

GOODMAN GAMES' OFFICIAL GAMEHOLE CON 2016 EVENT GRID

	Thursday (Nov 3)	Friday (Nov 4)	Saturday (Nov 5)	Sunday (Nov 6)
9:00 AM - 1:00 PM		Neon Knights - DCC RPG - Brendan LaSalle	Into the Void - DCC RPG - Brendan LaSalle 10 AM - 2 PM	
10:00 AM - 2:00 PM		The Mall Maul - DCC RPG (Crawling Under a Broken Moon) - Reid San Filippo	Beyond the Silver Scream - DCC RPG - Forrest Aguirre	
10:00 AM - 2:00 PM			The Fall of the Giving Star - DCC RPG (Crawling Under a Broken Moon - Reid San Filippo	
10:00 AM - 2:00 PM		The Museum at the End of Time - MCC RPG - Jim Wampler	The Great Stonehell Lazer Massacre - MCC RPG - Jim Wampler	
10:00 AM - 2:00 PM			The Rock Awakens - DCC RPG - Michael Austin	
11:00 AM - 3:00 PM				Inn at Five Points - DCC RPG - Brendan LaSalle 12:00 to 4:00 PM
10:00 AM - 4:00 PM				
12:00 PM - 4:00 PM				
12:00 PM - 4:00 PM				
2:00 PM - 6:00 PM		Symptom of the Universe - DCC RPG - Brendan LaSalle	X-Crawl: DungeonBattle Brooklyn - DCC RPG - Julian Bernick - 2:00 to 6:00	
3:00 PM - 7:00 PM			X-Crawl: Destroy All Crawlers - X-Crawl RPG - Brendan LaSalle 4:00 PM to 8:00 PM	
2:00 PM - 8:00 PM	Exhibitor booth set up hours 2:00 PM to 8:00 PM (Thursday only)			
7:00 PM - 11:00 PM				
7:00 PM - 11:00 PM		X-Crawl: Destroy All Crawlers - X-Crawl RPG - Brendan LaSalle 8:00 to Midnight	AD&D: A Night in Tegal Manor - Julian Bernick 8:00 to 12:00	
7:00 PM - 11:00 PM		Nowhere City Nights: Five Ways to End the World - DCC RPG - Julian Bernick 8:00 to 12:00	The Jeweler that Dealt in Stardust - DCC RPG - Doug Kovacs 6:00 PM to 10:00 PM	
7:00 PM - 11:00 PM				
7:00 PM - 11:00 PM				

