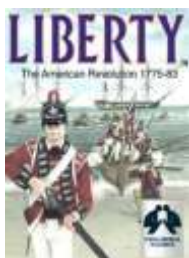


Block Head Tournament Series

The Block Head Tournament Series features select games that utilize wooden blocks or components in their gameplay. Play in any or all of the scheduled tournaments (details for each listed below). **NO EXPERIENCE NECESSARY** - New players are encouraged to play as demos will be available FRI night and prior to starting each tournament, if needed. Tournament formats/schedules are flexible to accommodate players participating in other tournaments or events.



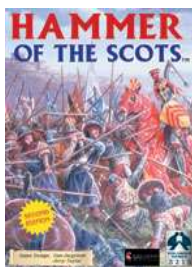
Liberty is a fast-playing game covering the American Revolution from 1775-1783. British, American, and French forces are included and the role of the Indians and Navies is depicted. The unique problems faced by each side become clear in this exciting game.

This is a free form tournament that requires players to play three games against three different players. The tournament begins Friday evening and ends Sunday at noon. The finals will be on Sunday afternoon.



Crusader Rex is a game of the 3rd Crusade. One Player plays the Christian Franks, the other, the Muslim Saracens. The objective of the game is to control important Victory Cities such as Jerusalem, Acre, Damascus, and Antioch. The board depicts the Middle East from Antioch in the north to Egypt in the south.

This is a single elimination tournament that will begin SAT at noon. Players will bid the number of blocks to add to the Franks initial draw to play the Saracens.



Hammer of the Scots brings the rebellion of the Braveheart, William Wallace, to life. As the English player, you seek to pacify Scotland by controlling all the important noble lords. The Scottish player also seeks the allegiance of nobles to support a difficult struggle for freedom.

This is a single elimination tournament that begins on Saturday morning. Using the Braveheart scenario, players will bid to play the Scots - bidding the numbers of blocks you are willing to add to the initial English Levy.



The Commands & Colors: Ancients game system allows players to effectively portray epic engagements of ancient history.

The Command card system drives movement, creates 'fog of war', and presents players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently. The battlefield tactics you will need to execute to gain victory conform remarkably well to the strengths and limitations of the various ancient unit types, their weapons, the terrain, and history.

This is a free form tournament that begins Friday afternoon and ends by Sunday at noon. Players may play mutually agreed to scenarios and choose sides. Players must play at least three games against at least three different opponents. The finals are Sunday afternoon.