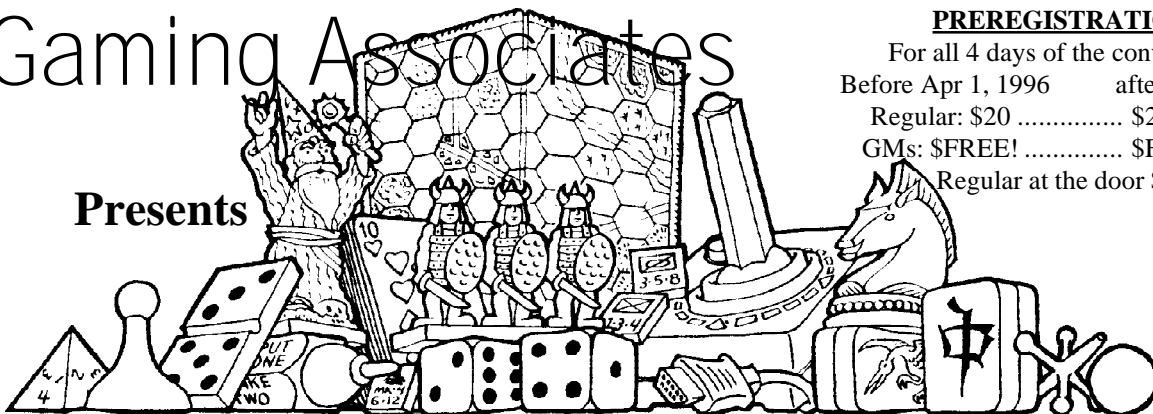


TriGaming Associates

Presents



GamesCaucus II 96'

MAY 24-27, 1996

ROLEPLAYING GAMES * BOARDGAMES * MINIATURES * COMPUTER GAMES * LIVE GAMES

Gurps • Axis and Allies • Kremlin • Third Reich • AD & D • Wooden Ships and Iron Men
 Civilization • Car Wars • Talisman • **MAGIC** The Gathering • Star Fleet Battles • WRG 7 Ancients
 Champions • Battletech • Empire Builder • Titan • Machiavelli
 Star Trek • Illuminati • Sim City • UpFront • WRG 2 Renaissance
 Micro Armor • Star Wars • Supremacy • Firefight • Call of Cthulhu Johnny Reb • Aliens
 (LIVE) • Ace of Aces • WORLD WIDE DIPLOMACY • Warhammer 40k • Torg • Nippon
 Rails • Fire & Fury • AD & D Battle System • Awful Green Things (Live) • Blackbeard
 Napoleon's Battles • Twilight 2000 • Column, Line, and Square • Boot Hill DBA • Illuminati
 NWO • Gladiator Arena and AD&D Labyrinth Live! and many other games & tournaments.

Special Events to look for this year!

Thunder Castle Games running their Highlander Regional Championship

E-Mail TCGames@aol.com

Justin Thyme running Star Trek and other Virtualities

E-Mail jvirtual@aol.com

Mayfair Games running SimCity, Fantasy Adventures, their rail games and a collection of new imported games

The Official GamesCaucus II AD&D Tournament *The Wyrmeister* and the RPGA's Tournaments

TriGaming Associates Homepage is at,

<http://www.hooked.net/users/rayg>

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<p>Name: _____</p> <p>Address: _____ Apt/Ste _____</p> <p>City, State, Zipcode: _____</p> <p>Tele# (____) _____ - _____</p>	<p>Tourn# _____</p> <p>Name _____</p> <p>Cost _____</p>
<p>Prior to Apr 1, 1996 After April 1st</p> <p><input type="checkbox"/> \$20 all 4 days \$25</p> <p><input type="checkbox"/> \$8 Friday May 24 only \$10</p> <p><input type="checkbox"/> \$12 Saturday May 25 only \$15</p> <p><input type="checkbox"/> \$12 Sunday May 26 only \$15</p> <p><input type="checkbox"/> \$8 Monday May 27 only \$10</p> <p><input type="checkbox"/> \$FREE all 4 days for GMs After May 1st (\$10)</p>	<p>Please make all checks payable to;</p> <p>TriGaming Associates</p> <p>Mail to GamesCaucus II 96'</p> <p>PO Box 27634 Concord CA 94527-0634</p> <p>TOTAL PAID</p> <p>\$ _____</p>
<p>Check here for general information about other special events or E-mail us at trigaming@aol.com.</p> <p><input type="checkbox"/> Costume Contest <input type="checkbox"/> Speed Painting Contest <input type="checkbox"/> Art Contest <input type="checkbox"/> Miniatures Paint Contest</p> <p><input type="checkbox"/> Adventurer's Inn <input type="checkbox"/> Live events for 1996.</p>	<p>Total tournament costs _____</p>

Registration confirmation will be sent to you by snail mail (US Postal Service)

GamesCaucus II '96 at the Oakland Airport Hilton

The GamesCaucus II '96 convention will be held at the Oakland Airport Hilton located at 1 Hegenberger Rd in Oakland Calif which is only minutes away from the Oakland International Airport. The Hilton offers excellent accommodations and has a special room rate of \$75 per night for GameCaucus II attendees. There are extra cots, pillows, and blankets available from the hotel. See the map below for the easiest way to get to the convention site.

We are looking for a few individuals to work on our security staff. If you work a total of 8 hours as security then you will get free admission into our convention. Work for 12 hours and you can also use the security sleeping room. For more information please **Jim Pülcher (510) 236-7922 e-mail trigaming@aol.com**

Run an Official game for us at GamesCaucus II '96

The staff of GamesCaucus II, gratefully acknowledges the hard work and dedication that all Game Masters go through to bring the players the quality gaming we enjoy each year. We will continue to provide everything we can, now, and in the future, to show you our appreciation to GM's (both old and new), after all, you make the convention possible.

Gamemasters who run 1 event (8 hours minimum OR by special Staff approval for game lengths of 6 hours, except for starting times of 1am and Monday at 9am for which games may run for a minimum of 6 hours) can preregister for free for all four days provided we receive their registration by May 1st, 1996, (\$10 from May 1 to May 15). Gamemasters are also entitled to one priority sign up in any event of their choice (except tournaments) which will be handled by the appropriate Department Head. Gamemasters are responsible for starting their games on time.

Fantasy Roleplaying Games (FRP) are run one game per fantasy event room. As a special appreciation to you, any GM who runs and completes two or more games or a game on Monday May 27, 1996 will receive a special prize from us which will be delivered to your game. Prizes are donated each year by many game manufacturers. Official FRP games start at 7pm on Friday May 24, and all day Saturday and Sunday, and at 9am on Monday. Morning games start at 9pm and 10pm. Afternoon games start at 3pm, 5pm, and 7pm (there will be some late 11pm games for you night owls). Please note that assistant GM's must be preapproved by the Fantasy Department Head and when approved, they may register for \$10.

Miniature games may start at any time, 24 hours a day, however the start times for the mornings are usually at 9am and 10am.

Boardgame tournaments should be more than just a 2-player game. Please contact the Boardgame department head PRIOR to completing the form below. It is the Boardgame Department Head who will make the final decision on which games will be classified as 'Events' and which will be 'Tournaments'.

All tournaments should have room for an unlimited number of players (game system permitting). Any questions pertaining to these policies should be directed to the appropriate Department Head.

Role Playing Games ... Mark Steiner (510) 614-0936 (6pm - 9pm) E-Mail TRIGAMING@aol.com

Boardgames Ray Glosser (510) 674-1654 (7:30pm - 9pm) .. E-Mail rayg@hooked.net

Miniatures Marty Schmidt (408) 371-8380 (5pm - 9pm) E-Mail gc2min@aol.com

NOTE: Game events received after May 1 and before May 15 have a GM registration fee of \$10, game events received after May 15 are not guaranteed at the \$10 GM rate nor is the event guaranteed to be in our brochure. GMs are responsible for having all game materials for their games as well as starting their games on time. Please make every effort to accurately describe the event you wish to run plus make sure you complete each category below.

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Game Master's Registration Form and Requirements

(Note: to register for free we must receive this form by May 1, 1996 otherwise the cost is \$10)

Event Title _____ System _____ # of Players _____ (10 max)

Game Manufacturer: _____ Edition _____

Description of Event: _____

FRP Characters:

Provided by GM only

Players must bring

Levels: _____

1st Choice Start Day: _____ Start Time: _____

2nd Choice Start Day: _____ Start Time: _____

Type of Event:

Boardgame

Role Playing

Miniatures (scale: _____)

Space Requested:

Table Size: _____

Floor Space: (___' x ___')

(RPG games use 5' round)

(Note: the game period starts at 9am each morning,

games starting at 11pm may be a 6 hour game)

Length of Game:

8 Hours

10 Hours

Late PM (6 hours)

Please note: Games on Friday will start at 7pm. The last time slot for a Monday start is 9 am.

Notes on these Tournaments

Please note: The events listed on this page are **tournaments**. There will be other events (events you cannot prereg for) that are not tournaments, which will be offered throughout the convention. Those other events will be listed in of convention brochure.

BT - Boardgames, FT - Role-Playing, MT - Miniatures, LT - Live Games

Friday Tournaments May 24

Tourn#	Game/Title/Time/Game	Manufacturer.....	Fee
BT-01	Mid-East PEACE 5pm	CG.....	\$3
BT-02	Enemy in Sight 6pm	AH.....	\$3
BT-03	Naval War 6pm	AH.....	\$3
BT-04	Acquire 6pm	AH.....	\$3
BT-05	Illuminati (original) 7pm	SJG.....	\$3
FT-101	The Wyrmeister (1st Round of 3)	4pm to 10pm AD&D...	\$3
FT-102	The Wyrmeister (1st Round of 3)	7pm to 1am AD&D.....	\$3
FT-103	The Wyrmeister (1st Round of 3)	7pm to 1am AD&D.....	\$3
FT-110	The Inheritance 7pm	Call of Cthulhu [RPGA].....	\$3
FT-111	Special Delivery (Living City)	7pm AD&D [RPGA].....	\$3
MT-01	15mm De Bellis Antiquitatis (DBA v1.1)	6pm.....	\$3

Saturday Tournaments May 25

Tourn#	Game/Title/Time/Game	Manufacturer.....	Fee
BT-09	Magic: the Gathering Type II tournament	9am WOTC.....	\$3
BT-10	Advanced Third Reich 9am	AH.....	\$3
BT-11	ST:TNG Collectable Card Game 9am	(Game#1).....	\$3
BT-12	Diplomacy 9am	AH.....	\$3
BT-13	UpFront 8th Annual Calif State Championship	9:30am AH\$3	
BT-14	Advanced Squad Leader 10am	AH.....	\$3
BT-15	Outpost 10am	TJG.....	\$3
BT-16	Grand Kingmaker 10am	AH.....	\$3
BT-17	Illuminati New World Order 11am	(Game#1) SJG.....	\$3
BT-18	Car Wars (Card game) 11am	SJG.....	\$3
BT-19	Blackbeard 1pm	AH.....	\$3
BT-20	Hacker - The Dark Side 2pm	SJG.....	\$3
BT-21	Magic: the Gathering Type I tournament	3pm WOTC.....	\$3
BT-22	Britannia 7pm	AH.....	\$3
BT-23	Titan 7pm	AH.....	\$3
FT-201	The Wyrmeister (1st Round of 3)	9am to 3pm AD&D ...	\$3
FT-202	The Wyrmeister (1st Round of 3)	9am to 3pm AD&D ...	\$3
FT-210	Savage Steel 9am	AD&D Red Steel [RPGA].....	\$3
FT-211	Pipers Hill (1st round of 2)	9am AD&D [RPGA].....	\$3
FT-220	How Long Can You Tread Water? 1pm	AD&D [RPGA]...\$3	
FT-221	Pipers Hill (1st round of 2)	1pm AD&D [RPGA].....	\$3
FT-230	Savage Steel 5pm	AD&D Red Steel [RPGA].....	\$3
FT-231	Special Delivery (Living City)	5pm AD&D [RPGA].....	\$3
FT-240	The Inheritance 9pm	Call of Cthulhu [RPGA].....	\$3
LT-01	The Prisoner 10am, 2 days	SJG.....	\$1
MT-02	15mm DBR Renaissance Championships	9am.....	\$3
MT-03	Combines 15mm and 25mm 'Fantasy Rules!'	9am.....	\$3
MT-04	15mm De Bellis Antiquitatis (DBA v1.1)	Historical 7pm...\$3	

RPGA Tournaments

Please note that all RPGA tournaments, except for Pipers Hill, are each a single one round tournament with individual winners. Six players per individual tournament, 4 hours per tournament or tournament round.

The Pipers Hill tournament is a 2 round tournament and each listing is one of the first rounds of the tournament with openings for Six players each.

The Prisoner - Live Action Game LT-01

Anything else would be telling!

LAGA: Live Action Gaming Association

Our traditional line-up of Live action games.

Sunday Tournaments May 26

Tourn#	Game/Title/Time/Game	Manufacturer.....	Fee
BT-30	Axis & Allies 9am	MB.....	\$3
BT-31	Magic: Ice Age Sealed Deck 9am	WOTC.....	\$Free
BT-32	Cosmic Encounters 12noon	MFG.....	\$3
BT-33	Road Kill 3pm	AH.....	\$3
BT-34	ST:TNG Collectable Card Game 3pm	(Game#2).....	\$3
BT-35	Modern Naval Battles 4pm	3W.....	\$3
BT-36	Silverton with New Mexico expansion	8pm.....	\$3
FT-310	Special Delivery (Living City)	9am AD&D [RPGA].....	\$3
FT-311	Pipers Hill (1st round of 2)	9am AD&D [RPGA].....	\$3
FT-320	Savage Steel 1pm	AD&D Red Steel [RPGA].....	\$3
FT-321	Pipers Hill (1st round of 2)	1pm AD&D [RPGA].....	\$3
FT-330	How Long Can You Tread Water? 5pm	AD&D [RPGA]...\$3	
FT-331	Savage Steel 5pm	AD&D Red Steel [RPGA].....	\$3
FT-340	Strongwind (Living City)	9pm AD&D [RPGA].....	\$3
MT-05	15mm De Bellis Multitudinus (DBM v1.2)	9am.....	\$3

Monday Tournaments May 27

Tourn#	Game/Title/Time/Game	Manufacturer.....	Fee
BT-50	Magic:the Gathering 4th ed Sealed Deck	9am WOTC....\$Free	
BT-51	Talisman (1st & 2nd ed.)	9am GW.....	\$3
BT-52	Wooden Ships & Iron Men	9am AH.....	\$3
BT-53	Advanced Civilization	10am AH.....	\$3
BT-54	Mayfair Rails (choice of rail game)	10am MFG.....	\$3
BT-55	Kremlin	10am AH.....	\$3
BT-56	Kingmaker	10am AH.....	\$3
BT-57	Dixie (card game)	10am.....	\$3
MT-06	The Final Frontier: Starship combat for Star Trek	9am.....	\$3
FT-410	Strongwind (Living City)	9am AD&D [RPGA].....	\$3
FT-411	Savage Steel 9am	Red Steel [RPGA].....	\$3
FT-420	Savage Steel 1pm	Red Steel [RPGA].....	\$3

More tournaments will be added at a later date.

Please feel free to write for further information.

Please note: Many events are being added as you read this. Events are NOT tournaments and therefore you sign up for them at the convention site itself. (see the onsite convention brochure)

The Wyrmeister

FT-101, FT-102, FT-103, FT-201, FT-202

So you all made a pact with the Devil, or the closest mortal thing to the evil one. Now rather than a rich reward, you were betrayed by your less than scrupulous employer. A clever escape and the toss of a magic gem should have rid you of Cradkill the Vile. Yet here you sit with your other humanoid companions, captured once again, as that evil wizard slowly drinks your life's essence. Rather than kill you all slowly, he offers you a chance to redeem yourselves. Faced with the death you know, death by the unknown could not be worse, so you accept...

Note: On multiple round tournaments, please indicate a 1st, 2nd, and 3rd choice next to each title (on the reg form).

Miniature Tournaments 15mm De Bellis Antiquitatis

Tournament # MT-01 • Friday May 24, 6pm

DBA v1.1, For the truly dedicated, format to be determined by number of entries. Double elimination, Swiss chess, or Round robin. Bring your own 15mm army.

For further information, E-mail GC2Min@aol.com

15mm DBR Renaissance Championships

Tournament # MT-02 • Saturday May 25, 9am

DBR rules, 300 pts, Book (1) lists or USP+SF published lists. This is a 3 round tournament.

For further information, E-mail Clif_Castle@SR.HP.com

Combined 15mm & 25mm 'Fantasy Rules!'

Tournament # MT-03 • Saturday May 25, 9am

Co-written by SBGC member Curtis Wright, this is a new quick playing rules set from ChipCo. Fantasy armies provided but you may bring your own. Contact Curtis Wright at (408) 354-4337

or for further information, E-mail acwright00@aol.com

15mm De Bellis Antiquitatis

Tournament # MT-04 • Saturday May 25, 7pm

DBA v1.1, Historical Matchups. Opponents will play two games, once from each side of the battle. The top two players will advance to the final pairing. I am looking for pairs of armies to use for this event, unless you all want to play nothing but my Punic period armies!

For further information, E-mail GC2Min@aol.com

15mm De Bellis Multitudinous

Tournament # MT-05 • Sunday May 26, 9am

DBM v1.2, An army of 350pts, one list from books 1 thru 4. Map based terrain. Two divisions: Masters division (The top players in the area). The Open division (Any person who has not placed in a tournament in the past year).

For further information, E-mail 73443,2263@compuserve.com

Tiberius Cup -- Star Date 40232.5

Tournament # MT-06 • Monday May 27, 9am

The Final Frontier: Starship combat for Star Trek, **Background:** Two drunken Starfleet Cadets broke into the Tactical Simulators at the Academy to stage a mock battle between themselves. This was to see who was the better combat captain. Eventually, this type of contest grew in popularity, and the Cadre at the Academy found out about the goings on. However, as the Cadets involved were showing great improvement in their command simulation drills, it was decided to make the tournament a yearly practice. The tournament was given the middle name of one of the Drunken Cadets who started (and won) the first simulation, as it was thought calling it the Kirk cup would cause that cadet too much embarrassment! In time, the Cadre that acted as "Op For" (Opposing Forces) for the Academy's students during combat exorcises felt that they should be included. With the later addition of Klingon and Gorn exchange students, the tournament has become a matter of racial pride. Thus, all the major races are represented in some form or another. This Stardate's tourney promises to be a good one!!

Players may choose to control Federation, Gorn, Romulan, Klingon, or Cardassian starships. The ships used will be Next Generation starships, i.e. Vor'Cha class, D'Daridex class, Nebula class, etc. Depending on the number of players, the tournament will be single or double elimination, or a combo of both. Single players are welcome, as are teams of up to 3 players. Experience needed: **None**, but FASA or Starfleet Battles Experience a plus. Items Provided: Rules, Combat tables, Pencils, Dice, Miniatures, maps, etc. Items the player need to bring: A pencil, and a calculator (Optional), your own dice, if desired.

RPGA Tournaments

"The Inheritance" - Call of Cthulhu

by Gary & Kim Labrecque Lord Coddington has passed away, and you are named in his will. Can you survive to collect his fortune? 6 Players, Characters Provided.

"Savage Steel" - AD&D Red Steel

by Tim Beach Experience wondrous powers and strange magic in this swashbuckling adventure set in the Savage Coast. 6 Players, Characters Provided.

"Pipers Hill" - AD&D

by Jack Cissy & Nicky Rea (2 Round Tournament) You are all friends, well almost. Your life has just taken a turn, can you meet the challenge that lies before you? (Multi-Round Elimination) 6 Players, Characters Provided.

"Special Delivery" - AD&D (Living City)

by Robert Wiese. Not just a little delivery to an out of the way place, but the adventure of your life. That's what it might be, your life. Create your own character under living city rules and enjoy. Sorry, Non-RPGA members may only play in one Living City event and only as first level.

"How Long Can You Tread Water?"

AD&D (Living City)

by Dave Schnur. Remember when you asked for something to drink, well someone must of heard you. Now you have water, everywhere and not a drop to drink. Create your own character under living city rules and enjoy. Sorry, Non-RPGA members may only play in one Living City event and only as first level.

"Stongwind" - AD&D (Living City)

by Doug Smith & Glen Goodwin. Try not go get blown over by the strongwind coming towards you. If you do fall to the ground you might never get up again. Create your own character under living city rules and enjoy. Sorry, Non-RPGA members may only play in one Living City event and only as first level.

Standard RPGA Network Point awarded

in all RPGA Tournaments.

Questions, send e-mail to CMCGUIGA@us.oracle.com

GamesCaucus II '96

General Information

All tournaments at the convention have a \$3 entry fee unless specified differently in the convention brochure or the tournament list page of this flyer. There will be prizes given in each tournament by TriGaming Associates and other sponsors.

Most other events, including most of the Live events, are absolutely free. Some prizes may be awarded for Special Events, these will be announced in our convention brochure. All non-tournament Role Playing Events has a \$1 entry fee.

The Flea Market is, as always, free to paid convention attendees. We will hold the flea market on Sunday at Noon outside the main ballrooms (weather permitting) or inside (weather annoying). No more than 10% of the total items for sale by each seller may be shrink wrapped. The flea market is for selling used items not new items at a discount. Staff members will be on hand to inspect all goods prior to the opening of the flea market. Please do not abuse this opportunity.

E-Mail. Questions, comments, please send e-mail to trigaming@aol.com or (510) 686-9319. Dealers may inquire with Larry Rose at lrose@ix.netcom.com or (510) 227-5064 please (leave message).