











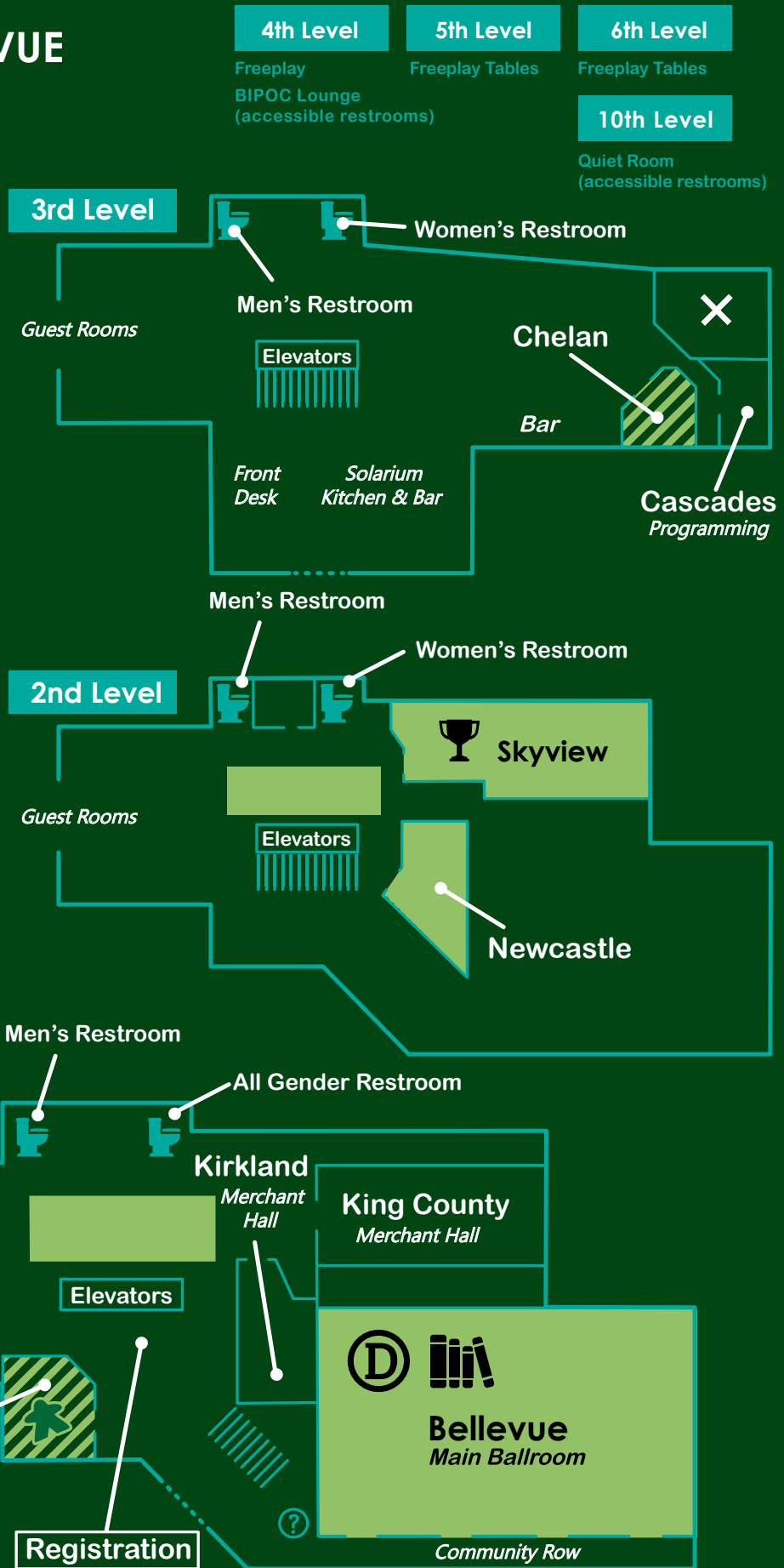
ORCACON 2024

MCH24

# HILTON BELLEVUE

300 112TH AVE SE,  
BELLEVUE, WA 98004

-  Freeplay Tables Available
-  Freeplay Tables Available (part-time)
-  Info Desk & OrcaCon Merch
-  Play & Win
-  Game Demo Tables
-  Games Library
-  CATAN National Championship Qualifier (Saturday)
-  Food Trucks



# Welcome To



# OrcaCon 2024

An Inclusive Tabletop Games Convention

January 5-7

Hilton Bellevue, Washington



# WHAT IS ORCACon?

We are a cozy inclusive tabletop games convention with a focus in diversity, inclusion, and accessibility. We highlight marginalized voices in tabletop games, including people of color, the LGBTQ+ community & people with disabilities. We strive to create a welcome and inclusive environment for new and seasoned players.

You can find a digital version of this program at [orcacon.org](https://orcacon.org), with working links. You can also find QR codes for each link in the back of this book. Join us for a weekend of your favorite board games, card games, role playing games, miniatures games, and more!



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# #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.

## REAL RENT DUWAMISH



[realrentduwamish.org](https://realrentduwamish.org)

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** (*dx<sup>w</sup>daw?abš*) 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.

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

Take the **#HonorNativeLand** pledge.



# POLICIES

## MISSION STATEMENT

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.

## GENERAL POLICIES

**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.

**FOOD & DRINK** – No outside food or drink is allowed in the convention space, with the exception of food from our Hotel-Approved Food Trucks. Only food purchased within the convention space or approved food trucks is allowed in the game rooms. No food/drink is allowed in the Merchants Hall and no food is allowed in the panel/workshop rooms, for accessibility and the comfort of our attendees/guests participating.



**GUESTS OF HONOR** – OrcaCon's Guests of Honor and Special Guests have taken time out of their busy schedules to attend our show. While all of our guests welcome meeting fans and players, please respect their privacy during meals, or while they are in the middle of a game. They'd love to talk to you, but not at the expense of the gamers at their tables or while enjoying a quiet meal. Please remember they are working and deserve down-time just like our attendees do.

**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. You can read our extended **Anti-Harassment and Anti-Racism policies** on page 12.

**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.

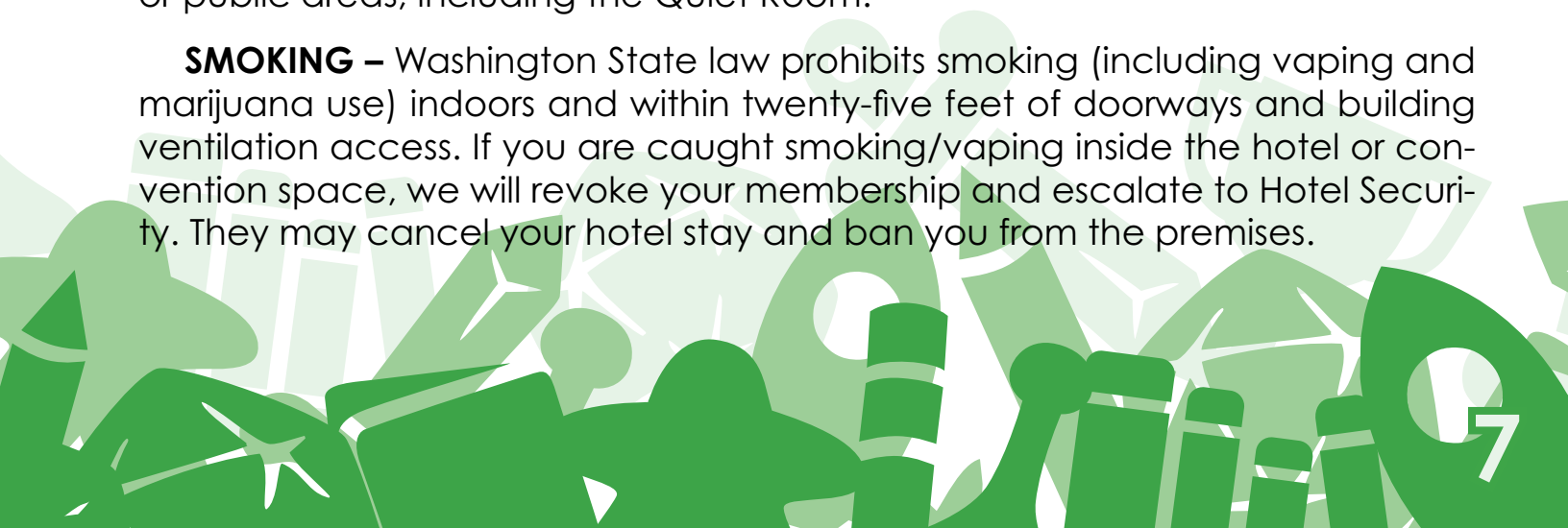
**PHOTOGRAPHY** – Cameras and camcorders are not allowed in the Merchants Hall. Photography of all other aspects of the convention is allowed, as long as it does not disrupt events or the flow of traffic, and the subject does not object. Please be considerate and ask first before taking pictures of guests,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

**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 WEAPONS:** 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).*

- **GUNS:** 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:** 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.
- **PROJECTILE WEAPONS:** 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.
- **Bows:** All props designed to represent a stringed weapon 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.



# ORCACON PHOTOGRAPHY & VIDEO POLICY

By attending and/or participating in OrcaCon Games Convention, the participant grants to OrcaCon and its assigns, agents, and those acting with its permission the right to use recordings, audio, video, images, photographs, and/or other likenesses of participant (collectively and individually, "**Information**"), and to incorporate such Information into any OrcaCon promotional, marketing, informational, or other materials, including in, but not limited to, photographs, video recordings, electronic media, Internet web sites, and social media web sites and platforms ("**OrcaCon Materials**").

The participant acknowledges and agrees that the OrcaCon Parties may use, edit, reproduce, display, distribute, create derivative works of, and publish without restriction, in whole or in part, the Information and OrcaCon Materials, in any current and future media, for any purpose. The participant acknowledges that OrcaCon is not required to use the Information.

The participant waives all rights, claims, or interest, if any, that they now have or may later acquire with respect to any information incorporated into or otherwise related to the OrcaCon Materials, including any right to any compensation. The participant acknowledges no compensation will be offered or granted at any time before, during or after the use of the Information and OrcaCon Materials. The participant releases and agrees to indemnify, defend, and hold harmless, OrcaCon, its officers, employees, assigns, agents, and those acting with its permission, from all liability for any claims related to the Information and OrcaCon Materials.



# ACCESSIBILITY POLICY

OrcaCon hopes to enable respect, dignity, and ability for all members of the con. Below are some examples of what that may look like in the OrcaCon setting.

- **Ask to Help:** Please ask if someone would like help before assuming they are incapable of helping themselves.
- **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. Chairs or areas marked with blue tape are reserved for anyone 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 merchandise 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. 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](mailto:accessibility@orcacon.org) or drop by our Information Desk.

# ORCACON'S 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:
  - » organizers have specifically granted permission in writing
  - » it is necessary to the topic of discussion and no alternative exists
  - » it is presented in a respectful manner, especially towards women and LGBTQIA people
  - » 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?

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 volunteer immediately. Con volunteers will help participants contact venue security, provide escorts, or otherwise assist those experiencing harassment. The con volunteer 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.

You do not have to give us details of the harassment. If you wish to report, we will take details of the harassment and work with you so you feel safe. It helps us maintain 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 take into account any concerns you may have around involving them.

## Anti-racism statement

Like society in general, racism permeates geek culture and geek spaces, making them less welcoming and safe for People of Color (POC). 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.

**This sort of behavior will absolutely not be tolerated.**



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- 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**.

# QUIET ROOM RULES

OrcaCon is a fun-filled and exciting event, but we recognize that conventions can be overstimulating for a lot of people. Our quiet room is for attendees to take a break from the noise and excitement of the convention. While all are welcome, the purpose of this space is to have a safe place for anyone who needs a break, such as nursing people, folks with sensory sensitivities, migraines, or individuals on the autism spectrum.

Please keep the following rules to ensure a respectful and relaxing environment for all:

- Please keep conversations to an absolute minimum.
- Please silence all electronic devices, including cell phone ringers and notifications.
- 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 naps.
- Small snacks are ok (**except peanuts**). Please avoid snacks with strong smells or noisy wrappers.
- Scents such as perfume and cologne should be avoided.
- Be sure to put away any puzzles or other activities, so they're available for the next person.

Please take away any discarded items you do not need, such as empty drink containers. 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](mailto:accessibility@orcacon.org).



# COVID-19 Policy

Team OrcaCon has been working hard to ensure the safety of all our attendees, our guests, and our volunteer crew. OrcaCon is committed to hosting the safest possible event for attendees and exhibitors in the wake of the COVID-19 pandemic and have established the following safety measures to protect everyone at our event.

**OrcaCon will require EVERY person to present proof of a completed COVID-19 vaccination series or a negative COVID-19 PCR or antigen test administered within the last 72 hours, each to be verified with a valid, government issued ID.**

For the safety of everyone attending our event, OrcaCon requires that every person wear a mask in our designated OrcaCon space, with exceptions for brief periods when actively eating or drinking. This also includes the Food Truck areas, for safety of not just OrcaCon attendees, guests, and volunteers, but also for the Food Truck staff. Masks that provide KN95 or better protection are required in all convention spaces.

If you have purchased badges and have questions or concerns about this requirement, you can contact the Executive Director at [info@orcacon.org](mailto:info@orcacon.org)

## HEALTH AND SAFETY ACKNOWLEDGEMENT

Please ensure that you have reviewed any advisories or restrictions that may be in place for travel to the United States and for travel to Bellevue, WA.

Please be advised that risk of exposure to COVID-19 exists in any event or public space, including OrcaCon. Prior to registering for and attending the event, please ensure you have read the latest CDC Guidelines for Prevention. By attending the event, you acknowledge this inherent risk on behalf of yourself and/or any Minor attending the event for which you serve as Guardian (collectively, "You") and, as a condition of entering the event, You acknowledge, understand, and confirm each of the following in accordance with applicable health guidelines:

- That You will abide by all terms of admission and participation (as may be updated from time to time) and event health-and-safety requirements at all times;



- That You are not currently experiencing any of the following symptoms of COVID-19, as identified at [CDC.gov](https://www.cdc.gov), including, but not limited to:
  - » Fever or chills
  - » Cough
  - » Shortness of breath or difficulty breathing
  - » Fatigue
  - » Muscle or body aches
  - » Headache
  - » New loss of taste or smell
  - » Sore throat
  - » Congestion or runny nose
  - » Nausea or vomiting
  - » Diarrhea
- That prior to attending the event You have not been in contact with someone with confirmed or suspected COVID-19 symptoms without completing a CDC-recommended quarantine;
- That You are not under any self-quarantine or isolation orders or subject to any CDC self-quarantine or isolation protocol.

For purposes of this acknowledgment, a “Minor” means any individual who is under eighteen (18) years of age or has not reached the age of majority as defined by such individual 's jurisdiction of residence, and a “Guardian” means such Minor’s parent or legal guardian or other individual attending the Event who is over the age of eighteen (18) and acting in loco parentis for such Minor. Please see the event’s terms of participation to confirm the age requirements for entry.

You may not enter the event or the event venue if You cannot confirm all of the above criteria. If at any point during Your time at the event You do not meet all of the above criteria, You will be required to isolate and may be re-located or asked to leave the venue at the sole discretion of event management.



## COVID FAQs

### WHERE CAN I GET A COVID-19 TEST?

Please see the [King County testing website](#) for a list of nearby testing facilities.

### WHAT HAPPENS IF I LOSE MY MASK?

OrcaCon will have plenty of free masks for you at the Info Booth and the OrcaCon Merch table.

### WHAT ABOUT SANITIZER?

We will have hand sanitizer at every OrcaCon station (registration, game library admin desk, Info Booth, et al). We will also have a mini-size sanitizer you will be able to pick up for free at the OrcaCon Merch table. We will be taking donations to help cover the costs, but it's not required.

### HOW WILL SOCIAL DISTANCING WORK?

We have always looked to accessibility when planning OrcaCon, with allowing large rows and spacing between tables. It won't affect that too much in the game rooms, as we already do plenty of social distancing as it is. We plan on removing and/or moving content around to make you feel safer in the spaces. This will also affect how registration works, so just look for the signs when you show up for the convention.

### CAN ORCACON ATTENDEES DROP MASKS FOR PHOTOGRAPHS?

Masks are required at all times except for eating and drinking in designated spaces

### I DO NOT AGREE WITH YOUR POLICY. HOW DO I GET A REFUND?

You can email [info@orcacon.org](mailto:info@orcacon.org) with your order/confirmation number and we will give you a full refund.



# GAMES

OrcaCon 2024 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 our main library in the **Grand Ballroom**, and our Play & Win Library in the **SkyView Ballroom**.

Our Games Admin Tables in each Ballroom is there for you to get assistance 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.

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

## SCHEDULED GAMES

To see all our scheduled games and panels, check our page on **Tabletop Events**. If you'd like to schedule a game while you're here, talk to someone at the admin desk.

## DEMO GAMES

Want to play a game with the designer? Our demo tables will feature game designers teaching and playing their games. Come say Hi!

## GAME LIBRARY

We've got a huge selection of games for you to check out and play! Our games library is in the Bellevue Grand ballroom.

## PLAYTESTNW

**PlaytestNW** is a hub for playtesters, designers, and gamers to coordinate play testing events and games in the Pacific Northwest.

**PlaytestNW** hosts playtest events at board game stores, cafes, coffeehouses, and conventions throughout the Greater Seattle area. Smaller events feature three or four game designers showing off their games to get your verbal and written feedback. Larger events can have a dozen designers... or more!

There's nothing more valuable to a game designer than a gamer willing to test their new game idea and offer fresh insights into game-play dynamics and prototype presentations. As soon as you sit down at the table you're "on the team" and your experience and feedback are golden. If you're eager to try out tabletop games still in development and help the designers to make each game the best it can be, you're in the right place.

Visit [playtestnw.com](http://playtestnw.com) for more information.



# X-CARD SAFETY TOOLS

Safety tools have become an important part of public RPG play. While not required at OrcaCon, they're highly encouraged. One such tool is called the X-Card, created by John Stavropoulos. He describes the system thus:

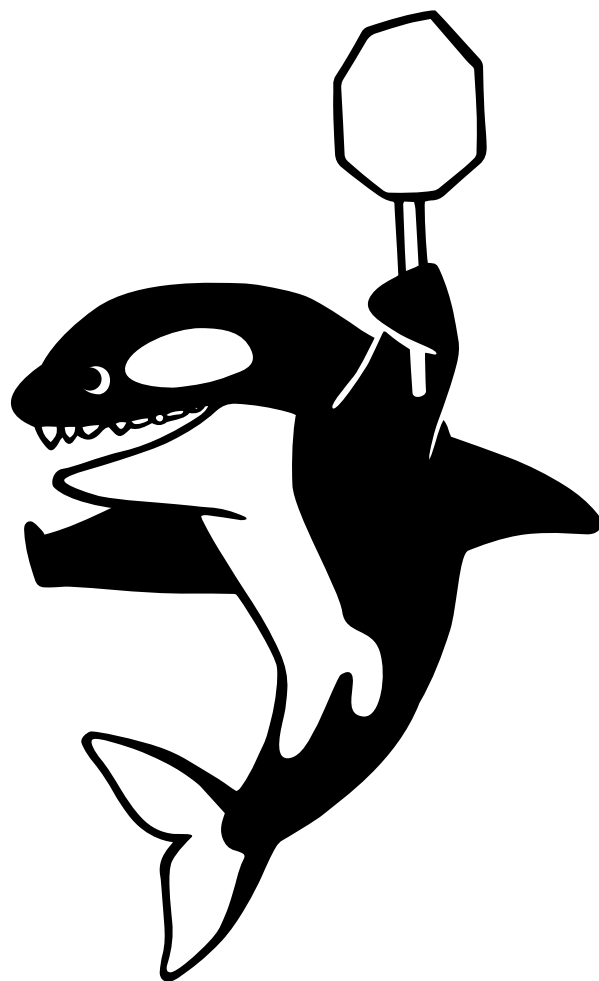
*It can give everyone an easy out. An exit strategy. An easy way to say no without (or with less) peer pressure. Ideally, it means no one will question you for saying no. With no uncomfortable explanations needed, unless you want to discuss it.*

*The X-card creates a specific mood at the table. It says "We're here together. If you need to stop, we'll stop. The people playing are more important than the game we are playing."*

*Maybe specific content makes you uncomfortable. Maybe you just want to say no and are tired of explaining your boundaries all the time. Maybe you aren't a persuasive or loud person. Maybe you don't want to be reminded of a previous painful experience. Maybe certain topics trigger past trauma which would make it so that you can no longer play.*

*Just having the X-Card present can increase the group's heightened awareness of everyone's risks and responsibilities. Even if the X-Card is never used, it still is a potent tool for getting everyone to think about each other first, and the game second. It puts the focus on the fact that this is a social **group activity**.*

An X-Card can be provided at the admin table, or by a game host. For more information about the X-Card system, see **John's document**.



# CATAN NATIONAL CHAMPIONSHIP QUALIFIER TOURNAMENT



OrcaCon is hosting an official CATAN United States National Championship Qualifier Tournament.

**Got questions?** You can email us directly at [info@orcacon.org](mailto:info@orcacon.org)

The Qualifier Winner wins a guaranteed seat at the 2024 CATAN United States National Championship Tournament, date and time TBD. The 2024 CATAN United States National Champion will be sent to the 2025 CATAN World Championship, location and dates TBD.

**ELIGIBILITY:** All participants must be US Citizens/Permanent Residents and be 18+ years of age by the date of CATAN Nationals. Winners of 2023-2024 season Qualifier Tournaments are not allowed to play in additional Qualifier events leading up to the 2024 National Championship. Please contact Catan Studio at [op@catanstudio.com](mailto:op@catanstudio.com) if you have questions regarding these policies.





# PLAY & WIN 2024

We're delighted to welcome back the Play & Win raffle to OrcaCon 2024! Each game you play enters you into a raffle to win. All the games will be raffled off!

Here are some of the games in this year's P&W Raffle:

**Glitch Squad**

**Four Humours**

**Marvel Dice Throne: 4 Hero Box**

**Holotype**

**Smash Up: Disney Edition**

**Dreadful Circus**

**Trekking Through History**

**Expeditions**

**Beer & Bread**

**Dragonbond: Lords of Vaala**

**Savernake Forest**

**Trophies**

**Studies In Sorcery**

**Gorus Maximus**

**Unmatched: Marvel Hell's Kitchen**

**Furnace**

**War of Civilizations**

**Groo: the Game**

**Riffforce**

**Raccoon Tycoon**

**Castle Party**

**A Fistful of Penguins**

**Luck**

**Zombie Chase**

**Toil & Troublez**

**Kites**

**Darwinning**

**Pathfinder Revolution**

**Hasty Baker**

**Ecosystem: Coral Reef**

**Bug Off!**

**Juicy Fruits**

**Gift Of Tulips**

**Cellulose: A Plant Cell Biology Game**

**Knight Fall**

**Picture Perfect**

**Disney Sorcerer's Arena: Epic Alliances**

**Connected Clues**

**Jack Labrador**

**Echidna Shuffle**

**LUNA Capital**

You can see the complete list on our [PlaytestiNW page](#).

## SOCIAL LEGEND



Personal Web Page



Email



Linktree



YouTube



Link in Bio



Mastodon



Instagram



Bluesky



Twitch



Facebook



TikTok



Twitter



Etsy



Pinterest



# SPECIAL GUESTS

## AMI BAIO [SHE/HER]



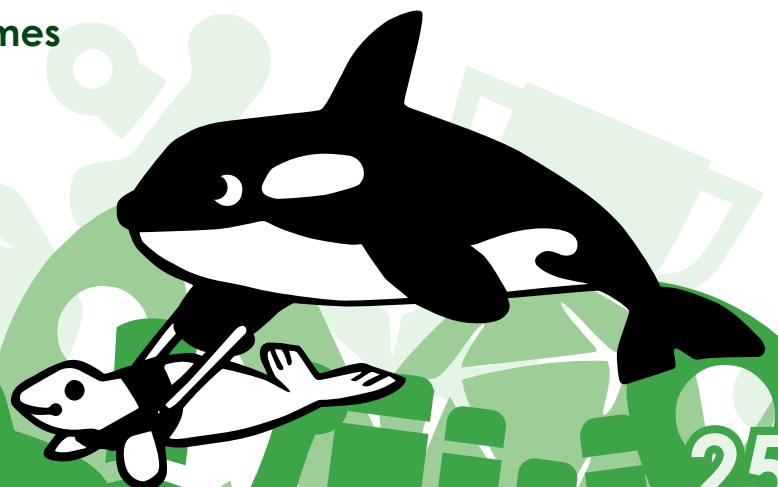
Ami Baio is the creator of Pink Tiger Games in Portland, Oregon, a game design studio dedicated to making sweet, kind games to connect people.

Her game portfolio includes *You Think You Know Me* (2018), *Flatter Me* (2020), *Rabbit Rabbit* (2021), *Lost for Words* (2022), and *Cloud Nine* (2023). Each game is inspired by different aspects of life, from social media and language to love, health, and happiness.

Ami's games are built on a foundation of kindness and engagement, enriched by her personal studies in neuroscience, the science of emotions and trauma, personal growth, and self-care. Her creations can be found in stores in the United States and around the world, including in Barnes & Noble nationally.

In April 2020, Ami founded Pink Tiger Games, LLC. Her game, *You Think You Know Me*, was named Game of the Month at Barnes & Noble in February 2023. She has been featured in *Portland Monthly Magazine*, the *Board Design Game Lab* podcast, and *Hello, Rose City!*

A lover of reading, working out, and traveling, Ami is an avid collector of clothing and appreciates all things cute and colorful. She cherishes conversation and learning the magical and quirky aspects of everyone she encounters. Ami resides in the Pacific Northwest with her husband, Andy, their child, Eliot, and a tiny dog named Sofie.



## JOSEPH Z CHEN [HE/HIM]

Joseph Z Chen is a local board game designer most known for co-designing and self-publishing Fantastic Factories. He also did game development for Verdant and is active in the game design community helping play-test up and coming games. He was also a past LUCI Award game design judge and has been attending OrcaCon since 2018.



## AMANDA PANDA [SHE/HER]

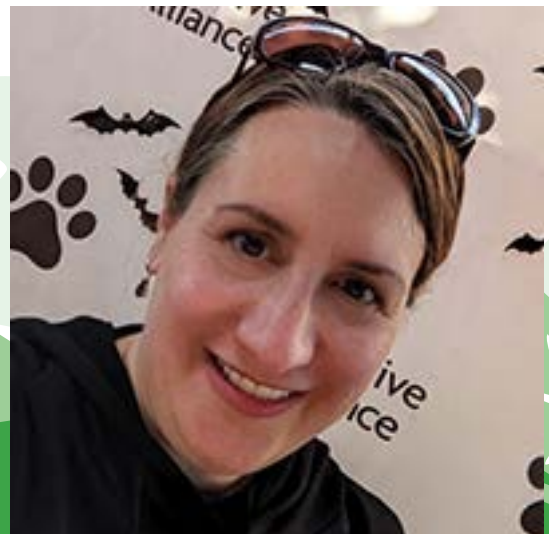


Amanda, also known as Amanda Panda, started in the board game industry streaming on Twitch under Panda8ngel ("Panda Angel"). She is an omni gamer that loves connecting a diverse group of people together and will often interview designers and publishers on her streams so the community can get to know the people behind their favorite games. She contributes to Our Family Plays Games Voices, is a part of the Tabletop Live Network, streams for Tabletop After Dark and Tabletop Gaymers, and is also the social media manager for Violet Daisy games.



## ANNA MARIA PHELPS [SHE/HER]

AnnaMaria Phelps is a TTRPG writer and board game designer. She is the creator of Violet Daisy Games, a Washington based studio focused on storytelling games.



## JOE SENESE [He/Him]



Originally from Staten Island, NY, Joe is a variety streamer on Twitch streaming both video game and tabletop content for not only his channel, but on staff for GeekGirlCon! He first ventured into tabletop gaming in 2013 when he played his first game of Pandemic.

Joe enjoys all kinds of board and video games but has an affinity for medium to heavy weight board games like 18xx, anything by Vital Lacerda, and Hansa Teutonica but definitely not opposed to trying and playing all kinds of games! As far as video games; JRPGs, Puzzle Games, Platformers, and retro games are where it's at!

When not streaming Joe loves watching hockey and anime, cooking all kinds of food, hanging out with his fiancée, occasional co-host and fellow GeekGirlCon staffer Abby, our kid, and enjoys having (a rather large) knowledge and love of game shows!

Joe is a big proponent of maintaining and curating a welcoming, inclusive, safe space and community that folks can be comfortable being a part of and being in.



PhantomMeeple

## ERIC YURKO



Eric Yurko is a writer and photographer for his board game review website, *What's Eric Playing?* Additionally, he serves as a committee member on the American Tabletop Awards Committee, a yearly board game award. When he's not doing that, he's getting used to the Seattle weather or playing more games!



whatsericplaying.com



whatsericplaying

whatseplaying

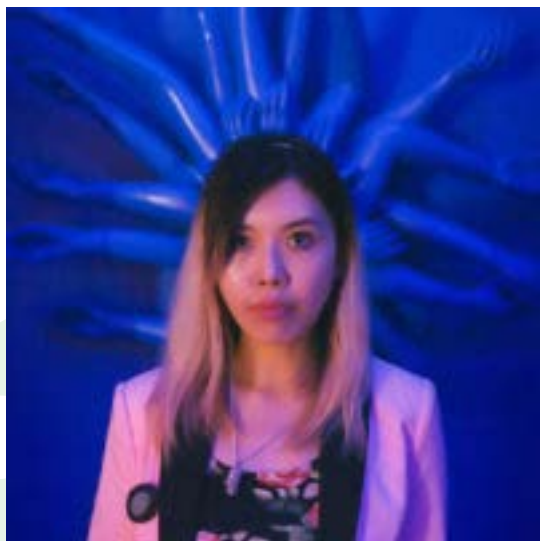


## FERTESSA ALLYSE

Fertessa Allyse is a game designer with several titles she worked on as lead designer and/or game producer. Such titles are: Book of Villainy, Wicked & Wise, Mansplaining, Goofy Movie Game, and Star Trek Cryptic. She is co-chair of the Seattle chapter of Women in Toys. She is also a contributor to the newly published book, What Board Games Mean to Me.



## BANANA CHAN



Banana Chan is a Chinese Canadian game designer, writer and publisher living in the US. They are the owner of a small board game and RPG publishing company called Game and a Curry. Their most notable work has been on Forgery, The Revenant Society, Exquisite Crime, Jiangshi: Blood in the Banquet Hall, Betrayal at House on the Hill 3E and Dungeons & Dragons: Van Richten's Guide to Ravenloft.



**Bananachangames**



**BananaCGames**

## SUZANNE SHELDON

Suzanne has loved board and card games since childhood. Discovering the wonder of hobby games in the 90s, she's played a number of roles in the community including being a podcaster and video producer for The Dice Tower, cultural consultant and advocate for diversity, inclusion, and safety in the industry, and a marketer for Restoration Games. Today you can find Suzanne on the Salt and Sass gaming podcast and on season 3 of The Toys That Built America.



425suzanne

## JOHN “ONLYPLAYWIZARDS” BULTENA



John Bultena, aka OnlyPlayWizards, is a continuing lecturer in the Merritt Writing Program at the University of California, Merced where he teaches a class titled, “Dungeons & Dragons Skills IRL?” that examines tabletop roleplaying games from interdisciplinary approaches with first year students. In addition, he is the GameMaster and producer of Abraxas' Precipice, an actual play of The Expanse Roleplaying Game that has been ongoing since 2021. In addition, he works as an Academic Librarian, is a huge fan of heavy metal and an avid vinyl record collector.



OnlyPlayWizards.com



OnlyPlayWizards

## DANNY QUACH



Danny Quach (he/him) is a professional nerd by day and the internet's emotional support himbo by night. He's the Community and Social Media Manager for Roll20 and a TTRPG author, designer and performer when he's not playing board games with his corgi Bowser. He enjoys horror movies, nintendo games, all you can eat buffets and lifting heavy things.



br00taldan

## ESTEFANIA RODRIGUEZ

Estefania is a independent Game Designer. Her first game was PopCats Fighter. Her day job is at Funko Games as an Associate Game Producer! She has worked on games like Jurassic World: The Legacy of Isla Nublar, Disney's Kingdomania, Star Wars: Rivals, and many more! She loves to create and design anything from board games, packaging design, to vinyl toys! She also loves collecting anything that has cute fruits on it with bright colors, and is obsessed with Pusheen and color coordinating her excel sheets.



estefaniar88

## DEANGELO MURILLO



DeAngelo Murillo is an award-nominated writer, Game Master, Game Designer. He started DMing in 2008 and throughout his career he has been recognized by Wizards of the Coast, Renegade Games, and many other companies! All while bringing what he loves about his Mexican-American culture into the work he creates.

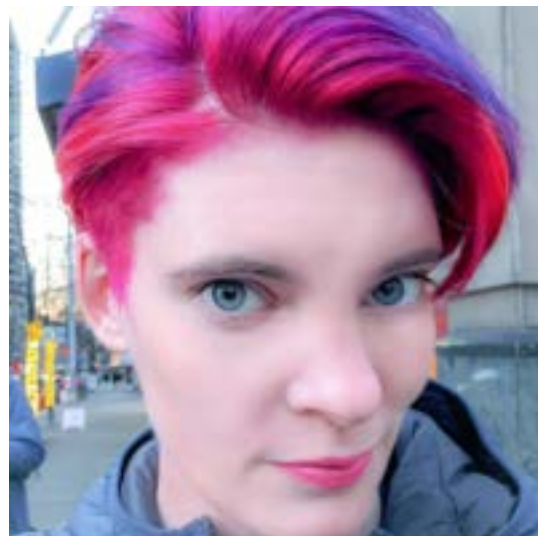


That\_DeAngelo



## EMMA LARKINS

Emma Larkins is a full-time independent board game designer, creator of Epilogue, Starry Night Sky, Abandon All Artichokes, Squabblin Goblins, and several prototypes in progress. Previous host of the Ludology podcast and TableTakes, a board game news livestream presented by Gen Con. She's given game design talks at PAX, SHUX, DreamHack, TwitchCon, GDC and Microsoft. She recently moved to the suburbs near Seattle and is becoming obsessed with home renovations and gardening.



EmmaLarkins

## CONNOR ALEXANDER



Connor Alexander is a proud citizen of the Cherokee Nation of Oklahoma. Born in California, he currently lives in Seattle. A nerd since he was old enough to watch classic Star Trek reruns, and a punk since he was able to buy his first pair of Doc Martens, Connor spent years wandering around Turtle Island through a myriad of careers, finally settling into a degree and career in film and television. In 2014, he took his first steps into working in the hobby game industry and hasn't looked back. He's worked for a game store, in game distribution, and since starting Coyote & Crow has

been awarded multiple awards for Coyote & Crow, including the Diana Jones Award for Excellence in Gaming.



CoyoteAndCrowGames



CoyoteAndCrow



CoyoteAndCrowRPG

## NICOLE JEKICH



Nicole combines her passion for art, storytelling, and game development into crafting engaging and accessible gaming experiences. In her role as a senior producer at Funko Games, she has brought numerous licensed games to the masses, aiming to captivate fans and ignite the interest of new tabletop gamers.

Nicole's journey in the industry began as a community organizer for PlaytestNW, where she coordinated events in Seattle board game stores and conventions for local game designers. She remains passionate in fostering a community that recognizes the invaluable practice of playtesting and supports their local community. In her new journey as co-chair of the Women in Toys Seattle chapter, she aspires to curate events that celebrate the diverse neighborhoods of the city while promoting inclusivity by amplifying BIPOC voices in the tabletop games industry.

During her leisure moments, you can find Nicole trying new, tasty food around Seattle, watching anime, and spoiling her precious shy dog, Pharah.



# MAKENZIE DE ARMAS

Makenzie De Armas is a Game Designer for the Dungeons & Dragons Imaginative Play Team, the Senior Education and Advocacy Lead for the Disability Community of Wizards, and a proudly disabled and actually autistic creator. Makenzie is credited on numerous D&D products, including The Book of Many Things, Journeys Through the Radiant Citadel, and Bigby Presents: Glory of the Giants. She also served as one of the worldbuilders for the continent of Marquet as it appears in Critical Role: Campaign 3 and Call of the Netherdeep, working alongside Matthew Mercer and Basheer Ghouse to build the city of Ank'Harel.



[makenzielaneda](https://twitter.com/makenzielaneda)

## OUR FAMILY PLAYS GAMES



Our Family Plays Games, LLC is a family-owned business whose mission is to promote growth and awareness of the modern board game hobby. From day one, their goal has been to bring more BIPOC's and families into the board game hobby. They launched on social media in 2018, posting about the board games they played and events they attended. In January 2020, they started posting videos on YouTube and by June 2020 were featured on Good Morning America. Since then, they have been featured on several

programs and in publications, such as – NBC News Online, Senet Magazine (UK), Ligadas.com (Brazil), a variety of YouTube programs, podcasts, and on local television in Omaha, NE. In January of 2022, they launched a second program on their channel, called OFPG Voices to highlight other underrepresented voices in the hobby. In addition, they make special appearances at board game conventions all around the country and work with board game publishers from around the world.



[OurFamilyPlaysGames.com](https://OurFamilyPlaysGames.com)



# FOOD TRUCKS

We've got Food Trucks! Food Trucks have become an exciting and popular feature of OrcaCon, and we want to keep making our food truck experience even better in OrcaCon 2024.

Friday 1/5	7-10am	10am-1pm	11am-2pm	2-5pm	3-7pm	6-9pm
West Side Bay 1			Lil J's Hot Dogs			
West Side Bay 2				Off the Rez		
West Side Bay 3						
East Side Bay 1			Tamale My Life			Sugar + Spoon
East Side Bay 2						
East Side Bay 3						
Coffee Bay	Chayen Coffee (until they run out)					

Food trucks are located outside the main doors to the convention, and are scheduled from early in the morning (coffee!) to late at night\*.

Saturday 1/6	7-10am	10am-1pm	11am-2pm	2-5pm	3-7pm	6-9pm
West Side Bay 1	Breakfast All Day					
West Side Bay 2			Off the Rez			
West Side Bay 3			Lil J's Hot Dogs			
East Side Bay 1			Tamale My Life			Sugar + Spoon
East Side Bay 2				Chick'n Fix (starting at 12pm)		314 Pie
East Side Bay 3						
Coffee Bay	Chayen Coffee (until they run out)					



# FOOD TRUCKS (CONTINUED)

Sunday 1/7	7-10am	10am-1pm	11am-2pm	2-5pm
West Side Bay 1	Breakfast All Day	Off the Rez		
West Side Bay 2				
West Side Bay 3		Tamale My Life		Sugar + Spoon
East Side Bay 1				
East Side Bay 2				
East Side Bay 3				
Coffee Bay	Chayen Coffee (until they run out)			

This list is accurate as of 12/12/2023. You can see or download an **up-do-date** schedule at [OrcaCon.org](https://OrcaCon.org).

# MERCHANT HALL

Here is the list of all the 2024 Merchants and Artists exhibiting at OrcaCon. You can find them in two different rooms, King County & Kirkland on the 1st floor. Hours are 10am – 6pm, Friday – Sunday.



## 1985 GAMES

1985 Games publishes their own line of RPG accessories, 2D terrain Dungeon Craft, story building Deck of Stories, players & DM journals, maps, VHS Sharp Edge dice and more!



[1985games.com](https://1985games.com)

[1985games](#)

## AROUND THE TABLE

Around the Table Game Pub is a unique restaurant and pub located in Lynnwood, Washington, that offers a one-of-a-kind dining experience for foodies and board game enthusiasts alike. The restaurant features a large selection of board games for customers to play while they enjoy a meal, with a diverse menu of food and drinks to choose from. The atmosphere is cozy and welcoming with a friendly staff. The menu includes a variety of pub-style dishes, such as burgers, sandwiches, salads, and appetizers, as well as a selection of beers and other beverages. Overall, Around the Table Game Pub is a great spot for a laid-back night out with friends or family, with good food and plenty of fun games to keep everyone entertained.



[atfgamepub.com](https://atfgamepub.com)



[roundthetable](#)



[RTTGamePub](#)



[atfgamepub](#)

## ART BY ERIKA RAE HEINS

Whimsical pen-and-ink and watercolor illustration featuring cats, octopi, and more! Prints, cards, stickers, mugs, and shirts.



[erikaraeheins](#)



[art-by-erika-rae-heins](#)



Art by Erika Rae Heins



## BLUE HERON GAMES

We create a variety of fun and interesting games ranging from family dice rolling cat games, deep abstract strategy games, to bluffing and set collecting games!



[blueherongames.com](#)



[theBigBlueHeron](#)



[BlueHeronGames](#)

## BORED DRAGON WOODWORKING

Bored Dragon Woodworking is a family-owned business located in Washington State. We were established in April of 2022 and specialize in tabletop game accessories made out of different combinations of exotic woods. Our products range from dice towers, wooden dice, adjustable card boxes that hold 100+ sleeved cards, and score trackers. The founder has approximately 10+ years of exotic wood-working experience. Come check us out!



[boreddragonwoodworking.com](#)



[boreddragonwoodworking](#)



## BRANDI YORK FINE ART AND RANDOM GEEKERY

Brandi York Fine Art and Random Geekery features Art Nouveau-inspired prints of a geeky, gaming, and pop culture nature. From D&D and the Tabletop Tarot deck, to video games and pop culture, her work is available as prints, enamel pins, metal bookmarks, and a tarot deck.



[brandiyorkart.com](http://brandiyorkart.com)



[BrandiYorkArt](#)

## CHERRY PICKED GAMES

Cherry Picked Games brings their cheeky blend of humor and style to the Seattle tabletop scene. Since 2013, we've been creating games that feel like nothing else on your shelf. Stop by our booth to explore space on a budget, pet dogs better than others, and revel in farcical conspiracies.



[cherrypickedgames.com](http://cherrypickedgames.com)



[CherryPickedGames](#)



[cherrypikdgames](#)



[Cherry\\_Picked\\_Games](#)



## MALIVETH

Maliveth/Victoria is a coffee-fueled illustrator, orc enjoyer, & TTRPG player. She has a passion for cozy colors and sword-wielding characters.



[maliveth.artstation.com](http://maliveth.artstation.com)



[MalivethArt](#)



[Maliveth](#)



## PAYMASTER GAMES

Paymaster Games is a small game/model company based in Seattle, WA. The company was originally formed by an avid war gamer and game designer to fill holes in the war gaming market. After being directly insulted by a European fellow who had stated that the native peoples of the Americas and the Pacific were insignificant and were merely speed bumps in the history of the world; that gamer, a person of Native American decent, changed the complete focus of Paymaster Games to make the finest table-top miniatures that represent the cultures and myths of the Americas and the Pacific. With this new focus Paymaster Games is looking to present these cultures in an honorable way while educating the public about these peoples.



[paymastergames.com](http://paymastergames.com)

## PIE SLICE DICE



Custom handmade resin dice perfect for your DND, Pathfinder, or other table top role playing games.



[pie.slice.dice](https://www.instagram.com/pie.slice.dice)

## SEVENISH MAGPIES

Cute and classy, with a dash of cozy and sassy. We design, make, and sell a fine selection queer, geeky, and inclusive hardwood pins, jewelry, stickers, and delightful shinies for your stash! Plus, only at OrcaCon, we have a selection of wooden gaming accessories!



[sevenishmagpies.com](http://sevenishmagpies.com)



[sevenishmagpies](https://www.instagram.com/sevenishmagpies)

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# SEWCHERIE

SewCherie loves finding nerdy, fandom, geek, and niche fabrics to make into accessories you need! Headbands, Car Rubbish Bins, Snack Bags, Dice Bags, and more.



SewCherie



SewCherieLovell



## 6 STRING GAMES

We are 6 String Games, two best friends who love to write games, forge worlds, and have fun pretending to be other people.

We make tabletop role-playing games from the stranger side of storytelling. Our games range from our short-form RPG Snacks to full-scale, original game systems built for roleplaying tales both great and small.

RPG Snacks are our short form tabletop RPG's, published a few times a year. These are zany, experimental games best enjoyed with a group of friends who enjoy burrowing down Wikipedia rabbit holes and asking questions like, "But what would happen if cats could change color around radiation?" RPG Snacks are designed for a single session of gameplay, take about 10 minutes of prep, and require either a six-sided die or a deck of playing cards.

To date, we have published "RAYCATS: A Totally Rad Micro RPG About Nuclear Mutant Cats"; "Altitude: A Game of Survival Horror at the Roof of the World"; "The Secret Ingredient is Love: A Solo Journaling RPG About Creating Recipes & Making Magic"; and "Come Play With Us: A micro-RPG about creepy toys possessed by malevolent spirits... and also, Christmas!".



6StringGames.com



6StringGames



## THING 12 GAMES

Thing 12 Games is focused on easy to learn, low barrier to entry games. We focus on games that are socially interactive. Come find us to see our newest Dice of Dragons game!



[thing12games.com](https://thing12games.com)



[thing12games](https://www.instagram.com/thing12games)

## WHOLEHEARTED GEEK

We are Wholehearted Geek: Where art meets adventure! Dive into a world of imagination and creativity with Wholehearted Geek. As passionate tabletop gamers ourselves, we specialize in crafting dice bags, art and accessories that are expressions of your unique style. Our beloved Pocket dice bags are designed to elevate your gaming experience to a whole new level. We embrace our fellow geeks and gamers and infuse our creations with original artwork and geek-inspired themes.



We are champions of diversity and inclusion. As proud supporters and members of the LGBTQIA+ community, we stand firm in our commitment to fostering an environment where everyone feels valued and accepted. We're also dedicated advocates for mental health awareness, because taking care of our minds is just as important as conquering dragons. Since our inception in 2018, Wholehearted Geek has been on a mission to connect and provide unique items that celebrate what it means to be a wholehearted geek. Get your geek on with us and discover treasures that speak to your inner adventurer. Connect with us on Facebook, Instagram, TikTok, and threads: @wholeheartedgeek.



[wholeheartedgeek@gmail.com](mailto:wholeheartedgeek@gmail.com)



[wholeheartedgeek](https://www.instagram.com/wholeheartedgeek)

# FRIDAY AFTERNOON TEA

Friday Afternoon is a small family owned, geeky-themed tea company. Here you will find loose leaf tea, custom blends, tea wares and accessories, and educational tastings.

Owner Friday Elliott's unique take on blending stems from a neurological cross-wiring known as Lexical-Gustatory Synesthesia. Due to this trait, Friday experiences language (both spoken and written) and abstract concepts as distinct flavor profiles. In short, she literally tastes words and ideas. This "superpower" allows Friday to create blends with a completely unique approach. With a background in herbal remedies as well as culinary arts and education, she shares her Tea Wizardry with people all over the world.



Over the past few years, our crew has grown and we've expanded our fandom blend selection to include beautiful creations from other members of our team.



[fridaytea.com](http://fridaytea.com)





# COMMUNITY ROW

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.

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

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 in 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

Here are the 2024 Community Row Members:



TAGCON



ALZHEIMER'S  
ASSOCIATION



RAINBOW ROLL  
NETWORK



**MIDNIGHT  
CEREMONIES MEDIA**



**NORTH END  
MAKERSPACE**



**ORCA NETWORK**



**BLUE CACTUS PRESS**



**EXTRA LIFE**



# MEET THE CREW

## DONNA PRIOR, EXECUTIVE DIRECTOR

### *They/Them*

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, Nor-WesCon, and the Community Manager Conference in Leipzig, Germany. Donna is a gamer and a food geek, often combining both hobbies while teaching new people to game and eat tasty nomz. They also insists they are NOT a Hobbit.



## TANYA DePASS, PROGRAMMING COORDINATOR

### *She/Her*

Tanya DePass is the founder and Director of I Need Diverse Games, a not-for-profit organization based in Chicago, which 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 part of the Rivals of Waterdeep live play stream on twitch.tv/dnd, a partnered Twitch variety broadcaster; and often speaks on issues of diversity, feminism, race, intersectionality & other topics at conventions.



cypheroftyr

## STEVE HOBBS, ADVISORY BOARD MEMBER

*He/Him*

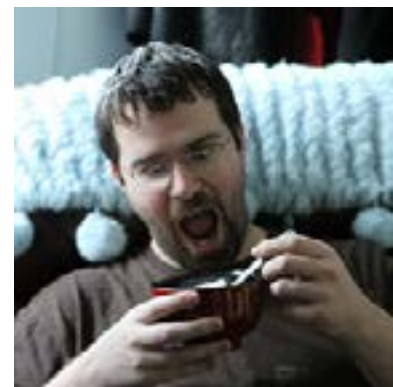
Steve Hobbs, Washington's Secretary of State and OrcaCon founding member, is a dedicated tabletop gaming advocate. Leading a diverse state office, he brings his passion for D&D and board games to the community. Hobbs actively supports OrcaCon's mission of fostering a safe and inclusive space for diverse tabletop game enthusiasts. Tabletop games are my escape from the stresses of politics.



## BEN EVANS, VENUE COORDINATOR

*He/Him*

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.



## PAUL ANDERSON, TREASURER

*He/Him*

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, and loves all kinds of tabletop gaming.



## BARRY WILSON, HEAD OF GAMES (EMERITUS)

*He/Him*

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.



## CHIP NOLAN, DESIGN COORDINATOR (EMERITUS)

*She/Her*

Chip is one of the founding members of the board of OrcaCon, and built the visual design of OrcaCon. That means if you see an orca - including the logo - it's likely that she drew it! Now that her oldest kid in is grade school, she spends most of her time working on the board of her PTSA - to the surprise of no-one. Don't worry, though - if you need an illustrator for your game or picture book, Chip is available to help!



## MARIA MOORE, CONVENTION MANAGER (They/She)

When they aren't helping to run a convention, Maria is often found entertaining viewers on their Twitch streams or performing in various TTRPG Actual Play shows. A proud Puerto Rican, pet parent to three perfect cats, and fueled by coffee, Maria strives to be a positive light in the world while making spaces where people are empowered to be their true and authentic selves.



HappyCapster

## JOE COSTA, ACCESSIBILITY COORDINATOR (He/Him)

Joe “Josie” Costa is a published author and public elementary school teacher with a certification in special education. Josie is a person in love with the fall season and everything Halloween. He lives with his partner in the Seattle area and spends his free time playing board games, reading comics, and dreaming of Halloween. Check out his debut title *The Shadow who Lost its Boy*



[josiecosta.com](http://josiecosta.com)

## JESSE FERGUSON, PUBLICATIONS LEAD (He/Him)

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



[jesseferguson](#)



[TheDapperDM](#)

## KIT BURLINGAME, GAME ADMIN LEAD (They/Them)

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

## TAYA STEERE, QUIET ROOM COORDINATOR (She/Her/They/Them)

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, even if they didn't book at the hotel.



[TayaTranscends](#)

## SHANNON WICK, VOLUNTEER COORDINATOR (She/They)

Shannon is a fan of all things fantasy and scifi, but has a large affinity for Doctor Who and Lilo and Stitch. She enjoys DMing for D&D and learning new boardgames. She is the Volunteer Coordinator for the con but she has been a project manager in real life and hopes to bring her skills with herding cats(aka engineers) to play in keeping the volunteers running smoothly.



# QR CODES



OrcaCon 2024



OrcaCon Tabletop  
Events



Food Trucks  
Schedule



Play & Win Library



OrcaCon Discord



Playtest NW



Real Rent Duwamish



Native Land





CDC COVID-19  
Symptoms



King County  
COVID Testing



X-Card



Digital  
Thiccness

## COMMUNITY Row



TagCon 2024



Blue Cactus  
Press



Extra Life



Alzheimer's  
Association



The Orca  
Network



Midnight  
Ceremonies  
Media



Rainbow Roll  
Network



Northend  
Makerspace



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**TOPICS INCLUDE:** games, community building, social media trends and marketing, queer stuff, creative projects, personal musings + more!



