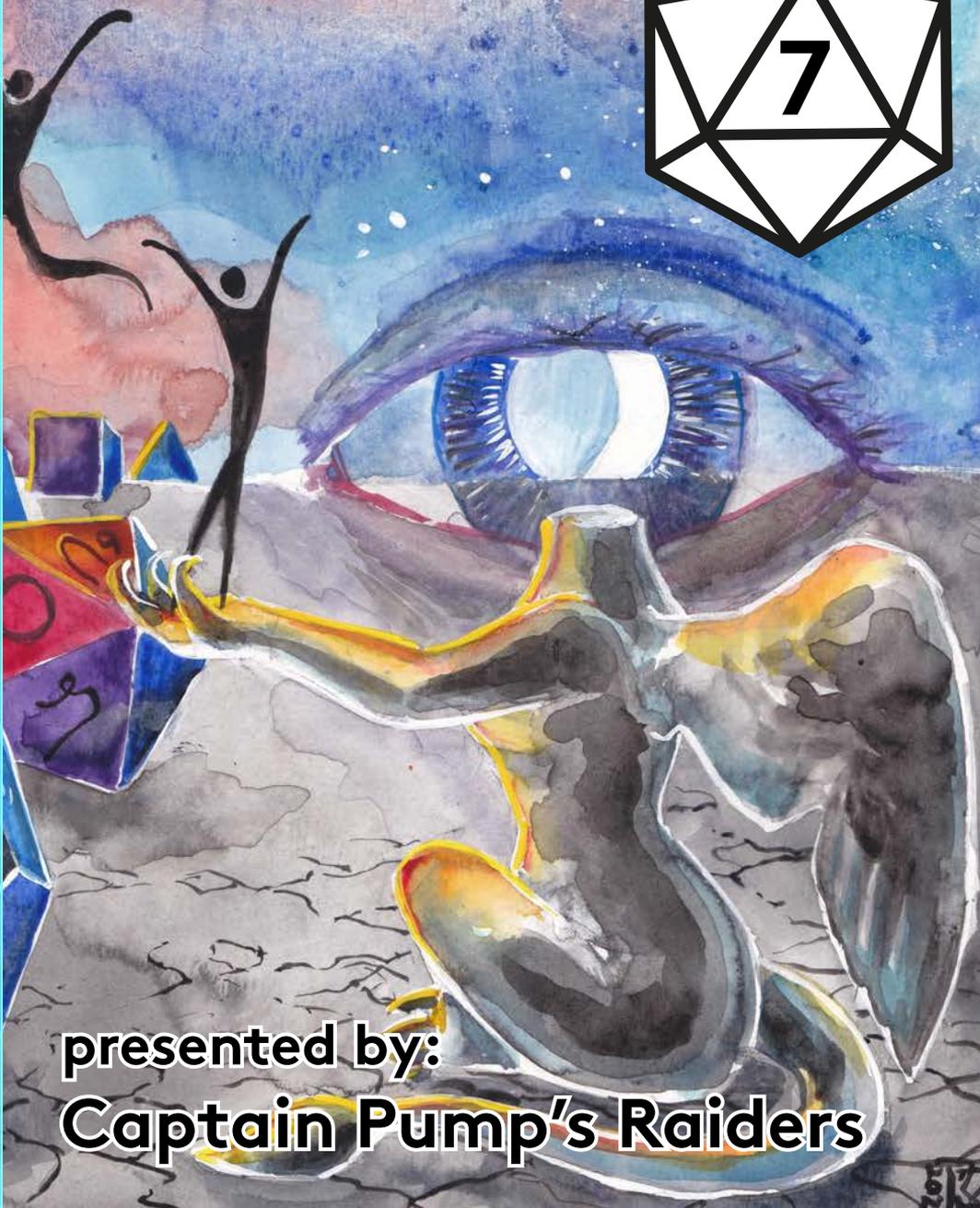


RAIDERCON



presented by:

Captain Pump's Raiders

MESSAGE FROM THE CON CHAIR

Welcome to RaiderCon you beautiful, dusty gamers!

We at Captain Pump's Raiders are so happy we're all back to get some game on with you in the dust. We have been running RaiderCon since 2014, and with the recent two-year break, we are excited to return to the land of imagination and creativity with you alongside us. Our Game Masters have over 200 years of collective gaming experience creating fantastical journeys for both the veteran gamer and the novice rookie.

We also have the largest variety of tabletop games and role-playing games you'll find anywhere on playa. So come on in, enjoy some shade, grab some refreshment, and sit & stay a while. Whether you're fighting dragons, trying to open locked doors, or are a bear scheming the biggest heist known to bear-dom, our Game Masters will (somewhat) safely take you there and back again!



- Corrie

THIS YEAR'S GAMES

Here are the games we are featuring at RaiderCon this year! Other games will be afoot as well, of course, but these are the games we are excited about running! Each game description includes the name of the person running the game, so if you're interested in playing, let that person know!



**RAIDER CON IS OPEN FROM 11 AM - 6 PM
ON WEDNESDAY & FRIDAY**

The Looney Lounge	Short & easy games to play while waiting for a spot in a longer game, including Fluxx, Get the MacGuffin, Are You a Robot?, and Pyramid Arcade.
GM: OUTDOOR VOICE	

Honey Heist	It's Oceans 11, except everyone is a bear. You are going to undertake the greatest heist the world has ever seen! Two things. One: You have a complex plan that requires precise timing. Two: You are a goddamn bear!
GM: Bonnie	

Everyone is John	<p>The DM is John, a hapless human who has just been infected with brain parasites. The players are the aliens, who collectively control John by taking turns telling him what to do. The hivemind is using John to learn more about humans as they plan their ultimate invasion. The best part is that the brain parasites can make John want to do anything... and we mean anything! <i>Imagination required (if you want to win)!</i></p>
<p>GM: Bonnie</p> 	

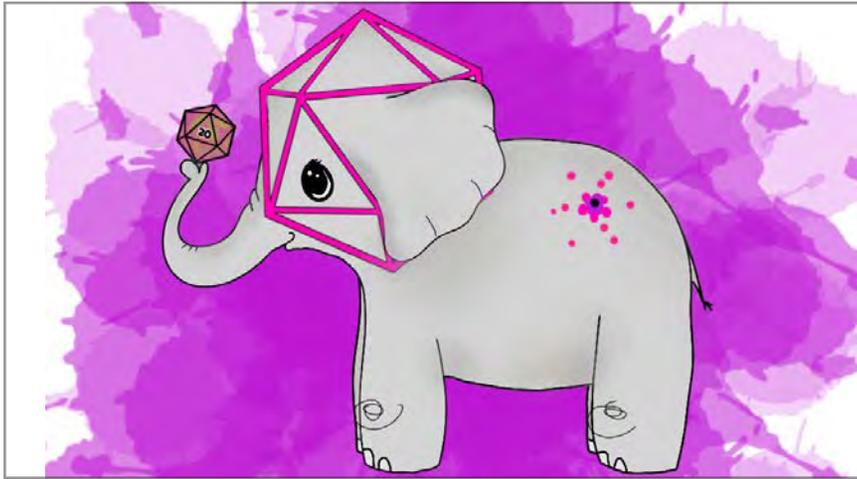
Merry Measures for Love's Errors	<p>Antics ensue in this story roleplaying game set in a pastoral town preparing for the much anticipated wedding of Bianca and Orlando. Players take on the roles of advisors, courtiers, family members, and merchants trying to influence the outcome of the big day. Will love prevail in the end? Inspired by motifs such as shakespeare and commedia dell'arte. Up to 6 players</p>
<p>GM: Bo Peep</p>	

Sister Act 3: Old Habits Die Hard	<p>A comedy/horror/action campaign starring Whoopi Goldberg and a convent of new-age nuns battling forces beyond their comprehension.</p>
<p>GM: Tyler</p>	

The Ecstasy of Gold D&D 5e	<p>You're a down on your luck adventurer, stuck on the edge of nowhere, until a stranger approaches you with promises of riches and gold from the mountains nearby. Follow this madman into the wild at the edge of civilization and the edge of sanity, and try to come back with riches, or don't come back at all.</p>
<p>GM: Captain Pump</p>	

5 Minute Dungeon*	<p>A chaotic, co-operative, real-time card game in which players have only five minutes to escape the randomized dungeon. Communication and teamwork are critical to survival because there's no time to form a carefully considered plan — and no predicting what dangers lie ahead.</p>
<p>GM: Devnill</p> <p>* 5 Minute Marvel also available</p>	

Call of Catthulhu	<p>Something has gone very wrong with the bugs in Mr. Martinez's garden. Can the neighborhood cats get to the bottom of the problem before the whole block becomes part of the hive?</p> <p>Keywords: Cats, Cultists, Cthulhu</p>
<p>GM: Lantern</p> 	



<p>Let's Get F*cking Rowdy D&D 5e Tap-In/Out Homebrew</p>	<p>Get dusty, stomp some foes, make new friends, and try not to die in this adventure; perfect for totally new or slightly rusty D&D players. Play through the whole game or just a round. Homebrewed to let you tap in and out if you only want a little taste of the madness. 😊</p>
<p>GM: Ash</p>	

<p>Captain Sonar</p>	<p>Co-operative & Tactical battleship boardgame for 4 to 8 players. Played in real-time.</p>
<p>GM: Darren</p>	

<p>Dread</p>	<p>A tense, cooperative tabletop RPG. Instead of rolling dice, remove a block from the tower to accomplish daring feats of survival. But, if your hands aren't steady, a falling tower spells certain doom! May contain horror themes; will employ mechanisms for player safety. Up to five adventurers.</p>
<p>GM: Scout</p>	

<p>Connect Four</p>	<p>The classic two player board game. It's like tic-tac-toe but with an order of magnitude more strategy.</p>
<p>GM: Rachel Fish</p>	

<p>A Scandal in Bodgerton</p>	<p>High society in 1813 Bodgerton is a buzz, from the Queen herself down to the kitchen help. Every week, a certain "L. Whistlewind" releases a new scandal sheet containing the most delicious gossip. So far, these rumours have led to three elopements, two duels, and an onstage riot that ended the opera during Act I. But the worst part is that no one knows who "L. Whistlewind" is. A young lady desperate to remove her rivals in the marriage market? A servant eager to get back at the "gentlefolks"? An eligible gentleman trying to distract attention from his disgraceful escapades? Could it be—YOU?</p>
<p>GM: Sangeetha</p>	

<p>Settlers of Catan</p>	<p>The classic game of resource management, road building, trading, and destroying friendships.</p>
<p>GM: Lantern</p>	

<p>Lost Days of Memories and Madness</p>	<p>The immortal elves of the Eternal Court are masters of the world, enslaving the lesser races so that their most precious possessions - their memories - can be harvested for the pleasure of the decadent elven lords. The greatest fear amongst the immortal elves is madness, and to steal the memories of others is the path to insanity. The Eternal Court is riven by politics and intrigue, as each of the elves makes a desperate grab for power as the world they knew begins to crumble in madness and bloodshed. Witness the fall of the Elven Empire!</p>
<p>GM: Winston Eternal!</p>	



Sunraise	It's been a century since everything humans thought they had accomplished was wiped off the face of the planet. Humans aren't that easy to get rid of, however. We tend to stick around. Now that we've started rebuilding, we've resolved to do it better. Sunraise is a game about taking stock of the world around us and being thankful for what we have accomplished. It's about self-expression through poetry, and about building a foundation for others to build upon. Up to 4 players
GM: Bo Peep	

Survive - Escape from Atlantis!	It's early 20th century - a time of exploration and adventure. The mysterious Atlantis island has been discovered in the middle of the ocean, and there are rumors of riches! After reaching Atlantis, the explorers are ready to return home with treasures and artifacts. But Atlantis starts sinking! Who will manage reaching dry land?
GM: Sangeetha	

Goblin Quest	Come play a wild, weird, and quirky goblin (and 4 of their equally chaotic clutchmates), trying their best to succeed against all odds in a quest that will either wipe them out or make them legends! Together you must defy all odds (including your own bad luck) to survive long enough to pull off the plan you've all made. Mayhem and misfortune await as well as silliness and serendipity as through luck and persistence you go on the greatest adventure of your (admittedly short) lives! Hop in and out freely.
GM: Robin	

The Maw Amidst the Stars	A colony starship—hundreds of years into its trip across the galaxy—strikes something out in the void. As emergency crew woken to investigate, you must work together to fix the ship before its cargo (and you) become lost forever. Homebrew, narrative-heavy, horror rpg.
GM: Zac	



OTHER CAMP EVENTS

Here are some other things we've got going on this year:

- **DM's Workshop** (Monday, noon - 2 PM)
- **Starcraft Tournament** (Tuesday, noon - 6 PM)
- **Serenity Movie Night** (Tuesday, 8 - 11 PM)
- **Make-a-Meeple** (Thursday, 10 AM - noon)
- **Dustworld** (Thursday, 1 - 6 PM)

DUSTWORLD

AN IMMERSIVE GAMING EXPERIENCE

You are on a trip across the galaxy, and your ship has just arrived at a refueling station on a remote planet called Dustworld. While you wait, you've decide to explore the local casino.

The games they play in this casino are unfamiliar to you: *Green Queen*, *Bowler Rink*, *Get the MacGuffin*... but they look easy enough to learn. And the money they are gambling with is the same cash used by everyone in the galaxy: CAPs, the Currency of All Planets.

You have a pocketful of CAPs and are feeling lucky. Hopefully you can double that money, but hey, if you lose it all, so what. You are a wealthy star traveler, you can easily afford to lose it. You can get more when you go back to your ship.

Aliens from dozens of different planets are roaming around in this spaceport!

Everyone has a different personality trait or unique way of talking. You wonder if you'll encounter anyone from YOUR planet here. Hopefully so, as they would become an instant ally.



Some folks here are just looking to relax. The excitement at the tables is all the action they are looking for. But others have deeper stories to explore.



Those who just want to gamble and hang out are from a gigantic luxury cruise ship called the *Starfriend*. However, those with more complex goals are from various other, smaller starships, and are important space beings, referred to as VIPs. They will have secrets to keep, knowledge to share, and missions to accomplish.

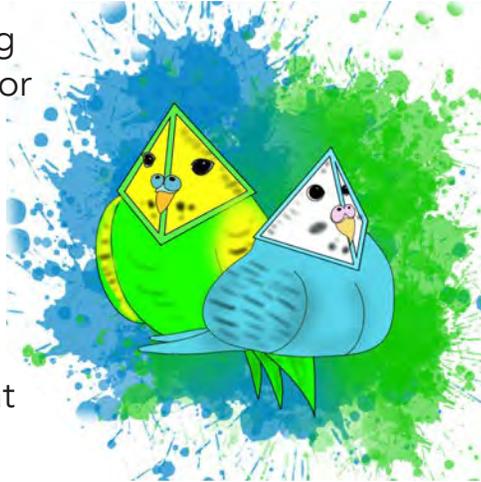
When you join the game, you will choose to be a Starfriend or a VIP. (Alternatively, if you're one of those people who enjoys running a game more than playing it, you can apply for a position as one of the NPCs, aka the Locals.)

Dustworld is inspired by LARP (Live Action Role-Playing) games, but it has a more competitive spirit: at the end of the game, winners will be announced in each category.

The Dustworld Spaceport & Casino will be open only on Thursday, from 1 - 5 PM, with a debriefing and Q&A session afterwards.

VISIT THE BAZAAR!

Have you been grinding and questing ALL day for that one special item that will boost your stats...only to never get the drop? Well, you're in the right place! Visit our Bazaar of Wonders to find what your heart desires.



Amongst the many bits and baubles you'll find at our shoppes, there are magical trinkets for +5 to fabulousness, potions to enhance your abilities (or poison your enemies), mystical ingredients for formulating the perfect spell, critters and creatures to assist in your adventures, and marvelous pieces of armor to increase your style game.

Additionally, you never know when you'll need a little upgrade, so the Bazaar of Wonders is open everyday for you to pick out your perfect loot.

ENJOY OUR LOUNGE!

Our lounge is open every day until we turn out the lights. To beat the heat, all you need are.....comic books and tea. Come take a load off and get your geek on!



VISIT THE NIGHT GARDEN

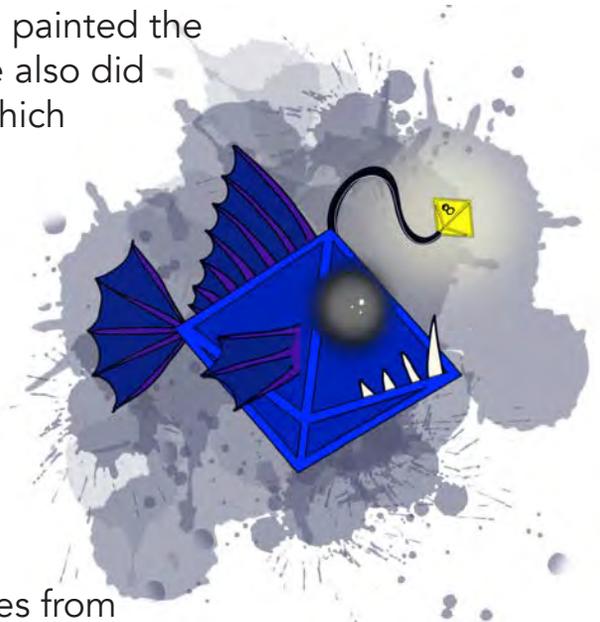
The Night Garden is an immersive space filled with color, sound, mist, and mystery. Made up of hundreds of flowers crafted from recycled materials, the Night Garden is a magickal space to stumble upon. During the week participants can explore the garden, and small events from the camp will be hosted in the installation. On Thursday evening we will host a variety show!

ARTWORK NOTES

Robin McFadden painted the cover image. She also did the centerfold, which was meant to be the cover art in 2020, when the theme was to be the Multiverse.

Bonnie Brett created the decimals.

The Dream images from Fluxx are by Andrew Looney.



August 31 & September 2, 2022
Black Rock City
Center Camp Circle @ 4:30

