

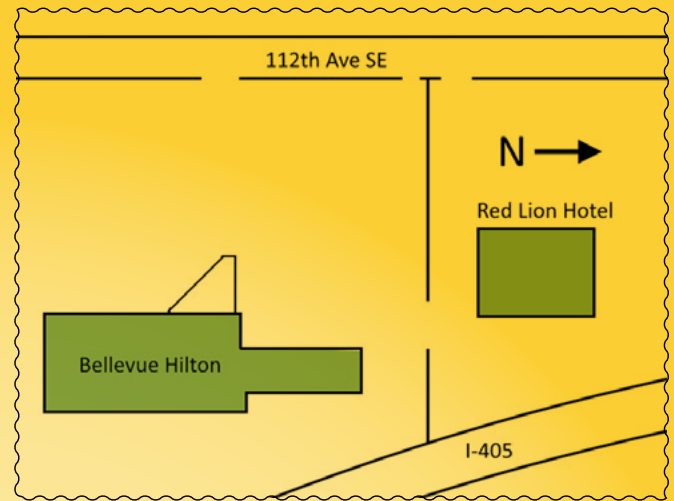


TABLETOP GAMES CONVENTION
JAN. 10-12, 2020
HILTON BELLEVUE

HOTEL MAP

HILTON BELLEVUE

300 112TH AVENUE SE
BELLEVUE, WA, 98004



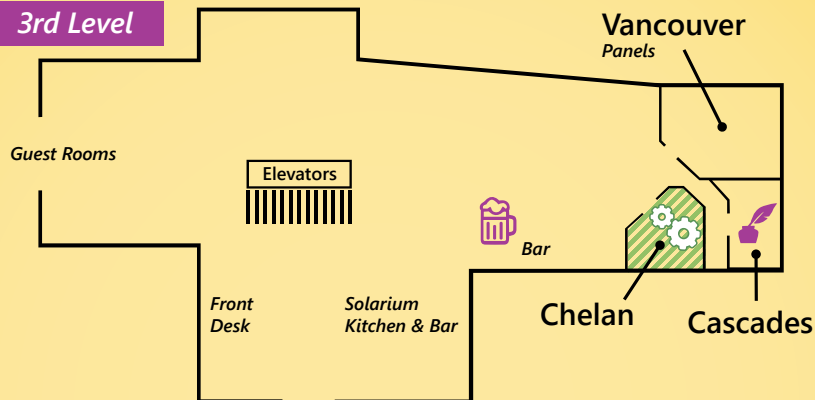
5th Level

Freeplay Tables

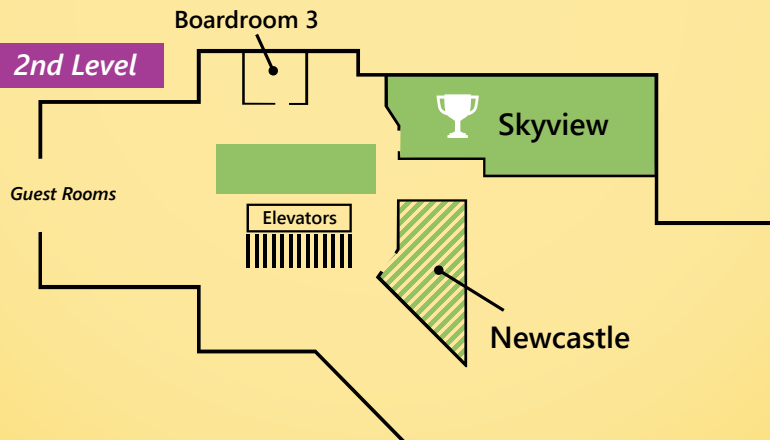
4th Level

Quiet Freeplay
Quiet Room (402)

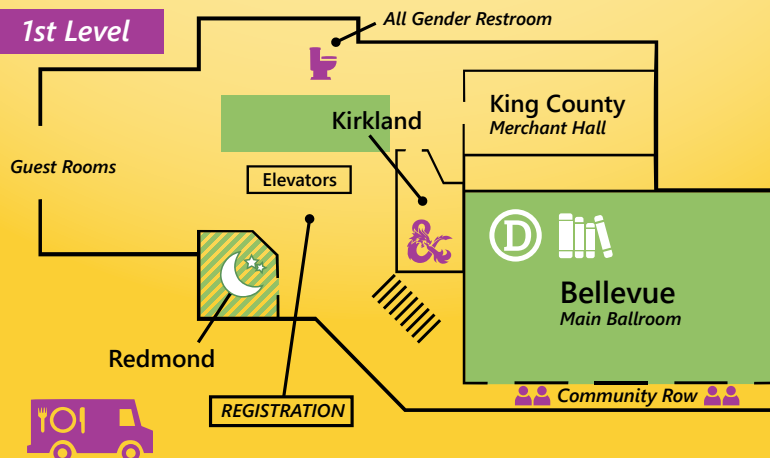
3rd Level



2nd Level



1st Level



-  Freeplay Tables Available
-  Freeplay Tables Available (part time)
-  Official OrcaCon Beer on Tap
-  Workshops
-  Games on Demand Northwest
-  Play & Win
-  D&D Adventurers League
-  Open Overnight
-  Game Demo Tables
-  Games Library
-  Food Trucks

WELCOME TO ORCACON 2020

We're excited to offer 24 hour games one we open on Friday and lasting until we close on Sunday. We have special hours for the Merchant Hall and other events, so here's the hours you need:

CONVENTION HOURS:

Everything opens on **Friday, January 10th at 10:00AM** and we close up everything on **Sunday, January 12th at 6:00 PM**. All Game Rooms will close by Midnight, with the exception of the Redmond Room, which will be open for overnight games. Redmond is on the 1st Floor near Registration.

REGISTRATION HOURS:

Friday – 9 AM to 8 PM
Saturday – 9 AM to 7 PM
Sunday – 9 AM to Noon

MERCHANT HALL & COMMUNITY ROW HOURS:

Friday – 10 AM to 6 PM
Saturday – 10 AM to 6 PM
Sunday – 10 AM to 6 PM

ONLINE SCHEDULE:



[HTTP://ORCACON2020.SCHED.COM](http://ORCACON2020.SCHED.COM)

QUICK NAVIGATION:

GET HERE & EAT!

Transit Options
Food Trucks



POLICIES



GUESTS



GAMES

Open Play
Scheduled Games
Play & Win
Catan National Championship Qualifier
Banned Games



MERCHANT HALL

Community Row



FOLKS WHO MADE ORCACON POSSIBLE

Board
Staff
Sponsors



TRANSIT OPTIONS

There are bus stops near the Hilton Bellevue (300 112th Avenue SE, Bellevue, WA, 98004). Please be aware of changes to bus stop locations due to ongoing construction in the area.

BELLEVUE TRANSIT CENTER TO HILTON BELLEVUE

King County Metro #240 bus goes to and from the Bellevue Transit Center 2-3 times an hour.



FROM SEATAC AIRPORT

Take Sound Transit #560 bus from SeaTac Airport to the Bellevue Transit Center.

FROM RENTON TRANSIT CENTER

Take Sound Transit #566 bus from the Renton Transit Center to Bellevue Transit Center

FROM UNIVERSITY OF WASHINGTON SEATTLE LIGHT RAIL STATION

Walk south to NE Pacific St & Montlake Blvd NE

Take King County Metro #271 bus to Bellevue Transit Center

FROM EVERETT TRANSIT CENTER

Take Sound Transit #512 bus to the Lynnwood Transit Center

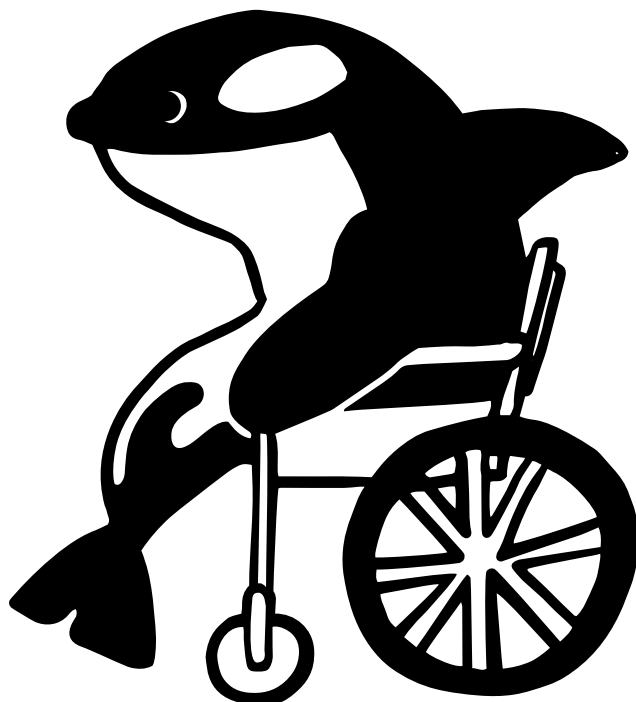
Then take Sound Transit #535 to Bellevue Transit Center

FROM DOWNTOWN SEATTLE

Take Sound Transit #550 from multiple stops along Second Ave. to Bellevue Transit Center

TRIP PLANNING

- Sound Transit <https://www.soundtransit.org/schedules>
- King County Metro <https://tripplanner.kingcounty.gov/>
- Snohomish County <https://www.communitytransit.org/busservice/tripplanner>
- Pierce County <https://www.piercetransit.org/>



FOOD TRUCKS

FRIDAY, JANUARY 10TH

8AM-10AM	10AM-1PM	12PM-3PM	2PM-5PM	4PM-7PM	6PM-9PM
		BeanFish		Lil J's Super Dawgs	
		Off the Rez			
	Kiss My Grits				
	Sugar Bytes Market*				
Chayen Coffee*					

SATURDAY, JANUARY 11TH

8AM-10AM	10AM-1PM	12PM-3PM	2PM-5PM	4PM-7PM	6PM-9PM
Sunny Up	Where Ya At Matt?	Lil J's Super Dawgs			
		BeanFish			
		Kiss My Grits			
Tabassum					
	Sugar Bytes Market*				
Chayen Coffee*					

SUNDAY, JANUARY 12TH

8AM-10AM	10AM-1PM	12PM-3PM	2PM-5PM
Sunny Up	Where Ya At, Matt?	Lil J's Super Dawgs	
	Kiss My Grits		
Tabassum			
	Sugar Bytes Market*		
Chayen Coffee*			

*Indicates the food truck will stay all day, or until they run out of things to sell!



#HONORNATIVELAND

To acknowledge the traditional territory is to recognize its longer history, reaching beyond colonization and the establishment of European colonies, as well as its significance for the Indigenous peoples who lived and continue to live upon this territory, and whose practices and spiritualities were tied to the land and continue to develop in relationship to the land and its other inhabitants today.

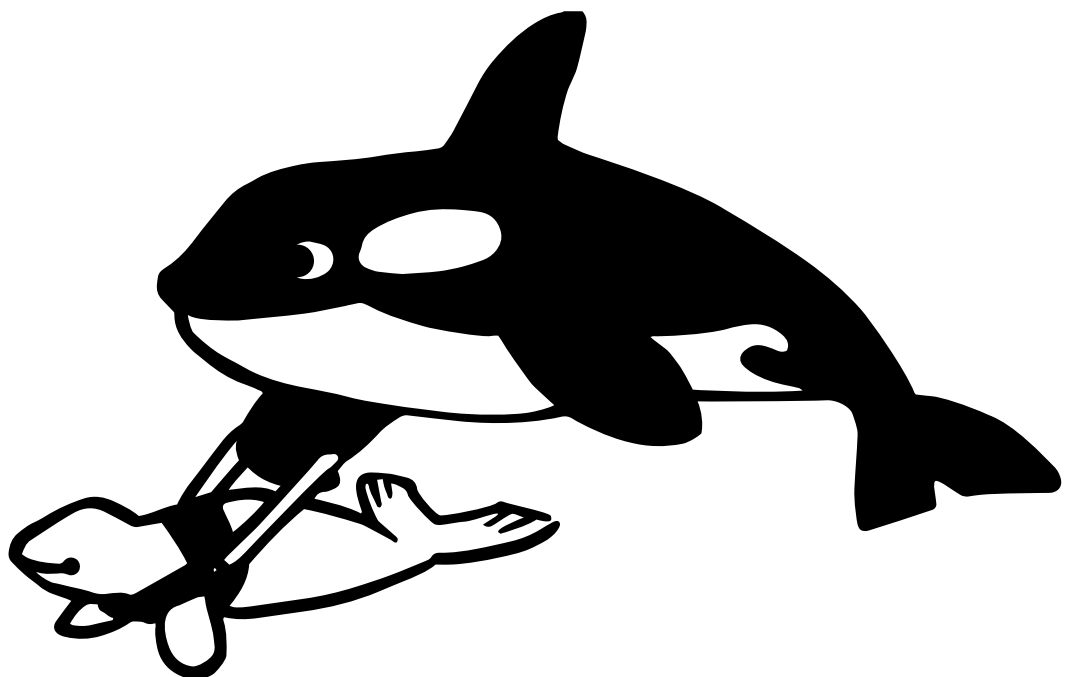
As a step toward honoring the truth and achieving healing and reconciliation, our organization commits to open all public events and gatherings with a statement acknowledging the traditional Native lands on which we stand. OrcaCon, in Bellevue WA, recognizes the stolen land belonging to the Duwamish (**dxʷdəwʔabš**) people of the Coastal Salish tribes. Statements become truly meaningful when coupled with authentic relationships and sustained commitment. We therefore commit to move beyond words into programs and actions that fully embody a commitment to Indigenous rights and cultural equity.

To support the Duwamish people with us, please visit these links:

<https://www.duwamishtribe.org>
<https://www.realrentduwamish.org>

Want to know more about the Indigenous people of your location? Visit <https://native-land.ca>

Take the **#HonorNativeLands** pledge: <https://usdac.us/nativeland>



GREETINGS, ORCA FRIENDS!

YEAR. FIVE.

YEAR FIVE, Y'ALL!

It's hard to believe that this coming OrcaCon is our 5th show. We started planning OrcaCon in 2014 and launched our first in 2016. We've been growing ever since, and we love the community building up around our wee con.

We welcome back everyone who's been with us from the beginning, and offer a joyous hello to all of you who are new. We couldn't do this without you!

OrcaCon was founded by a group of friends with an idea of a friendly convention, focusing on creating a welcoming and safe space for folks play games, no matter the experience level. We decided early on to focus on diversity, inclusion, and accessibility to tabletop games, and highlighting many marginalized creators who feel left out of other tabletop spaces.

We have a whole slew of new guests for you to meet. Be sure to attend their panels and play their games during your weekend. We're extremely excited to present an amazing guest list, and hope you'll get a chance to play games with them or have a wee chat. They've submitted some great games and panels, so be sure to drop by and see that they're doing. It's great to support marginalized creators! We have a very lovely and special OrcaCon t-shirt in our Merch Booth. Sadly, Aaron cannot be with us for the show (baby!), but you can get the t-shirt as seen on the cover of this program. You can also support him here: <https://popmuertos.com/>

We are extremely happy to be back here at the Bellevue Hilton and we've signed with them again for 2021! They've been so kind to allow us free parking and to bring in food trucks. Speaking of new things for 2020, be sure to check out our maps as we have added some spaces at the Red Lion next door. You can also park there, too! We're also excited about some new Sponsors and groups. Check out Community Row and say hello to this important communities and organizations.

Lastly, I'd love to meet you! I'll be wandering around the convention playing games, chatting with folks, and supporting our amazing volunteers. Stop by and say hello, or play a game with me, or drop by the **Critical Hits & Misses** panel on Sunday to give your feedback. Happy gaming!

Donna "Danicia" Prior
OrcaCon Founder & Executive Director

POLICIES

OrcaCon is a tabletop games convention, which includes board and card games, role-playing games, and miniature games. OrcaCon is focused on creating a safe and welcoming space for promoting the tabletop games hobby, supporting diversity in tabletop games, and building a community of both novice and experience game players.

Animals – ADA working animals are allowed in the convention space. Non-ADA animals are not permitted.

Badges – Badges must be worn chest high and be visible at all times. Individuals without badges will not be granted access to convention space. A fee will be charged for replacing a lost badge.



Drinking – If you drink, don't drive! Please have a designated driver. Individuals must be 21 to consume alcohol in the United States. This also applies to our international Members. Serving alcohol to minors is against United States law. Individuals who appear to be intoxicated will not be allowed into the convention space.

Flyers – OrcaCon will have a message board available at the Info Booth for people to post information but it must be approved by info booth staff to be posted. Please do not post any flyers on the doors or walls of the convention space; they will be removed. Please make sure flyers are family friendly.

Harassment and Assault – OrcaCon does not tolerate harassment. As OrcaCon strives to create a safe environment where all are welcome the following will not be tolerated:

- Any form of intimidation, threats, or violence towards others, whether verbal, physical, or electronic.
- Any form of sexual harassment, including inappropriate or unwanted touching, unwanted sexual language or gestures, covert or inappropriate photography, and inappropriate use of nudity and/or sexual images in public spaces.
- Any form of hate speech, including any slur or remark intended to disparage, intimidate or harm any race, gender, sexual identity, age, race, color, ethnicity, nationality, religion, disability, physical appearance, veteran status, or interest in any specific fandom.
- Disruptive, destructive, or unsafe behavior that disturbs or endangers staff, attendees, guests, sponsors, vendors, or venue.
- Any illegal activity or act.

If you are subjected to unacceptable behavior, please contact a staff member or volunteer immediately. If a staff member or volunteer is not readily available or if you feel threatened in any manner, please proceed directly to Operations, which is located in Board Room 1 on the first floor.

Liability – OrcaCon, and its affiliates are not responsible for any loss, damage, theft, or injury. Members are responsible for their individual actions and any repercussions that may result. Civil or medical emergencies are to be handled directly by the proper authorities.

Minors – When minors pick up their badges, they must be accompanied by a parent or designated guardian. A designated guardian must have written permission from the minor's parent or legal guardian. All guardians must be age eighteen or over and a registered attendee of OrcaCon. All minors must have a parent or guardian on the premises at all times.

Minors age 12 and under: All children age twelve and under must be accompanied at all times by a parent or guardian who is a registered attendee of OrcaCon.

Minors age 13 to 17: All minors thirteen to seventeen must have a parent or guardian in the convention space at all times. All parents and guardians must be registered attendees of OrcaCon.

Photography – Cameras and camcorders are not allowed in the Merchants Hall. Photography of all other aspects of the convention is allowed, as long as it does not disrupt events or the flow of traffic, and the subject does not object. Please be considerate and ask first before taking pictures of guests, other attendees, or the general public.

Video recording is permitted in panel rooms with permission from the speakers only. Video recording of Guests of Honor near their personal hotel rooms is prohibited.

Press – Press **MUST** check at the Operations Room for additional information pertaining to Press. OrcaCon reserves the right to grant or deny approval for all video recording requests. Permissions may be retracted at any time.

Room Parties – OrcaCon does not recognize or endorse room parties and the Hilton Bellevue does not allow them. OrcaCon does not allow advertising of room parties in any capacity. This includes flyers or email correspondence via any official OrcaCon channels. OrcaCon Operations Department Staff will work with the hotel to keep records of actions taken by hotel security, and will revoke convention memberships from individuals removed from a convention hotel site by hotel security.

Sleeping in Convention Areas – Do NOT sleep in the convention space or public areas.

Smoking – Washington State law prohibits smoking (including vaping and marijuana use indoors and within twenty-five feet of doorways and building ventilation access. If you are caught smoking/vaping inside the hotel or convention space, we will revoke your membership and escalate to Hotel Security. They may cancel your hotel stay and ban you from the premises.

Theft – Any OrcaCon Member caught in the act of shoplifting or stealing will be handed over to the authorities, have their membership revoked, and refused service into all future OrcaCon events. No exceptions.

Revoking of Memberships – Should a membership be revoked, the Member can appeal the circumstances to the OrcaCon Convention Director. Criminal actions are referred to local law enforcement and will lead to immediate ejection from the convention, with no appeals allowed.



The Hilton Bellevue security and staff do not have general responsibility for any aspect of the convention, but can choose to respond to any disruptive action. If the security or staff from the Hilton Bellevue should choose to remove an individual from the hotel, the convention will immediately revoke said individual's badge. OrcaCon Operations reserves the right to revoke attendance and eject anyone at any time from the convention without a refund.

Weapons – No Members will be permitted to carry any kind of functional projectile weapon. This includes individuals who possess a weapons permit or concealed weapons permit. Anyone found in possession of such a weapon will immediately have their attendance revoked and escalated to the Hotel Security Team. Individuals caught in the illegal possession of a functioning projectile weapon will be reported and turned over to the proper authorities. All other items that could be used as a weapon **MUST** be peacebonded.

You must have your props submitted for peacebonding by our Operations Team. Complete this action **BEFORE** entering convention space in costume, or you will be asked to leave the convention until you visit Operations for peacebonding. Government issued photo ID is required at peacebonding to have your prop peacebonded. Members seventeen and under must have their guardian or accompanying adult with them to have their prop peacebonded.



Bladed weapon props made out of metal and designed to represent a blade (including, but not limited to, swords, daggers, kunai, and scythes), with an edge a quarter of an inch in width or narrower and/or a sharply pointed tip) must remain sheathed. Additionally, it must be possible for peacebonding staff to securely zip-tie the prop into its sheath so that it may not be drawn. Ribbons, cloth, or tape wrapped around the blade do not qualify as sheaths.

Weapons should never be waved around in a manner that may be construed as use of the weapon (this is considered brandishing).

Gun props or other prop projectile weapons should not be pointed at anyone at any time. Prop pistols need to remain in a holster; prop rifles need to be slung. Permanently disabled cap guns and permanently disabled water guns are permissible.

Drawing a weapon in the convention space, including parking lots, may result in immediate revocation of convention membership. Keep in mind, police will assume all drawn weapons are functional, and will act accordingly. If you are unsure whether your weapon is acceptable in the convention space, please ask OrcaCon Operations personnel

Exotic weapons will be dealt with on a case-by-case basis. Do not bring weapons that OrcaCon Operations & Security cannot tell are fake from ten feet away.

No functioning or previously functioning projectile weapons, or functional portion thereof, including, but not limited to, Air Soft, Nerf, or pellet guns will be allowed.

All props designed to represent **stringed weapons** must be unstrung, regardless of the manner in which they were constructed. 'Unstrung' means that no length of cord, string, rope, or other flexible material may be connected from one limb of the prop to the other.

ACCESSIBILITY POLICY

At OrcaCon we believe that everyone no matter their gender, sexual orientation, race, ethnicity, or disability should enjoy and have access to all the areas of the con with the slightest of ease. OrcaCon was created to be a welcoming and safe place for all to come play games, connect, and simply be amongst others who love analog gaming. With that in mind we take accessibility at our con very seriously and are doing everything in our power to have it be an amazing experience for all. Below you will find our official OrcaCon Accessibility policy that will outline the accessibility achievements so far. Please note that the Accessibility Policy is a living document that will change and grow as we will never be done looking for better ways to create a welcoming and accessible con for all.

WHAT WE CANNOT CONTROL:

We have done much research in barriers to accessibility at our con and want to be very up front with some barriers we cannot accommodate as they may contradict accommodations to other barriers. We cannot fully accommodate those with allergies to animals as individuals with service animals are fully welcomed to the con as are their service animals. As we recommend con attendees to avoid wearing strong scents such as perfumes and colognes we cannot make attendees do so. We are always open to suggestions in this matter and will take every suggestion into consideration.

WHAT IS BEING ACCOMMODATED:

- **Comfort**– All the areas of OrcaCon is temperature controlled to keep the con comfortable. However, because these are large spaces it may get hot or cold during the con so be sure to bring layers. If a room is too hot or cold, you can contact our Info Desk or any volunteer to request a change.
- **Mobility**– Everything at the con will be wheelchair accessible, from our game rooms, to our panel/workshop rooms, and our Merchant Hall.
- **Reading**– Programs will be made available to all OrcaCon participants with a dyslexia-friendly font. We will also have a PDF version available for anyone who would like to have it on a device as well.. We will have a link on our website to download, or you can email us and we'll send you a PDF of the program.
- **ASL Interpreters** – We expect to invite more ASL Interpreters to OrcaCon 2019, for assistance with our panels/workshops, and hosting of Silent Gamers table in the Main Games Hall.
- **Eating**– All Bellevue Hilton are equipped with mini fridges that can be utilized for individuals that need to bring their own food. Some rooms are equipped with microwaves; you can request one when you book your hotel room. There will be dietary options in the hotel restaurant along with a variety of Food Trucks who offer gluten free, dairy-free, vegan and, vegetarian options. The Hotel offers a free shuttle to take people back and forth to Bellevue Square, which has many dining options.
- **Breathing**– OrcaCon is not a fragrance free convention. We do not have a way to control this, as some people use aromatherapy and natural oils to help with physical, mental, and/or emotional disabilities. However, we also understand that strong scents can trigger migraines, asthma attacks, irritation, and other illnesses. The hotel also uses cleaning supplies that will most likely be scented; be aware of that when checking into your room. If you have a severe or strong reaction to scents we recommend you bring a N95 mask.
- **Assistance**– Caregivers will be allowed free access to the con in order to assist their clients. Caregivers please have ID and company info when arriving. You can email accessibility@orcacon.org if you wish to receive a caregiver registration. All service animals are allowed in the hotel in accordance with the ADA (Adults with Disabilities Act). By law, Service animal owners do not need to have identification of any sort. With this being the case, we cannot accommodate individuals who may be allergic to animals.




POTENTIAL BARRIERS THAT REMAIN:

Despite our best efforts there, will still be some barriers at our convention. As an example, the con will have fluorescent lighting even though we will try to have the intensity of such lighting at a good level. Also the hotel and hotel guests may have items which may include things such as dust, incense and other possible scents.

ALLIES: HOW WE CAN ALL CONTRIBUTE TO AN ACCESSIBLE CON:

What is an ally in regards to accessibility at a con? What this means is enabling respect, dignity, and ability for all members of the con whether they have a disability or not. Below are some examples of what that may look like in the OrcaCon setting.

- 
- **Ask to Help**– This comes down to asking if someone would like help instead of assuming they are incapable of helping themselves. An example would be if it appears someone is struggling opening a door ask them if you can get the door for them.
 - **The Mindset of “Capable”, NOT Incapable**– Treat others as capable and with abilities rather than incapable and with disabilities. Do not assume individuals with disabilities want advice.
 - **Personal Boundaries**– Please respect others’ physical and emotional boundaries as you would wish for others to do to you. An example would be: do not touch someone’s wheelchair without prior permission, even to move it.
 - **Respect Blue Zones (Blue Tape)** – Please be respectful of any areas at the con marked with blue tape for example chairs or areas marked with blue tape are reserved for anyone with accommodations that need to sit up front in order to lip read or effectively hear. Wheelchair spaces are also marked in blue. Blue zones at the con **MUST** be kept clear at all times to allow people to safely enter and leave the con. Be mindful of your surroundings when stopping to chat with others in the hallways and aisles.
 - **Keep Pathways Clear**– Keep doorways unblocked and free of games, backpacks, and other personal items, and/or clutter. This is for everyone’s benefit as blocking walkways, through ways, and doors creates an unsafe situation, not just in an emergency.
 - **Air Quality**– Smoke can be a big trigger of breathing issues and migraines. Please wash your hands if you smoke to help. Avoid wearing any type of perfume or cologne.
 - **Say Something**– You can be an advocate for accessibility by speaking up if you see something that can be a barrier. For example, if you see pathways blocked politely ask for them to be cleared or let Con staff know.

If you see any barriers to accessibility or have any ideas/concerns to help improve our con please contact our Accessibility Coordinator at accessibility@OrcaCon.org. Let’s make this an environment of gaming for all by advocating, learning, and enabling a great accessible con!

ANTI-HARASSMENT POLICY

OrcaCon is dedicated to providing a great convention experience for everyone, regardless of gender, sexuality, disability, physical appearance, body size, race or religion. For this reason, we will not tolerate any form of harassment of convention participants. Con participants found to be engaging in harassment may be sanctioned or expelled from the con without refund. We expect participants to follow these rules at all conference venues and conference-related social events.

WHAT IS HARASSMENT?

Harassment includes:

- offensive verbal comments about gender, sexuality, impairment, physical appearance, body size, race or religion
- showing sexual images in public spaces. Discussion or images related to sex, pornography, discriminatory language or similar is welcome if it meets all of the following criteria:
 - (a) organizers have specifically granted permission in writing;
 - (b) it is necessary to the topic of discussion and no alternative exists;
 - (c) it is presented in a respectful manner, especially towards women and LGBTQIA people; and
 - (d) attendees are warned in advance in the program and respectfully given ample warning and opportunity to leave beforehand. This exception does not allow use of gratuitous sexual images as attention-getting devices or unnecessary examples.
- intimidation, stalking or following
- photographing or recording someone without their permission
- sustained disruption of talks or other events
- uninvited physical contact
- uninvited sexual attention

Participants asked to stop harassing behavior must comply immediately.



WHAT SHOULD I DO IF I AM BEING HARASSED?

In some cases you may find the harassment stops if you clearly say 'no' or 'please leave me alone', or simply walk away. We would appreciate it if a volunteer was still informed to help us identify any repeat offenders.

If you continue to be harassed or notice someone else being harassed, please contact a convention volunteer immediately. Con volunteers will help participants contact venue security or law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe during the con. The first convention volunteer or organizer you report to will take whatever steps they can to assist you in feeling safe, and will put you in contact with or bring you to an appropriate staff member. If you do not feel comfortable talking to a volunteer, please visit our Operations Room in Board Room 1, on the first floor.



You do not have to give us details of the harassment, and can choose whether or not to report. If you wish to report, we will take details of the harassment and work with you to respond to the issue in a way that assists you in feeling safe and maintains the safety of the wider convention environment, as well as enforcing our anti-harassment policy. If you report a serious criminal matter, please be aware that we may be obliged to contact the police. We would however take into account any concerns you may have around involving them.

If you would like to discuss the harassment without making a report, we also offer a listening service staffed by volunteers. Bear in mind that this is for informal emotional support only: our volunteers don't have counselling training, and we can't promise confidentiality. You can access the listening service by asking at the Operations Room, or visit the Info Desk for assistance.

ANTI-RACISM STATEMENT

Like society in general, racism permeates geek culture and geek spaces, making them less welcoming and safe for POC (People of Color). At OrcaCon, we want to prioritize the voices of people who are often spoken over or erased in geek spaces, and make OrcaCon as accessible as we can to people from all racial backgrounds. Problems POC attendees of geek events talk about include:

- People critiquing their cosplay costumes without being asked
- being expected to be an authority on POC characters in various shows or comics
- being talked down to or assumed to be less knowledgeable about topics being discussed.

Hate Symbols and Associated Iconography:

As we strive to provide a welcoming, safe environment for all attendees, symbols associated with historical atrocities and current hate groups are strictly forbidden from the convention. This includes (but is not limited to) swastikas, Nazi uniforms, cosplays closely based on Nazi uniforms, and paraphernalia associated with these organizations.

We stand united against white supremacy, neo-Nazis, and the "alt-right." We denounce their toxic hate, fear, and violence.

While in an ideal world, it would be easy to separate fictional characters who wear these items from real world events, in our current political climate we do not believe it is possible. Anyone wearing or displaying an item of clothing, prop, or other item considered a hate symbol will be asked to remove it from the convention and refusal to do so will result in ejection from the convention without refund.

This sort of behavior will absolutely not be tolerated.

(Thanks to Trae Dorn from Nerd & Tie for the updated language)

WHY DOES ORCACON NEED AN ANTI-HARASSMENT POLICY?

We've implemented an anti-harassment policy in response to widespread reports of harassment in geek communities and at conventions. Read more about why action on harassment at geek conventions is necessary by visiting the Ada Initiative website.

HOW CAN I HELP MAKE ORCACON SAFER?

- Join our volunteers!
- Be aware of this anti-harassment policy, of using non-oppressive language, and of folks' boundaries.
- Back up others – if you see someone being harassed or appearing uncomfortable, ask if they're okay.

This anti-harassment policy is based on an example from the Geek Feminism wiki created by the Ada Initiative and other volunteers, and the anti-racism statement came from policies via the NUS and Race Revolt.

- Convention Executive Director email: info@orcacon.org
- Hotel phone: **425-455-1300**
- Bellevue Police: **425.257.8400**
- King County Sexual Assault Hotline 24-hour: **888.998.6423**
- Sexual Assault Nurse Examiner (SANE) locations in King County:
 - (e) Evergreen Health: evergreenhealth.com/sane
 - (f) Harborview Medical Center:
uwmedicine.org/locations/sexual-assault-and-traumatic-stress-center-harborview
- American Checker Cab: **425-259-3333**




QUIET ROOM POLICY

Out of spell slots? Need to recover some MP for more gaming? Even dungeon bosses need a private sanctum to get a break from marauding adventurers. Come to the quiet room to rest and recharge in peaceful bliss.

The purpose of our quiet room is to have a safe place for anyone who needs a break. We proudly support our neurodiverse attendees who need sensory or social downtime, nursing parents, adventurers suffering status ailments, or anyone needing to unwind. This space is for attendees to take a break from the noise and excitement of the convention. A gender neutral bathroom is also available in the quiet room.

The Quiet Room is located on (need to update from last year if applicable). The area outside the quiet room is intended for quiet gaming to preserve a welcoming environment. Quiet room rules are strictly enforced to ensure a respectful and relaxing environment for all:

- 
- Please keep conversations to an absolute minimum. If you need to speak, please leave the room.
 - Have phone ringers off.
 - If you have to make or take a phone call please take it outside the quiet room.
 - Nursing parents are welcome, but this is NOT a play space for children.
 - You may rest your eyes however this room is not intended for long naps.
 - Small snacks are ok but please avoid all nut products, and snacks with strong smells.
 - Scents such as perfume and cologne should be washed off before entering.

NOTE: Attendees not being respectful of others may be asked to leave the quiet room by the room's assigned OrcaCon volunteer.

HAVE QUESTIONS ABOUT THE QUIET ROOM?

You can email accessibility@OrcaCon.org. If you need to report issues with the quiet room supplies or attendee behavior, please contact a volunteer (or text **425-212-1201**)

SOCIAL INTERACTION BUTTONS

Team OrcaCon strives to make our event as accessible as possible for everyone. We launched social interactions indicators last year in the form of clothes pins, and they were a hit! This year we are introducing prominent buttons which can be more easily understood by everyone, including those with colorblindness.

RED - Please leave me be, I prefer not to speak to strangers.



YELLOW - Please let me start the interaction, I prefer to talk to people I know.



GREEN - Feel free to talk to me! I love meeting new people.



Please take any or all three of these buttons, and display one on your lanyard or shirt that matches your desired level of interaction with the people around you. Please respect the level of interaction that other people are displaying as well - together we can help make OrcaCon a comfortable place for everyone to celebrate games.

We are happy if you wish to keep the buttons, but if you don't need them, please return them to us so we can reuse them next year.

INDUSTRY QUESTS

GUESTS OF HONOR



Katherine Cross is a Ph.D. student in Sociology at the CUNY Graduate Centre in New York, and a contributing columnist to Gamasutra. Her work has focused on everything from game design to community management to online harassment. As a social and gaming critic, her work has appeared in numerous publications worldwide, including Rolling Stone, Bitch Magazine, The Baffler, Time, The Verge, Polygon, First Person Scholar, and The Daily Beast. She is also a sought-after thinker on technology whose commentary has appeared on NPR, ABC Radio National, Le Monde, and Dagens Nyheter among others. Recently, she has begun to enter the world of game design, contributing writing and scenarios to games like the Pathfinder RPG and Eclipse Phase. She yearns for the robot uprising and is currently writing a book on the subject.



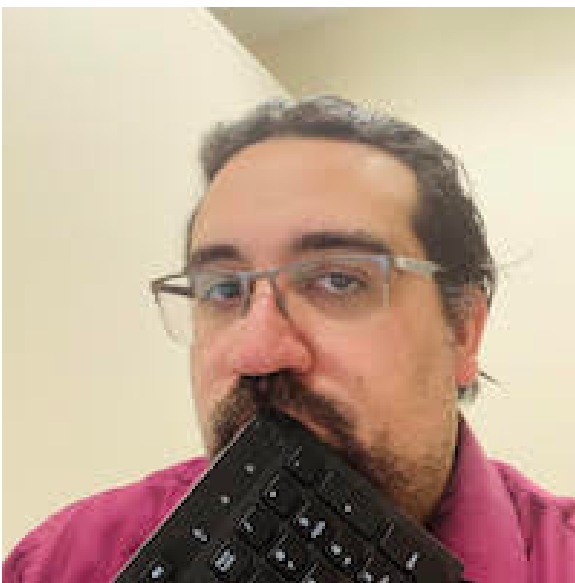
Bebo is a writer, photographer and video producer who founded **Be Bold Games** in 2018. Her passions include her cat Dax, her daughter Hailey, bouldering, and going on adventures to capture the perfect photos on her camera.

She writes about her perspective as a Latinx woman in gaming and is passionate about intersectional feminism as well as queer inclusion and advocacy. When she's not tweeting she's off in the mountains playing ukulele and singing at the top of her tiny lungs.

<https://www.beboldgames.com/>



Victoria Caña is a Producer for Wizards of the Coast by day, award-winning indie game designer and speaker by night — Victoria is an ambitious Seattleite who enjoys writing her life story as though she's the protagonist of a novel, traveling around the world in search of good food, playing as many board games as possible, and helping other people achieve their dreams. You can find Victoria on virtually every social media platform under the handle **@victoriacana**. You can also learn more about her award-winning board game Gladius at <https://www.catquartetgames.com/>.



Brian Cortijo is an educational administrator and a veteran freelance game designer, having contributed to Dungeons & Dragons, Pathfinder, Blue Rose, and other games over the last decade and a half, and has been captivated by games for more than twice that long. His current focus is on helping designers adjust their worldbuilding to better reflect the players they hope to attract, and to make more immersive game experiences. He talks. A lot. Sometimes people even listen. You can see some of his ramblings over on Twitter under the clever and inventive handle **@briancortijo**.

ARTIST GUESTS OF HONOR

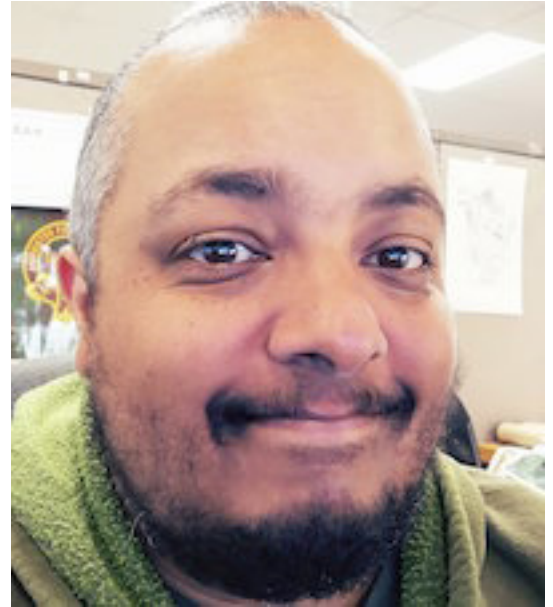


Hi everyone! My name is **Aaron Bowersock**, and for the past few years I've been working on a whimsical and vibrant Day of the Dead art mashup project called PopMuertos. What started with drawing sugar skull versions of ALL Gen 1 Pokemon, this project has now branched out into everything else I love- cartoons, movies, original characters, and even my corgi, Pickles! I grew up with these colors and patterns and have really enjoyed incorporating them in fun, new ways. And I hope you enjoy it too! You can find more work at PopMuertos.com or watch me draw, live on Twitch. Hope to see you around!

SPECIAL GUESTS

Graeme Barber is a long time player and GM, and new designer and consultant in the world of RPG's. He started his blog, POCGamer, in 2013 to address the issues of representation and racism in science fiction and fantasy media, and has since developed that concept further with his video podcast, Lore Diver. He has worked as a consultant for world building and region design, and as a freelance writer, creating the concept and background for a player race in High Level Games' upcoming Archons of Nikud game. He is currently working on some projects of his own, including a minimalist Sci-Fi RPG, Sojourner, and a rules light fantasy game in the mode of classic 16bit JRPG's. When not being a blerd, he can be found with his family, working as a GIS Technician, soldiering in the Canadian Army Reserves, or scuba diving.

You can find Graeme on Twitter or Instagram (**@POCGamer**), and see his work on **POCGamer.com** and on YouTube.



Misha Bushyager is a longtime gamer and designer working on making sure the next generation of geeks sees themselves represented. She's a panelist, writer, editor, proofreader, and sensitivity reader for tabletop RPGs and larps. She's one of the founders of New Agenda Publishing and a curator for More Seats at the Table.

She worked on Orun, #Feminism, Chill:SAVE, Lovecraftesque, Dead Scare, Misspent Youth:Sell Out With Me, Masks:Unbound, and the as yet unpublished larp Nightingales.

You can find her on Twitter **@BGGAmeworks** or on her website **BlackGirlGameworks.com**.

DC is a Black non-binary game designer and full-time freelancer currently residing in Seattle, WA. They're largely known for their games, "Mutants in the Night", and the ENnie award winning "plot ARMOR". They're also a contributing designer for Wizards of the Coast (D&D), and a featured writer at D&D Beyond. DC focuses on bridging the gap between independent designers and industry titans.



– Holas~ I'm **Carmen Marin**, aka Diana Moon, and I'm a Bi Latina Editor/Writer/Content Creator! I've been a geek since birth, thanks to my parents who've been Trekkie and Sci-Fi/Horror fans all their lives. Been a gamer since the Commodore 64 and got into the world of tabletop in high school. I love all things pop culture in all the mediums, and through my upbringing of being a Union Strong family, always been an advocate for more representation, more visibility, more rights in everything we do in our lives. I've written for mobile romance games in the past, and done sensitivity reading and editing for PC games like Verdant Skies, and tabletop like Girl Underground, along with over a years worth of playtesting various indie games. Currently a freelancer editor and writer, working on a few modules of games coming out in the near future.

I'm always open to talking on Twitter: **@DianaMoon** and will stream a variety of games and writing on my twitch, **[twitch.tv/xDianaMoonx](https://www.twitch.tv/xDianaMoonx)**!

Nicole Jekich is a food-obsessed game designer, blogger, & community organizer in Seattle, WA. Her first co-designed game, Food Truck Champion published by Daily Magic Games, is now available. Nicole is passionate about helping others create their first game. You can find her at the many events thru **PlaytestNW**: a group of designers in the Pacific Northwest looking to bring tabletop games to the masses.



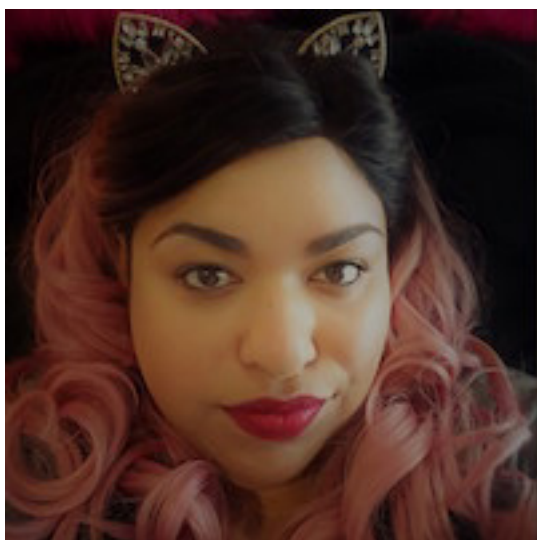


Mike Robles (or TheMikeRobles as he's known online) is a gaming, comic, and horror enthusiast, as well as a first generation Mexican-American. He has been a Community Manager for some of the biggest games in the gaming industry. He's worked on Magic: The Gathering, Dungeons & Dragons, Minecraft, Killer Instinct (2013) and more.

When he's not busy being a community manager he's usually playing video games or board games with his wife and child. He wants his kiddo to grow up loving everything and everyone.

You can always chat with him on Twitter: [@TheMikeRobles](https://twitter.com/TheMikeRobles)

Sarah Gulde is a ginormous Trekkie and all-around geek! She has appeared on Trek panels across the country and internationally, and you can also catch her on various Trek podcasts as well as the Deep Space Nine documentary "What We Left Behind". When she's not attending cons she's running "NERD CAMP" in Portland, OR, which is a mini-con with a focus on diversity and inclusion. Her favorites games are Kingsport Festival, Arkham Horror, and Call of Cthulhu.

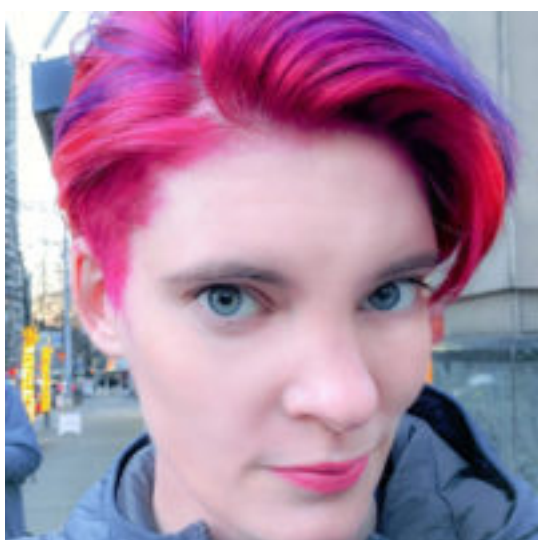


Bianca Anderson is a writer, gamer, and unapologetic angry black lady. She spent six years in the AAA gaming industry in talent acquisition and user experience, before choosing to leave and pursue a new path. Bianca is vocal and passionate about the intersection of marginalized identities and the representation thereof in geekdom – both in media and in broader geek culture. She believes in the power of a bold lip, cute clothes, strong words, and unbridled enthusiasm.



Lynne Hardy got into roleplaying games thanks to the Seahawks so, even though she's not watched a game in years, she's always happy to come to Seattle for OrcaCon. Having originally trained as a biomedical researcher, she got into writing for RPGS after a cheeky letter to Wizards of the Coast. Now, far more years later than she's prepared to admit, she's written for numerous companies, including Nightfall Games, Pelgrane Press, Cubicle 7, and Modiphius, and worked as an editor for Green Ronin (amongst others). As well as developing her own steampunk and fantasy games (Cogs, Cakes & Swordsticks; Small Things), she is now employed full time by Chaosium as Associate Line Editor for the Call of Cthulhu roleplaying game. When she's not doing that, she gives lectures and workshops on historical embroidery techniques.

I'm **Tracy Barnett**, and I make games. I'm a queer, non-binary tabletop game designer, and I make games of all types! I'm best known for my work on Iron Edda Accelerated, Karthun: Lands of Conflict, and as the editor of Paper Arcade. I also run TheOtherCast podcast network, producing RPG actual play, and Another Blank Page (with my co-host Kate Bui). This is my first OrcaCon and I'm super-excited to spend the weekend playing and talking about games in the Pacific Northwest.



Emma Larkins is a board game designer, creator of ...and then we died, Abandon All Artichokes, and Heartcatchers. She hosts **#TableTakes** presented by Gen Con, a board game news show on Twitch, and Ludology, a podcast about the thoughtful analysis of game design. She writes about **#gamedesigndaily** on social media, streams live board game design, and runs a weekly playtest event for the Seattle Tabletop Game Designers. She's spoken about game design on panels at PAX, PAX Dev, SHUX, DreamHack, and Twitch Con.

GAMES

OrcaCon 2020 will have around-the-clock gaming, starting at 10:00am on Friday, and ending at 6:00pm Sunday. We will have a Play & Win Library, an Open Play Library, Scheduled Games, Tournaments, and Demo Tables.

OPEN PLAY

A huge amount of OrcaCon is all about people playing games with their friends, or playing games with other attendees. We have a lot of open play tables scattered around the hotel, from the 1st floor and above. We'll have smaller table areas, and there are two large ballrooms full of open play tables. We'll be featuring two Open Play libraries, one in each ballroom.

Our Games Admin Tables in each Ballroom is there for you to get assistance with Sched, our scheduling software, along with helping you find a great game or more players. We'll have even more **LFG** (Looking for Group) signs, so you can get more players when you bring your own games or borrow something from one of our libraries.

BANNED GAMES

Due to the inclusive nature of our convention, we do not allow the following games in the public convention spaces, due to their content or theme.

- Cards Against Humanity
- Secret Hitler
- Tanto Cuore
- Kingdom Death
- Commissioned
- Lamentations of the Flame Princess
- Reality Check: The Game of Privilege
- Virtue Signal: the Game of Social Justice
- FATAL
- MYFAROG



GAME LIBRARY

If you are a game publisher or creator and want to donate your game(s), please contact us at games@OrcaCon.org and we'll coordinate getting your games on our tables. Our amazing Game Hosts will be happy to learn your games and teach them to our attendees!

ENVOY PLAY & WIN



Play & Win is an easy way to take home a new game by doing what you are already doing: having fun playing games. It works like this: Check out a demo copy of one of the eligible games near the games library area and play a round (or more) with your friends. When you return the game, you'll receive a raffle ticket, one ticket per player. You can drop your ticket into the cup for the game you hope to win. You can play as many of the Play & Win games as you like.

To ensure that as many folks as possible go home with a prize we ask that you limit the number of games you win to two—at least until we have given everyone a chance to get a game. It's as simple as that!

If you have questions about the Play & Win Library, you can contact games@OrcaCon.org.

CATAN NATIONAL CHAMPIONSHIP QUALIFIER

OrcaCon is hosting an official Catan US Nationals Qualifier Tournament. The Qualifier Champion will win a guaranteed seat at the 2020 Catan US Nationals Tournament at Origins Game Fair in Columbus, OH, June 2020.



The Champion will join the other Qualifier Champions and Catan Studio for a celebratory dinner on Saturday night of Origins. The Catan US National Champion will be sent to the 2020 Catan World Championship in Malta, courtesy of Catan Studio.

YOU MUST BE 18+ AND A US CITIZEN/PERMANENT RESIDENT TO PARTICIPATE.

SCHED

Our team has been taking your feedback on **Sched**, and we wanted to give you some tips and let you know how it all works. We use an online scheduler versus pen & paper for many reasons:

- Less waste and trash, which is a part of our accessibility pledge
- Less confusion on wait lists, availability of open spots at the game/panel/workshop
- Speakers can upload slides and other files, so you can find them easily.
- You can give your feedback about your games session or panel/workshop

BUT SCHED IS CONFUSING!

Our schedule is easily accessible on any browser at <http://orcacon2020.sched.com>. You can bookmark this in your browser, or save the bookmark to your mobile device. Don't have a device that will load up the site? You can visit one of our Games Admin Desks and our Volunteers will get you signed up for events. They can also help with your account and give you information on using Sched.

ALL THE SESSIONS WERE FULL!

One of the issues about Sched which was confusing was what it meant when you "saved" a session. When you "save" events, it really means you've signed up for it! We had a lot of folks treat it as a book mark "I am interested in this, so saving" which was confusing for everyone.

Also, many folks didn't know they could remove themselves from a game or panel, in case they couldn't attend or double booked themselves. When you "unsave" the event, you remove yourself from the game or event and it opens up a spot for the actual waitlist.

When you see a full event, you can still select it. If you're waitlisted, when someone removes the event from their schedule, it will bump up the next person. You can always talk to our Games Admin volunteers who can help you remove items from your schedule.

Plus, you can always show up for a game or event. It's possible that there will be no-shows, so you might even be able to get in, or maybe the GM can add you to the game!

PRIVACY CONCERNS

Some of the feedback we received was that folks didn't want their name or photo visible. Some folks used their legal names when signing up on Eventbrite, and don't want that seen on Eventbrite. All of this can be edited in Sched on your profile. You can even mark yourself unlisted.

I'M A SPEAKER OR MODERATOR AND I HAVE FILES TO SHARE WITH ATTENDEES

We've activated the Speaker & Moderator accounts to upload your slides, images, .pdfs. If someone attends your game or panel/workshop, they'll be able to access what you've added to the session.

Got a question about Sched? Think there's something which should be added to our FAQ for next year? Email info@OrcaCon.org and we'll answer your question and maybe even add the information here!



PANELS & WORKSHOPS

We have always had some amazing panels at OrcaCon, and for 2020, we've added workshops!

FRIDAY, JANUARY 10TH:

12:00-1:00PM:

(PANEL) WELCOME TO ORCACON 2020

The OrcaCon Board and Convention Staff welcome you to OrcaCon 2020. We'll talk about the creation of OrcaCon, the changes between last year and this year, along with some special shout outs about content and accessibility changes. We'll kick off the convention with a rockin' panel, and we'll be here to answer your questions about OrcaCon!

1:30-2:45PM:

(PANEL) QUEERS ACROSS THE MULTIVERSE

Magic the Gathering is one of most played games in the world, but how is it doing representing the community that plays it? Wizards has a lot of positive things to say on social media, but how well is this put into practice? This panel will look into how queers and neurodivergent people are currently represented on the cards and in Magic story. What has Wizards done right and where does improvement still need to be made?

2:00-4:00PM:

(WORKSHOP) PAINT & TAKE

Paint and Take sponsored by the Brush Wielder's Union. Learn to paint a miniature, and take it home with you! <https://www.facebook.com/brushwieldersunion/>

4:30-5:45PM:

(PANEL) GMING FOR NEW PLAYERS

How do you give new players the best experience possible? Hear from several GMs on how to put new players at ease and get them hooked on the hobby.

6:00-7:15PM:

(TALK) SIN FRONTERAS

A personal journey of the past year playing games and exploring my latinidad through games. How to incorporate that part of me, along with being queer, into various game types and characters, and searching for games that already included it, either by latinx game designers or ones willing to work with consultants.



SATURDAY, JANUARY 11TH:

9:00-11:00AM:

(WORKSHOP) BUILDING YOUR WORLD

Creating your own world can be one of the most rewarding and daunting aspects of the tabletop RPG hobby. It's easy to fall back on reliable tropes and ideas, but it doesn't have to go that way! Join Graeme Barber of POCGamer for a half day workshop on Building Your World, covering topics like world design, population distribution and cultural mechanics, monster use, pantheon design, how your choice of system will affect your design, and more!

10:00-11:15AM:

(PANEL) Do Not Pass. Go.

A frank discussion of my so-called part-time so-called freelance experience as a so-called person of color in the tabletop gaming industry.

11:30AM-12:45PM:

(PANEL) CHARLATANRY AND CHICANERY: GAMEMASTERING ON THE FLY

Deep wells of research, reams of notes, and mountains of game statistics—these are all good Game Mastering tools, but there's one skill that can't be prepared: improvisation. The best GMs can create memorable experiences for players out of nearly any challenge, whether the players' decisions have entirely derailed their plans or the players just aren't picking up the hints they're dropping. In short, being a good GM is about being a consummate BSer. Join the best BSers in the business for tips, tricks, and philosophies, plus answers to your questions about how to handle the most challenging scenarios players might throw your way.

11:30AM-1:30PM:

(WORKSHOP) CIRCLE THEORY: A NARRATIVE STRUCTURE TOOL

Circle theory is a tool created to take the narrative structure of a story of any size and break it down. The circles help designers understand what elements of a narrative make a story powerful, and how to start designing toward that goal in a tangible way.

1:00-2:00PM:

(PANEL) GOING MAINSTREAM

So, you've dabbled in indie games – maybe even produced one or two. But maybe you also have a secret hankering to work for “the establishment.” How easy is it to work in both fields, or move from one to the other? What can indie games teach the mainstream, and vice versa? And how clear is that demarcation these days with the rising availability of professional-level self-publishing tools and the existence of the DM's Guild and the Miskatonic Repository?



2:00-4:00PM:

(WORKSHOP) – BEYOND #MeToo: RESOURCES FOR DEALING WITH SEXUAL VIOLENCE AND HARASSMENT

There's no denying that sexual harassment, sexual assault, and intimate partner violence are serious problems in both the gaming industry and the gaming community at large. It's easy for outsiders to say "go to HR" or "go to the police," but those may not be viable or even desired options for all victims. This panel of legal and advocacy experts will provide information on a variety of non-criminal legal options, as well as community resources to help victims find safety and support. We will be focusing as much as possible on low cost or no cost solutions, and legal responses that do not require an attorney.

This panel is for anyone who may be experiencing, or has experienced, sexual violence, no matter their gender or sexual orientation. We also welcome anyone who wants to learn about options to help friends or family who are victims and may not feel comfortable attending themselves. Attendees will be provided with information packets for reference, and we will also have a system for asking questions anonymously during the Q&A section of the panel.

Due to the sensitive nature of this topic there will be no photography allowed in the panel room for the duration of the session.

2:30-3:45PM:

(PANEL) NOT HAVING RACISM IN YOUR SETTINGS, CAMPAIGN OR AT THE TABLE

Tabletop is growing and expanding, and with it there's an increased need for diversity at the table. Let's talk frankly about why racism at the table shouldn't be a thing you do as a GM or player. Also, let's get real about racism in our settings and campaigns, talk about what we can do to stamp it out as much as possible in a land where elves, orcs, and dragons roam but racism seems to be a never-ending boss battle.

4:00-5:15PM:

(PANEL) QUEER AS A 3-SIDED DIE

Industry panelists lead discussion of gender and sexuality issues in gaming from design and publishing to game-play and community. Lesbian, gay, bisexual, and transgendered people are a part of the gamer community. Although the gaming community is known for its tolerance, LGBT people still often struggle to see places for themselves in the fantasy worlds we create.

4:30-6:30PM:

(WORKSHOP) PAINT & TAKE

Paint and Take sponsored by the Brush Wielder's Union. Learn to paint a miniature, and take it home with you! <https://www.facebook.com/brushwieldersunion/>

5:45-7:45PM:

(SHOW) D20 DAMES LIVE SHOW

A one-shot adventure set at Emerald Forest Adventure Con, featuring d20 Dames with special guest Graeme Barber (POC Gamer).



SUNDAY, JANUARY 12TH:

10:00AM-12:00PM:

(WORKSHOP) CIRCLE THEORY: BUILDING AND DISSECTING NARRATIVE

Circle Theory is a simple tool that allows anyone of any experience level to understand narrative structures. Each Circle represents a part of a character's goals, environment, and the conditions that push them forward. Come utilize Circle Theory and bring some of the most complex narratives down into the realm of accessible understanding.

10:00-11:15AM:

(PANEL) SO, YOU WANT TO RUN YOUR OWN CONVENTION?

There are so many new cons popping up all over the country. There are just as many which stall out, fail, cancel, or get shut down. Creating your own convention can be challenging, but it can also be extremely rewarding. Learn how to get started and get some helpful tips about funding, dates/ places, and more.

11:30AM-12:45PM

(PANEL) WORKING (FAR) FROM HOME

In this day and age of fast, reliable internet connectivity, fewer and fewer companies expect you to live and work in the same town or city. So are you limiting your freelancing potential by just looking to companies who are registered in the country you happen to live in? What's it like working across different time zones and with different cultural expectations? What can you do to help broaden your work base?

12:30-2:30PM:

(WORKSHOPS) OKAY ORCS AND EVIL ELVES: RACE AND RACES

Do orcs always have to be the bad guys? Are elves always the paragons of civilization and righteousness (if those are even the same thing)? Join us for a discussion of fantasy races, speciation, and racism in games.

1:00-2:15PM:

(PANEL) STREAMING RPGs 101

A lot of folks want to get into streaming their favorite RPG, but they often want to know how? Let's get into some basics, like camera, streaming locally or if you're running an online game and more.

3:00-4:00PM:

(EVENT) PLAY & WIN RAFFLE

Did you play games in the Play & Win library and put your ticket in the wee containers? Want to see if you can take a game home? We've moved the raffle into the Panel Room so everyone can make sure to get their games!

4:00-6:00PM:

(ORCACON STAFF PANEL / Q&A) CRITICAL HITS & MISSES

The OrcaCon Board and Staff will be hosting a Critical Hits & Misses panel. Come listen in to what we thought went well, what we want to improve for 2021! You can also give your feedback and suggestions, so bring them to the panel.



MERCHANT HALL

The OrcaCon Merchant Hall is open to the public; you do not need to have a badge to OrcaCon to do some shopping!

VENDORS

KATIE CLARK ART

I paint things that make me happy. I hope they make you happy, too.

<https://www.etsy.com/shop/KatieClarkArt>

GAME OF THREADS: A STORE OF DICE & ATTIRE

Creating dice jewelry, dice bags, costumes and more!

<https://www.facebook.com/Gameofthreadstore/>
<https://www.etsy.com/shop/GameofThreadsStore>

BRANDI YORK FINE ART AND RANDOM GEEKERY

Brandi is a professional artist and teacher, working in a variety of mediums, including digital, pastels, Copic markers, watercolor, and inks.

<https://brandiyork.com/>

AROUND THE TABLE GAME PUB

Around the Table is an all-ages boardgame shop and pub, specializing in new and used games and RPGs, a curated and rotating list of craft beers, sodas, ciders and meads as well as a host of Full Tilt Ice Cream.

<https://www.attgamepub.com/>



SEWCHERIE

Geeky, nerdy, unique, and niche fabric crafts and accessories!

<https://www.etsy.com/shop/SewCherie>

ART BY ERIKA RAE HEINS

Hi, I'm Erika! I'm an artist and illustrator. Pen and ink is my favorite medium. I make art inspired by things that speak to me, and it has been a joy watching my art speak to others as my business has developed and grown. I sell my art on Etsy and at Pacific Northwest conventions and events.

<https://www.etsy.com/shop/ErikaRaeHeins>

CLOCKWORK DRAGON

Curious fantasy and science fiction for eclectic minds.

<https://clockworkdragon.net/>

BEWILDERNESS PUZZLES

Lasercut wooden jigsaw puzzles!

<http://bewilderness-puzzles.com/>

GEEK NOMZ

Chocolate and confectionary shop located in Everett, Washington specializing in handmade geek-themed candy.

<https://www.geeknomz.com/>

CHUBSY DRAGON CREATIONS

Quirky hair accessories, slightly monstrous jewelry, and odd beasties to wear and hold your things. Made from Polymer clay, felt, and mixed media.

<https://www.facebook.com/ChubbyDragon/>

DARKSUN STUDIO

DarkSun Studio is the digital home for DarkMoon Gallery and whatever other mad things Liz Courts comes up with. Seriously, that kind of thing needs to be contained for everyone's sake, but some of it has gotten loose on the Internet.

<https://darksunstudio.com>

JILLIAN OF MIDGARD

The Art and Design of Jillian Holmberg.
She/Her, Artist, Writer etc.

<https://www.etsy.com/shop/JillianOfMidgard>

COMMUNITY ROW

We love to support our local communities, charities, and other non-profit organizations, and want to feature some of the best at OrcaCon! We'll have a mix of game groups, other local conventions, and charity organizations. This is why we've decided to call it Community Row!

The Community Row hours are as follows:

- Friday – 10 AM to 6 PM
- Saturday – 10 AM to 6 PM
- Sunday – 10 AM to 4 PM

Meet all the organizations in Community Row:

WIZARD OF THE COAST

LGBTQI+ and PoC Employee Groups – These Employee Groups will be handing out swag and more at their table. You'll be able to get autographs from Jeremy Crawford. Stop by and see what it's like working for Wizards of the Coast.

CHIX CAN GAME

We are an Oregon-based company with an overwhelming passion for all things board gaming; a passion that goes hand in hand with the wonderful and diverse community of people that continues to take root within it. Through hosting and attending events throughout the PNW and beyond, we are driven to promote community awareness for social change, and in doing so, bring a more diverse group of folks to the table.

WHOLEHEARTED GEEK

Wholehearted Geeks mission is to offer unique dice bags, geeky apparel & accessories with positive, original wholehearted designs. We strive to advocate for mental health awareness and spreading good vibes and inclusiveness into the world especially in the geek community. We hope wearing one of our designs or using one of our dice bags will inspire commonality, conversation, connection, or simply bring a smile to the individual's face.

<https://www.facebook.com/pg/wholeheartedgeek/>

GAME TO GROW

Game to Grow is a 501(c)(3) non-profit organization founded in 2017 on the belief that games of all kinds have the power to improve people's lives. Game to Grow's weekly therapeutic social skills groups help young people become more confident, creative, and socially capable using tabletop games, most notably Dungeons and Dragons.

NERDFAIRE

A mini con for ALL THE THINGS nerdy and geeky. There will be shopping and free activities for the whole family!

GAYMERX

A 501(c)(3) nonprofit dedicated to celebrating and supporting LGBTQ+ people and culture in the world of gaming, with a focus on video games.



QUEER GEEK SEATTLE

Queer Geek! is here to promote real-world connections and to foster community among queer geeks. Our mission is to explore and celebrate all facets of geek culture, build a thriving community locally and nationally, and combat homophobia, transphobia, and misogyny while promoting diversity and acceptance in geek culture.

GAME WORKERS UNITE SEATTLE

Game Workers Unite is a broad-reaching organization that seeks to connect pro-union activists, exploited workers, and allies across disciplines, classes, and countries in the name of building a unionized game industry.

BRUSH WIELDERS UNION

The Brush Wielders Union is a community of like-minded miniatures gamers dedicated to playing their games fully painted and supporting one another in their craft.

WWU QUEER CON

An annual LGBTQ+ comics and media fan convention at Western Washington University in Bellingham, WA. This year, Queer Con 2020 is April 25th from 10 am – 5 pm.

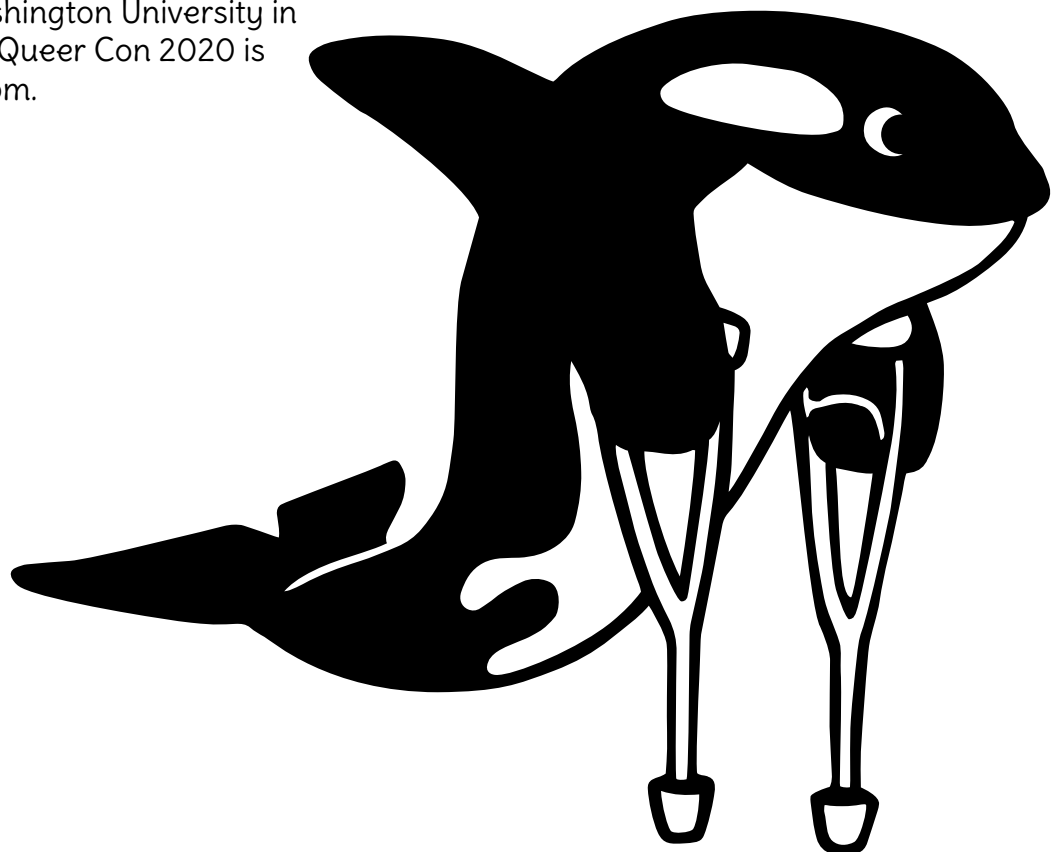
EXTRA LIFE SEATTLE

Extra Life unites thousands of gamers to play games and heal kids by fundraising for local Children's Miracle Network Hospitals across North America.

NORTH END MAKERS

We host learning and making events in the Edmonds/Shoreline area. We are an inclusive community of makers, creators, and artists who get together to learn, share, and grow. We want to keep the vibrant community going while also working towards our goal of creating a new makerspace in the north end of the Greater Seattle Area. All people, crafts and skill levels are welcome.

Got questions? Email info@OrcaCon.org and we'll get back to you soon!



FOLKS WHO MADE ORCACON POSSIBLE

MEET THE BOARD

DONNA PRIOR: EXECUTIVE DIRECTOR



Donna is the Community Director at Catan Studio and is the Executive Director of OrcaCon. They have spoken about building communities, diversity, harassment, and accessibility at the Game Developers Conference, PAX / PAXDev, Gen Con, Mensa AGs, NorWesCon, and the Community Manager Conference in Leipzig, Germany. Donna is a gamer and a beer geek, often combining both hobbies while teaching new people to game and appreciate beer. They also insists they are NOT a Hobbit. You can follow Donna on Twitter: [@_Danicia_](https://twitter.com/_Danicia_). Find them also on <http://about.me/Danicia>

BEN EVANS: VENUE MANAGER

This is Ben. He's super busy with a game launch. He's got no time for bios, even though he's a rad dude. It's because he's awesome, that we're writing this out for him.



CHIP NOLAN: GRAPHIC DESIGN COORDINATOR, VOLUNTEER MANAGER

While Chip is NOT drawing cute whales for OrcaCon, she is snuggling her cats, playing ukulele to her 1-year-old baby, and waxing quixotically about how volunteer programs bring people together. She just started a career in freelance graphic design this year, so hit her up if you have need of an artist!



PAUL ANDERSON: TREASURER



When Paul volunteered at the first OrcaCon he knew nothing about board games or conventions. He just wanted to help his friends make a thing and really liked how OrcaCon was focused on inclusiveness and diversity. Now he's a board member, plays D&D weekly, is a host of the Geeks of Cascadia podcast/YouTube channel, and loves all kinds of tabletop gaming.

STEVE HOBBS: ADVISORY BOARD MEMBER

When Steve's not representing his constituents in the State Senate he loves to spend his free time reading comic books with his boys or playing Axis and Allies with his friends. Steve's happy to volunteer his time to help make OrcaCon a success.



STAFF

HANNAH AMOS: FOOD TRUCK COORDINATOR

With a background in nutrition and culinary arts and an inability to digest gluten, Hannah is passionate about making sure everyone gets to enjoy the food at OrcaCon. Since she loves both games and good food, she's very excited for OrcaCon this year.

GAVIN AMOS: SPONSORSHIP COORDINATOR

AwesomeSauce right here!

CYNTHIA BRANTLEY: SIGNAGE AND WAYFINDING

Cynthia is an architect and construction manager. She hates being lost, so she provides the signage design for OrcaCon. She can be probably be found, with a roll of tape on her person, learning a new game in the main floor area.

KIT BURLINGAME: FAMILY GAMES LEAD

Kit is a parent who loves playing games with their family! They love animals, a good book and Doctor Who.

JOE COSTA: ACCESSABILITY COORDINATOR

Joe is a Boston, MA born (GO RED SOX!) elementary public school teacher. He is 99% extrovert who loves being around people, and will randomly sing and dance about anything. He loves video games, comics, sci-fi, and is wicked obsessed with board games and the community in general.

TANYA DePASS: PROGRAMMING COORDINATOR

Tanya DePass is the founder and Director of I Need Diverse Games, a not-for-profit foundation based in Chicago, that is dedicated to better diversification of all aspects of gaming. I Need Diverse Games serves the community by supporting marginalized developers attend the Game Developer Conference by participating in the GDC Scholarship program, helps assist attendance at other industry events, and is seeking partnership with organizations and initiatives.

Tanya is a lifelong Chicagoan who loves everything about gaming, **#INeedDiverseGames** spawn point, and wants to make it better and more inclusive for everyone. She's founded and was the EIC of Fresh Out of Tokens podcast where games culture was discussed and viewed through a lense of feminism, intersectionality and diversity. Now she's a guest co-host on Spawn on Me Podcast. Along with all of that, she's the Programming Coordinator for OrcaCon, the Diversity Liaison for GaymerX and often speaks on issues of diversity, feminism, race, intersectionality & other topics at multiple conventions throughout the year. Her writing about games and games critique appears in Uncanny Magazine, Polygon, Wiscon Chronicles, Vice Gaming, Paste Games, Mic, and other publications.



JESSE FERGUSON: PUBLICATIONS LEAD, GAMES VOLUNTEER

Jesse is a software developer by day, and a layout designer and amateur game designer by night. He is a time travel expert, and has taught workshops on the essential parkour to use in the zombie apocalypse.

BOB MILLS: GAME SCHEDULE COORDINATOR

Bob has been game scheduler since OrcaCon's first year, and he loves spreadsheets. Currently, he is a cat-groomer-in-training and has been bathing about 12 cats a day. Current board game faves: Yokohama and Coimbra.

COURTNEY NELSON: GAMES ADMINISTRATION LEAD

Seattle native, cancer survivor, vintage enthusiast, lover of dinosaurs, cats, and animals in general. Life long geek, and devoted to making a space where everyone is welcome. Courtney runs the main games floor, over seeing the largest room of the convention, she will be there to answer any questions you may have.

DENISE "KITTEE" NOTMAN: REGISTRATION MANAGER

Denise hails from backwoods Minnesota to the suburbs of Seattle. Gaymer of all types; PC, Consoles, and Tabletop Games. Volunteers at such places as Geek Girl Con and PAX. Is super excited for Orcacon! For more adventures, see KitteePlays.com.

TAYA STEERE: QUIET ROOM COORDINATOR

Taya is a life long game fan and neurodivergent trans girl. She is a strong advocate for cons providing quiet places for people to relax and recharge without leaving the site.

BARRY WILSON: GAMES CHAIR, BOARD MEMBER EMERITUS

Born of Hippies in the uncharted backwoods of the Pacific Northwest, Barry Wilson was literally raised by wolves. He is often found in the company of cats, and is known to be handy with tools of all sorts. Among his passions are games, sharing his love of gaming with others, and general shenanigans. He currently resides in Greater Pugetopolis, equidistant from sea, mountains, forest, and the hustle and bustle of city life.





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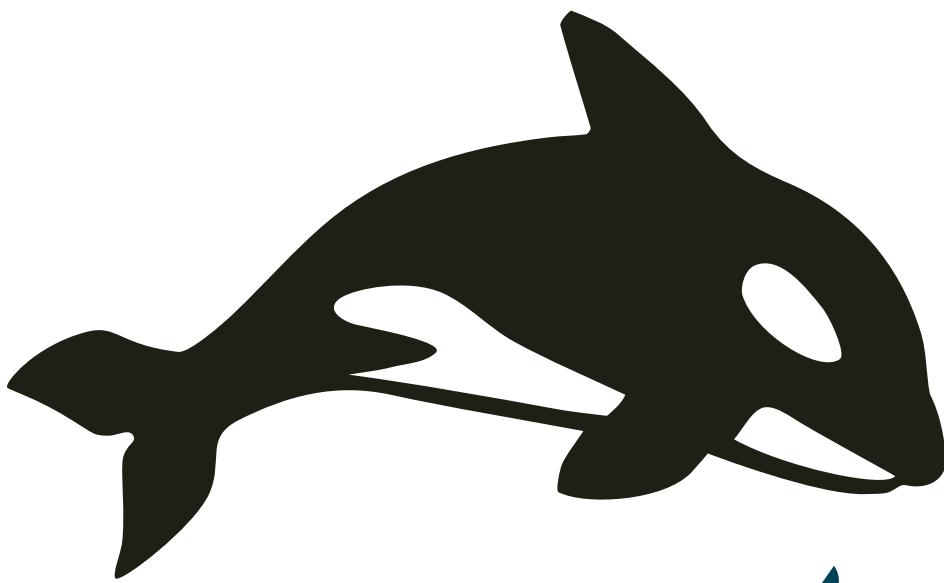
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SEVENISH MAGPIES

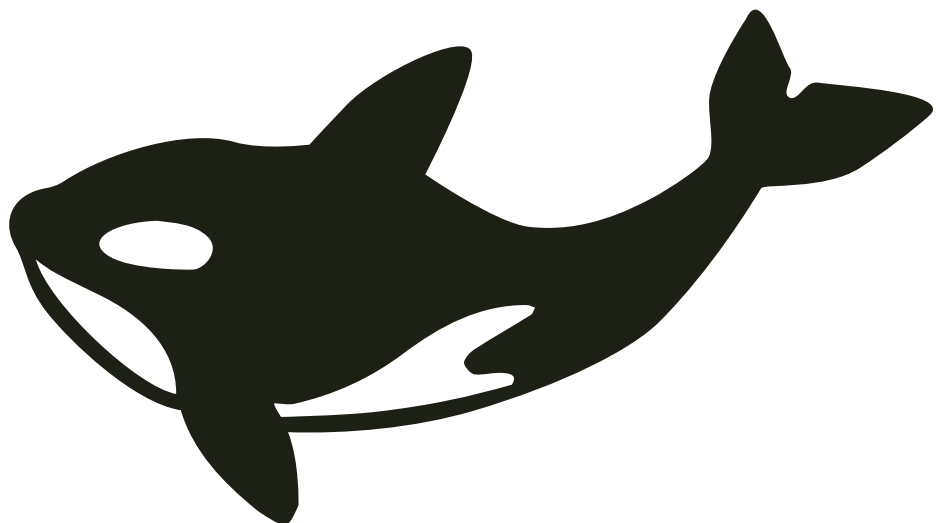
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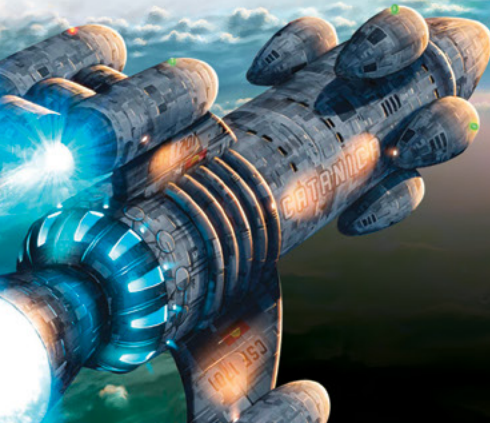
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EVERYONE IS WELCOME

WHEN WE SAY THAT ORCACON IS INCLUSIVE, WE MEAN IT.

OrcaCon is a tabletop games convention, which includes board and card games, role-playing games, and miniatures games. OrcaCon is focused on creating a safe and welcoming space for promoting the tabletop games hobby, supporting diversity in tabletop games, and building a community of both novice and experienced game players.

Our goal is to make the convention a truly warm, inviting, and most importantly safe space for everyone—gamers, families, members of the LGBT community, old, young, and everything in between. We take security and anti-harassment policies very seriously to ensure safety and respect for everyone at the show. Rest assured that you can let your Geek Flag fly at OrcaCon.

OrcaCon features scheduled games, open game areas, tournaments, panels/workshops, and plenty of free game demos. OrcaCon caters to both those new to the hobby and lifelong gamers who wish to explore new games. We'll be supporting a huge variety of board games, card games, tabletop role-playing games, and miniatures games from the classics to the latest and greatest.

OrcaCon is more than just games (but we do love our games)! The con staff has worked hard to create a weekend packed with variety. A full schedule of panels and workshops is planned; covering topics such as game design & publishing, event hosting, how to be a better GM, and other topics related to tabletop games. Meet writers, designers, artists, and experts playing games, hosting games, and leading workshops. Want to get some loot? The Dealers Hall features plenty of merchants selling games, dice, t-shirts, costumes, toys, and other awesome geeky wares.

Additionally, we stand united against white supremacy, neo-Nazis, and the "alt-right." We denounce their toxic hate, fear, and violence.



OrcaCon



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