



# Evergreen Tabletop Expo

## TABLE OF CONTENTS

<b>SPONSORS</b>	<b>pg 2</b>
<b>SCHEDULE</b>	<b>pg 3</b>
<b>FREEPLAY</b>	<b>pg 3</b>
<b>PLAY-TO-WIN</b>	<b>pg 4</b>
<b>GAME MARKET</b>	<b>pg 4</b>
<b>CHARITY RAFFLE</b>	<b>pg 4</b>
<b>QUIET ROOM</b>	<b>pg 4</b>
<b>FOOD</b>	<b>pg 4</b>
<b>GAME DESIGN ACADEMY</b>	<b>pg 5</b>
<b>PLAYTESTING</b>	<b>pg 5</b>
<b>LUCI AWARDS</b>	<b>pg 6</b>
<b>CODE OF CONDUCT</b>	<b>pgs 6-7</b>
<b>SHOW MAPS</b>	<b>pgs 7-8</b>

# THANK YOU TO OUR SPONSORS!

ETX would not be possible without contributions from the following companies. If you have a moment, thank them on social media and check out their games!

## PARTNER



## CO-SPONSORS



## CONTRIBUTING SPONSORS



greater/than/games®



ZOMBIE ORPHEUS  
ENTERTAINMENT

# SCHEDULE

For a schedule of Cascade Games tournaments, please visit their website.

## SATURDAY, JUNE 1<sup>ST</sup>

**SHOW HOURS: 9:00-6:00**

	Hours	Location
Registration	9:00-5:00	Front Entrance
Charity Market	9:00-5:00	Front Entrance
Freeplay Lending Library	9:30-5:30	Hopper
<i>Games must be checked out by 4:30 and returned by 5:30.</i>		
Play-To-Win	9:30-5:30	Hopper
<i>Games must be checked out by 4:30 and returned by 5:30. Play-to-win entries must be submitted by 5:00 PM on Sunday, when the raffle will be held. Winners will be posted at Registration.</i>		
Quiet Room	10:00-6:00	Carr (2 <sup>nd</sup> Floor)

## SUNDAY, JUNE 2<sup>ND</sup>

**SHOW HOURS: 9:00-6:00**

	Hours	Location
Registration	9:00-5:00	Front Entrance
Charity Market	9:00-5:00	Front Entrance
Freeplay Lending Library	9:30-5:30	Hopper
<i>Games must be checked out by 4:30 and returned by 5:30.</i>		
Play-To-Win	9:30-5:30	Hopper
Quiet Room	10:00-6:00	Carr (2 <sup>nd</sup> Floor)
LUCI Award Finals	1:30-4:30	Van Gogh
Play-To-Win Raffle	5:00	Hopper
<i>Winners will be posted just after 5:00 at Registration. Prizes not claimed by 5:15 will be added to the Charity Raffle prize pool.</i>		
Charity Raffle	6:00	Outside Front Entrance (weather willing)

# FREEPLAY

Join us in Hopper to check out games from the Uncle's Games lending library! Games will be available on Saturday and Sunday at 9:30. Checkouts will end at 4:30, and games must be returned by 5:30. To check out a game, you will need some form of ID to leave with the library. Thank you to friendly local game store Uncle's Games for the use of their demo games!

# Uncle's Games

**Puzzles & More**

# PLAY-TO-WIN

Join us in Hopper to try our play-to-win program! Play a game from this program and each player will be entered to win that game at the end of the show. Games will be available on Saturday and Sunday at 9:30. Checkouts will end at 4:30, and games must be returned by 5:30. To check out a game, you will need some form of ID to leave with the library.

The play-to-win drawing will take place just after 5:00 on Sunday. Winners will be posted at Registration. Games not claimed by 5:15 will be added to the Charity Raffle prizes.

# GAME MARKET

Whether you need more games, have too many games, or both, the ETX Game Market is here for you! Donate unwanted games to the market, and pick up gently used titles at a fraction of their retail cost. The ETX Game Market will be open from 9:00-5:00 on Saturday and Sunday, near the Registration desk.

If you have games you wish to donate, please bring them to the Registration desk. Thank you!

# CHARITY RAFFLE

Join us Sunday at 6:00 outside the front entrance (weather permitting) for the ETX Charity Raffle! Rare and unique items will be raffled off, including:

- Pokémon Starter Boxes (1999)
- *Tak: A Beautiful Game*, signed by James Ernest and Patrick Rothfuss
- *Asteroid Escape*, a French-language *Star Wars*-themed game that plays just like *Tsuro of the Seas*
- and more!

Each ETX attendee will receive one raffle ticket free of charge. Additional raffle tickets can be purchased at Registration, near the front entrance.

# QUIET ROOM

Need a quiet place away from the noise and activity? Visit the Quiet Room, located on the 2<sup>nd</sup> floor in Carr, from 10:00-6:00 on both Saturday and Sunday. The Quiet Room is not a space for gaming or phone conversations; please keep talking and noise to a minimum.

# FOOD

Please note only covered beverages are permitted in event areas; food is permitted outside the building and in the Rec Room only. Food trucks are scheduled to be at the front entrance from 11:00-2:00 on Saturday and Sunday. On Saturday, look for **The People's Burger** and **ChicagoWest**. On Sunday, enjoy **GreenTree**. Snacks and drinks are available from the Rec Room vending machines.

For a list of quick, nearby food options, visit [etxwa.com/nom](http://etxwa.com/nom).

# GAME DESIGN ACADEMY

Held on the first floor in Van Gogh and Michelangelo, the Game Design Academy prepares aspiring designers for a career in tabletop game design via series of panels and lectures on a variety of topics. For detailed panel descriptions, please visit [etxwa.com/gamedesign](http://etxwa.com/gamedesign).

*Please note panels in Michelangelo are streamed and recorded. Panels in Van Gogh may be recorded, to be posted online at a later date.*

## SATURDAY, JUNE 1<sup>ST</sup>

Topic	Time	Location	Speakers
To Kickstarter or Not: A Publisher's Dilemma	9:30-11:00	Michelangelo	David Gerrard
The Building Blocks of Games	9:30-11:00	Van Gogh	Paul Peterson
Games As Portfolio	11:00-12:30	Michelangelo	Ryan S. Dancey
Inclusivity & Representation In Tabletop Gaming	1:30-3:00	Michelangelo	Ashleigh La Porta & Jo Cronk
Basics of Game Design: Six Case Studies	1:30-3:00	Van Gogh	James Ernest
Circle Theory: Creating Immersive Experiences	3:00-4:30	Michelangelo	DC
Kick It (Or Don't)	3:00-4:30	Van Gogh	Jeremy Holcomb & Zach Weisman
Balancing Board Games	4:30-6:00	Michelangelo	Derek Mantey
Keeping It Real	4:30-6:00	Van Gogh	Ben Ellinger

## SUNDAY, JUNE 2<sup>ND</sup>

Topic	Time	Location	Speakers
Tips and How-Tos for Working with Artists	9:30-11:00	Michelangelo	Nicole Jekich, Dylan Mangini, Claire Donaldson, & Damon Brown
Making It As a Game Designer (An Economic Discussion)	9:30-11:00	Van Gogh	M. Craig Stockwell
Better Design=Better Games=Better People	11:00-12:30	Michelangelo	Eric Cagle, Nate Heiss, & Jaym Gates
Working for Game Studio	11:00-12:30	Van Gogh	Dylon Birtolo
Seek Allies, Not Employees	1:30-3:00	Michelangelo	David Gerrard & Dylan Birtolo
LUCI Finals	1:30-4:30	Van Gogh	LUCI Contestants & Judges
Wizards' Secret Sauce	3:00-4:30	Michelangelo	Jay Schneider
Reviving, Acquiring, and Licensing Other People's Intellectual Property	4:30-6:00	Michelangelo	Rich Rowan, Jonathan Tweet, Eric Cagle, Brent Evans
Freelancing: Both Sides Explored	4:30-6:00	Van Gogh	Jaym Gates

We'd like to thank DigiPen Institute of Technology for hosting us again this year. If you find game design is your jam, why not consider teaching it? DigiPen has openings in the design department for fall! Check [digipen.edu/jobs](http://digipen.edu/jobs) or contact Jeremy Holcomb at [jeremy.holcomb@digipen.edu](mailto:jeremy.holcomb@digipen.edu) for more information.

# PLAYTESTING

Give aspiring designers feedback on their in-progress designs! Playtesting will be in the first floor corridor from 10:00-4:00 on both Saturday and Sunday!

# LUCI AWARDS

Presented by PlaytestNW, the LUCI Award is an annual contest for unpublished indie game designers. Eight semi-finalists have been chosen to showcase their games at ETX and present their games to our esteemed judges. Stop by Rembrandt (1<sup>st</sup> floor) from 10:00-5:00 on Saturday to try out the games and vote for your favorite; the game with the most attendee votes will win a People's Choice Award!

2019 LUCI Award Semi-Finalists:

- *Rising Tides* by Justus Games
- *Ascending Koi* by One Trillium Games
- *Flapjack Flipout* by Peter Newland
- *Mandalaca* by Rob Lewis
- *For All Mankind* by Doug Beyers and Julia Drachman
- *Wizardz Bluff* by Jayson Smith
- *Cabinet of Curiosities* by David Iezzi
- *Gem Cataclysm* by Very Best Friend Games



## CODE OF CONDUCT

ETX is committed to providing a safe, welcoming experience for all, regardless of body type, disability, gender, physical appearance, sexuality, race, or religion. As such, ETX has zero-tolerance policy for harassment. By attending, you assert and agree that you understand and will follow the following policies. ETX reserves the right to remove attendees from the event without refund, ban attendees from all future events, and call law enforcement.

If you need help, ask any ETX staff member or DigiPen security staff.

### ETX CODE OF CONDUCT

**Don't assault people, or threaten to do so.** This includes uninvited physical or sexual contact.

**Don't harass anyone.** This includes but is not limited to verbal harassment, bathroom policing, unwanted attention or touching, consistent disruption of a panel or panels, and stalking.

**Don't make a mess.** If you do, please clean it up.

**Don't steal.** DigiPen utilizes security cameras throughout the campus (excluding restrooms).

*Note Neither ETX nor DigiPen are responsible for lost or stolen property. A Lost and Found will be maintained at the front entrance for the duration of the event. Unclaimed items may be disposed of or donated.*

**Don't wear or display Nazi paraphernalia.**

**Do ask permission before photographing or recording another attendee.** Remember, costumes and clothing do not imply consent.

**Do keep your wristband visible at all times.**

**Do be aware parts of ETX may be recorded by DigiPen or streamed online.** By attending, you acknowledge your understanding and consent to this.

**Do not gatekeep bathrooms or any other space.**

**Do not out anyone.**

# DIGIPEN FACILITY POLICIES

Attendees are welcome to park in any non-reserved spot in the parking lot. Please do not park in Faculty/Staff, Facilities, Program Director, or Executive parking (your vehicle may be towed).

Food, as well as uncovered beverage containers, are not permitted in rooms other than the Rec Room. There is a bottle filler outside of the Men’s Restroom.

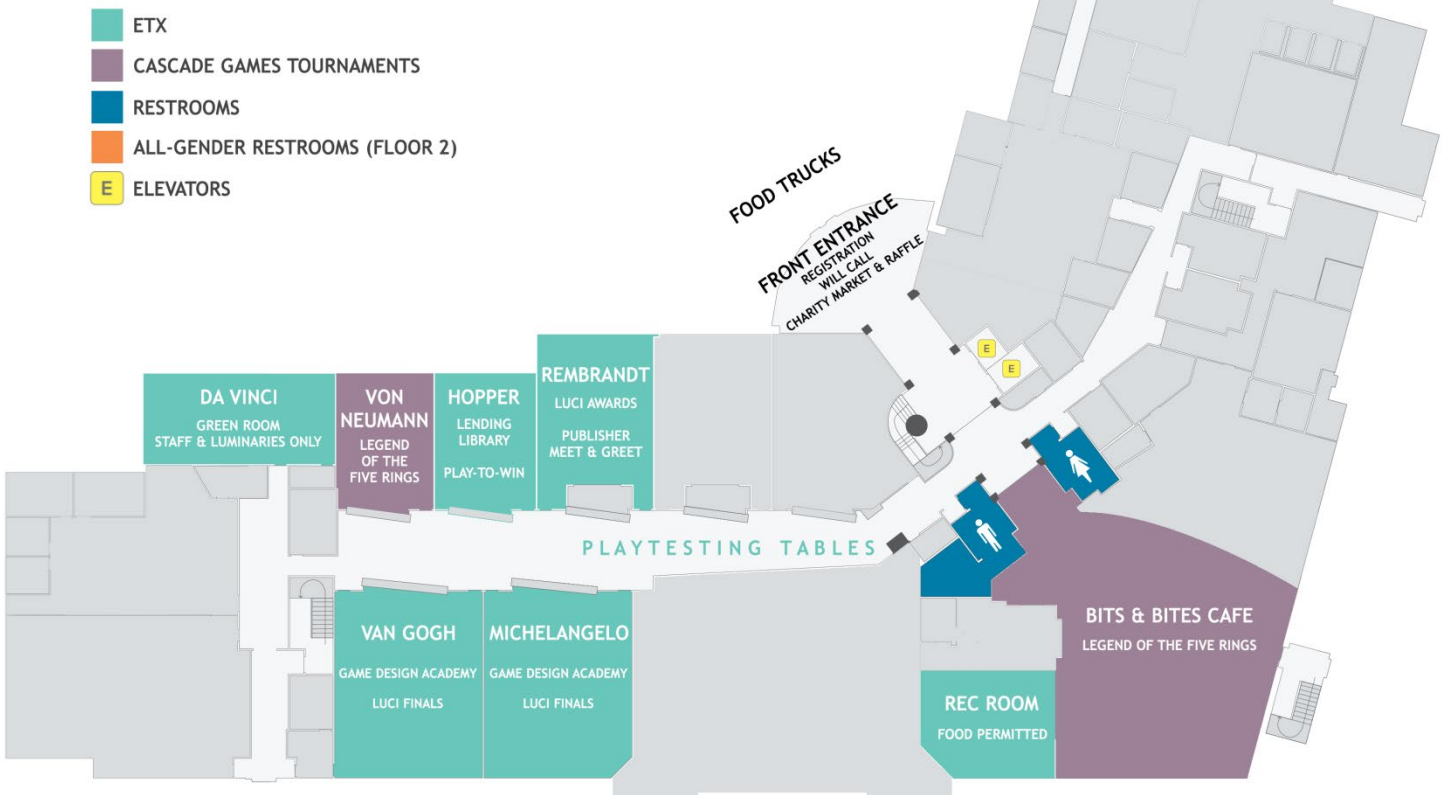
The Rec Room is available for eating, consuming beverages, hanging out, and freeplay. However, students and other folk may be using the space as well; please respect their right to do so.

Smoking, including vaping/e-cigarettes, is not allowed within 25 feet of any door at DigiPen.

Alcohol, weapons, and drugs (including legal cannabis) are not permitted *anywhere* on DigiPen's campus – even locked in vehicles. Please leave them at home.

# MAPS

## ETX FIRST FLOOR

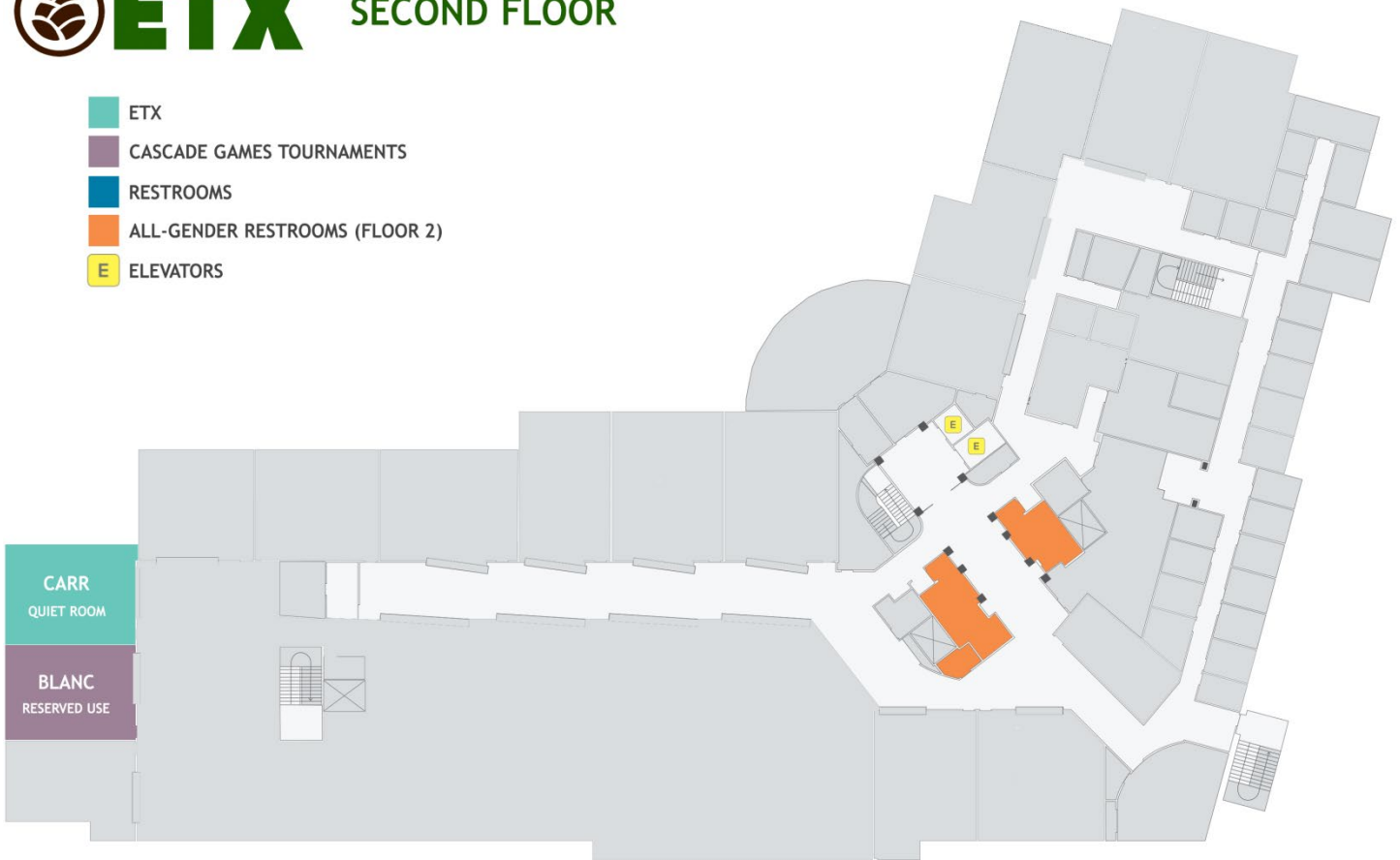


Welcome to ETX! Please park in any non-reserved spot with a 'dp' logo. Please use spots labeled "Visitor" only for loading/unloading. Note spaces in dark gray are closed to attendees and tournament players.



# ETX SECOND FLOOR

- ETX
- CASCADE GAMES TOURNAMENTS
- RESTROOMS
- ALL-GENDER RESTROOMS (FLOOR 2)
- E ELEVATORS



# ETX THIRD FLOOR

- ETX
- CASCADE GAMES TOURNAMENTS
- RESTROOMS
- ALL-GENDER RESTROOMS (FLOOR 2)
- E ELEVATORS



Welcome to ETX! Please park in any non-reserved spot with a 'dp' logo. Please use spots labeled "Visitor" only for loading/unloading. Note spaces in dark gray are closed to attendees and tournament players.