

Ravenwood Castle Presents



February 27-March 1, 2015



Guest of Honor: Plaid Hat Games

Plaid Hat Games LLC is a hobby gaming company founded by game designer Colby Dauch. At Plaid Hat Games we not only want to make fun and engaging games, we want to make some good friends while doing it. Our goal as a game company is simple: Make games that you will love to play. And by you we mean those of you who play games to have FUN, to ENGAGE others, and to CHALLENGE yourself. So how will we achieve our goal of making games that you love to play? We have a formula, and we would like to share it with you. This is our simplified list of what we feel is required to make a great game.

A Great Game:

1. Is fun **2.** Creates an opportunity for you to make interesting, engaging, and challenging decisions that affect the outcome of the game in your favor **3.** Allows you to directly engage the other players at the table **4.** Is thematic (Games should tell stories. They should draw their players into exciting worlds and put them in adventurous roles) **5.** Is unique **6.** Is pretty (And by pretty, we mean they should look frickin' sweet! You know, like something you'd want to play)

Get to know us!



Colby Dauch is plagued with an extreme case of Attention Deficit Disorder and he has been using that excuse as a crutch for his entire life. Colby drinks way too much Dr. Pepper, he's overly critical of his closest friends, he wears a red and black plaid hat for God only knows why, and he absolutely LOVES games! Colby is the owner and chief game designer at Plaid Hat Games. Before designing Summoner Wars and founding Plaid Hat Games, he did design work on Heroscape and Battleship Galaxies.



Isaac Vega is a strong, proud, independent woman that don't need no man. He has an unhealthy addiction to Anime and has been black listed by Square-Enix due to his obsessive fascination with Final Fantasy. After being introduced to Plaid Hat Games, by his overly intrusive mother back in 2010, Colby has taken this budding designer under his wing and propelled Isaac into the wonderful world of board games. Although he still considers himself somewhat of a noob, Isaac just can't stop designing prototypes. With two games already well on their way to be released and a plethora of others in development, Isaac Vega is truly becoming a force to be reckoned with.

Be on the look out for



Take on the role of a canny fighter hacking through enemies with an enchanted sword, a powerful sorceress blessed with magic by the hint of demon blood in her veins, a wise cleric of gods benevolent or malign, a witty rogue ready to defuse even the deadliest of traps, or

any of countless other heroes. The only limit is your imagination! The Pathfinder Roleplaying Game is an evolution of the 3.5 rules set of the world's oldest fantasy roleplaying game. Since Paizo released the first play test documents in March of 2008, more than 50,000 gamers have downloaded the rules and posted their feedback, resulting in a year-long open play test that was the largest in the history of tabletop roleplaying games. The Pathfinder Role playing game will be run by Mike McNerney and friends.

System: Star Wars: Edge of the Empire 1st Edition

Module: Escape from Mos Shuuta

GM: Karington Hess

On the desert world of Tatooine a group of renegades have run afoul of a local crime boss. Trapped in the tiny spaceport of Mos Shuuta, the group of renegades have no choice but to steal a starship and flee! Fortunately, a suitable starship has recently docked at the landing bay. A freighter called the Krayt Fang, Captained by a ruthless Trandoshan. Take on the role of scum and villainy in the Star Wars Universe!

No experience necessary the rules will be taught. Materials will be provided.

(2-6 players)

System: Star Wars: Age of Rebellion 1st Edition

Module: Takeover at Whisper Base

GM: Karington Hess

A small battle begins on the verdant world of Onderon. Deep in the jungle, Rebel intelligence has discovered a listening post built by an Imperial Moff to spy on his rivals. The Rebel Alliance has sent a crack team of infiltrators to take the secret listening post and turn it into a forward base in the Japrael system. Take the fight to the Empire!