. Regretfully, we cannot replace lost convention materials (wristbands, programs, etc.)

Costumes & Weapons

Often times, at game conventions, people will wear fantasy, sci-fi, or military costumes. In case you wish to wear a costume, here are our rules:

- 1- No realistic weapons, whether or not they work.
- 2- No working, non-realistic weapons.
- 3- No costumes that are 'offensive' by law.

These rules are meant to assure your safety and the safety of your fellow con go-ers.

All guests of GobbleCon are expected to abide by the convention rules as well as any others set down by the festival staff and/or the convention site. Failure to comply could result in your expulsion from the convention without refund.