

GOODMAN GAMES' OFFICIAL NTX RPG CON 2016 EVENT GRID

	Thursday (June 2)	Friday (June 3)	Saturday (June 4)	Sunday (June 5)
10:00 AM - 2:00 PM		Holler Hollow - DCC RPG - Michael Curtis	Thundarr vs. The Sun Ray - DCC RPG - Ryan Moore	
10:00 AM - 2:00 PM		The Synthetic Swordsmen of the Purple Planet - DCC - Jim Wampler		
10:00 AM - 2:00 PM		Top Secret Goodman Games Playtest #1 - DCC RPG - Jobe Bittman		Top Secret Goodman Games Playtest #3 - DCC RPG - Jobe Bittman
10:00 AM - 2:00 PM		Winter of the World Clock - DCC RPG - Marc Bruner		
10:00 AM - 2:00 PM		DCC RPG - Doug Kovacs	DCC RPG - Doug Kovacs	
10:00 AM - 4:00 PM				Axis & Allies Pacific - Axis & Allies - Jon Hershberger
12:00 PM - 4:00 PM		Black Sun Death Crawl - Dungeon Crawl Classics RPG - James MacGeorge	The Apocalypse Ark - Mutant Crawl Classics RPG - Jim Wampler	
12:00 PM - 4:00 PM			Indiana Jones and The Rollers of the Crystal Dice - The Adventures of Indiana Jones RPG - Michael Curtis	
12:00 PM - 4:00 PM			Top Secret Goodman Games Playtest #2 - DCC RPG - Jobe Bittman	
2:00 PM - 6:00 PM		The Morandir Company - AD&D - Allan Grohe		
4:00 PM - 6:00 PM			Live Auction & Raffle	
6:00 PM - 10:00 PM	Hive of the Overmaid - Mutant Crawl Classics RPG - Jim Wampler	Intensity 40: Mutate or Die - Metamorphosis Alpha - Michael Curtis		
6:00 PM - 10:00 PM	Radiation Road - Metamorphosis Alpha - Michael Curtis	Dinosaur Planet - DCC RPG - Marc Bruner		
6:00 PM - 12:00 AM	Showdown at Moccasin Hollow - DCC / Black Powder Black Magic - Eric Hoffman & Jason Hobbs (outlaws vs. townies)	Barrow Duel (level 1 DCC tourney) - DCC - Edgar Johnson & Eric Hoffman -- 2 tables		
6:00 PM - 12:00 AM	Knights & Knaves Social Event - AD&D - Allan Grohe	Enchantned Orchards - AD&D - Allan Grohe	The Heretical Temple of Wee Jas - AD&D - Allan Grohe	
6:00 PM - 12:00 AM	Knights & Kanves Social Event - AD&D - Jon Hershberger	Gary Cygax's The Necropolis - AD&D - Jon Hershberger	384's Incarnation of Bigby's Tomb - AD&D - Jon Hershberger	

Need to add Jen Brinkman's playtest events to this schedule to bring it up to date.

