


Wyrd Con Convention Schedule

Final 5/31/2010

FRI	Balboa Bay	Pacific Ballroom 3	Pacific Ballroom 4	Huntington Beach	Laguna Beach 1 & 2	Laguna Beach 3	Newport Beach One	Newport Hall	Wyrd Room @ Top	ELGL Penthouse	Nook/Pool/Other	FRI	
14:00	<div style="background-color: red; color: black; padding: 2px;"> Convention Registration Opens <i>Register for Costume/Weapons Contest at Registration!</i> </div>											14:00	
15:00												15:00	
16:00			Weapon Making Designer: Beth V.	I came here to play! Player Expectations Designer: Ben Mandall	Tabula Rasa Designers: Rachael Hampden-Turner Hanbury Hampden-Turner	The Great LARP Debate Part Un Designer: Clayton Hayles				M. Beauregard's Speakeasy Enigma Live Game Labs <i>R. Lavoie</i> Theater Style Event Presidential Suite		16:00	
17:00		Foam Combat Do Unto Others! Designer: Mark Storer										17:00	
18:00	Vendors Open For Sponsors Only				Massive Multiplayer Online Games & LARP Designer: Clayton Hayles	Non Combat Theater Event	LARP for Dummies Designer: Ben Mandall <u>New to our world? Start Here!</u>	Wyrd Con Tavern Bar Open 7pm - 11pm				18:00	
19:00	Vendor Room Now Open										Black Sun, White Light Designer: Johanna M.	19:00	
20:00		Messina Leaves of Gold A Fairy Tale Ball Designer: Amanda M.	Belegarth Hosted by the Realm of Andúril Designer: Ana N. Heavy Boffer Combat	Convention Registration Closes for the night			LARP & Perf. Art Designer: Bjarke Pederson		Combat 101 Boffer Combat Designer: Ramsey	Trapped! Designer: Marcus S. A Trap filled dungeon to test the skills of any grifter, thief, or mastermind.		Non Combat Theater Event <i>Located in Break Nook</i> 18+ Only	20:00
21:00					Vampire the Masquerade Designer: Camarilla Non Combat Theater Event Featured Camarilla Event			Sportive Tricks performing 8:30-11:30.		Casino Arcana Enigma Live Game Labs 18+ Only Theater Style Event Presidential Suite Top Floor of Hotel		21:00	
22:00		A Live Effects Based Event Light Combat Possible							Fighter's Circle Designer: Ramsey <i>Constantly accepting participants.</i>			22:00	
23:00						Werewolves of Millers Hollow Designer: Keri B.						23:00	
0:00							Tavern closes at around 7am.					0:00	

SUN	Balboa Bay	Pacific Ballroom 3	Pacific Ballroom 4	Huntington Beach	Laguna Beach 1 & 2	Laguna Beach 3	Newport Beach One	Newport Hallway	The Wyrd @ Top	ELGL Penthouse	Nook/Pool/Other	SUN
1:00		Pieces of Hate Continued			Scarbridge U Continues	Werewolf continued	Xatrian Crux ends at 1:00AM Tavern closes at approx. 6:00AM			Road not Taken cont.		1:00
2:00												2:00
3:00												3:00
<<<<<												<<<<<
8:00	Vendor Room Now Open	Shades of Ruin Designer: Andrew R. Light Boffer Combat A Live Effects Event	Surviving Waldgrave Manor Designer: Roy Davis Non Combat Theater	Out of Game Issues & Mature Themes Designer: Ben Mandall 18+ Only	Tai Chi Designer: Steven B.	Hybrid Theroy: <i>Creating a LARP</i> <i>Hybrid Game</i> Designer: Clayton Hayles	Tavern Closed Sunday		Houses of the Blooded Designer: John W. Non Combat Event	ELGL Chillout	Changeling: the Lost Designer: Camarilla Non Combat Event Camarilla Event <u>Upstairs in THE NOOK</u>	8:00
9:00	Some vendors may be closing at this time.			LARP Open Roundtable Designer: Ben Mandall	History of LARP Live Combat Family Tree Designer: Mark Storer	The Great LARP Debate Part Deux Designer: Clayton Hayles						9:00
10:00												10:00
11:00												11:00
12:00		Also using Emerald Bay 1										12:00

	Workshop	A discussion and education event focused on hands on interaction about the topic. Pre-Registration for workshops is available.
	Panel	A seminar style activity for dialogue and debated on certain key topics.
	Event	A full live action event hosted by the designer specified. Pre-Registration for events are available. Some evwents constantly accept participants.
	Convention Activity	General allocation of space for an event. Attendees are welcome to attend or visit when they can.
	Registration	Information on when registration and convention services opens/closes.

Remember you can pick up event tickets for an event to reserve a spot, or if they are out show up and check if there is room!

Events are subject to change without notice
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