

# 2022 BREAKOUT TORONTO

**JULY 15 - 17, 2022**  
SHERATON CENTRE TORONTO  
123 QUEEN ST W, TORONTO, ON M5H 2M9



## Convention Program



**JULY 15 - 17, 2022**

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123 QUEEN ST W, TORONTO, ON M5H 2M9

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Many thanks to our volunteers and all of the many people who help make Breakout possible. We couldn't do it without you!

# Land Acknowledgement

We acknowledge that the land on which we gather is the traditional territory of the Haudenosaunee and, most recently, the territory of the Mississaugas of the New Credit First Nation. The territory was the subject of the Dish With One Spoon Wampum Belt Covenant, an agreement among the Iroquois Confederacy and the Ojibwe and allied nations to peaceably share and care for the resources around the Great Lakes. This territory is also covered by the Upper Canada Treaties.

Today, the meeting place of Toronto (from the Haudenosaunee word Tkaronto) is still the home to many Indigenous people from across Turtle Island and we are grateful to have the opportunity to work in the community, on this territory. We do not support colonial forces that undermine, distort or erase the vital role of Indigenous people in our world.

For further reading on the matter, please review these links:

City of Toronto - Land Acknowledgement

**<https://www.toronto.ca/city-government/accessibility-human-rights/indigenous-affairs-office/land-acknowledgement/>**

Toronto For All - Land Acknowledgement

**<https://www.toronto.ca/community-people/get-involved/community/toronto-for-all/>**

Ontario Treaties

**<https://www.ontario.ca/page/treaties>**

## About Breakout Toronto

Breakout has been the best place for tabletop gamers of all kinds to get their game on and hang out with their community since its inception three years ago. A team of gaming community leaders from across Toronto came together to create Breakout, a convention made by gamers for gamers. At our inaugural event in 2016, we kicked things off with a fantastic lineup of events, incredible guests, and opened our doors to the gaming community which showed its support by coming out and rolling dice with us.

Our convention continues to grow every year. Once again, we have some of the best gaming events in Toronto, including our huge Bring & Buy auction, an expansive boardgame library, exclusive Dungeons & Dragons modules, epic amounts of RPGs and much more. Every year, we try for new content, such as panels by industry insiders, games run by guest designers, and new game events like 'Play to Win' and larps. Whether you're new to the scene, or a veteran player, Breakout has something new for you to try and old favourites to return to.

It has always been our goal to ensure that Breakout is a safe and inclusive space. We strive on providing a convention that is welcoming to gamers of all kinds, which has become a core value for our team and our community. We thank you, our amazing friends, volunteers, and of course, those of you who join us as convention-goers, for continuing to make Breakout one of the most successful, and inclusive gaming experiences Toronto has ever seen.



**Sheraton**

Breakout 2022 is being held at the  
Sheraton Centre – Downtown Toronto at  
123 Queen Street West in Toronto.

There is plenty of parking available in downtown Toronto; the best rate near our convention is located across the street in the Toronto Parking Authority/Green P parking garage below City Hall.

# Hours of Operation

## General Convention Hours

The convention runs between the following hours: Friday 10:00 AM – Sunday 6:00 PM.

## Registration Desk Hours

The hours of the Registration Desk are:

**Friday** 10:00 AM – 8:00 PM  
**Saturday** 9:00 AM – 8:00 PM  
**Sunday** 9:00 AM – 2:00 PM

## Exhibitor Hours

The Exhibitor hours are:

**Friday** 12:00 PM – 6:00 PM  
**Saturday** 9:00 AM – 6:00 PM  
**Sunday** 10:00 AM – 2:00 PM

## Overnight Convention Hours

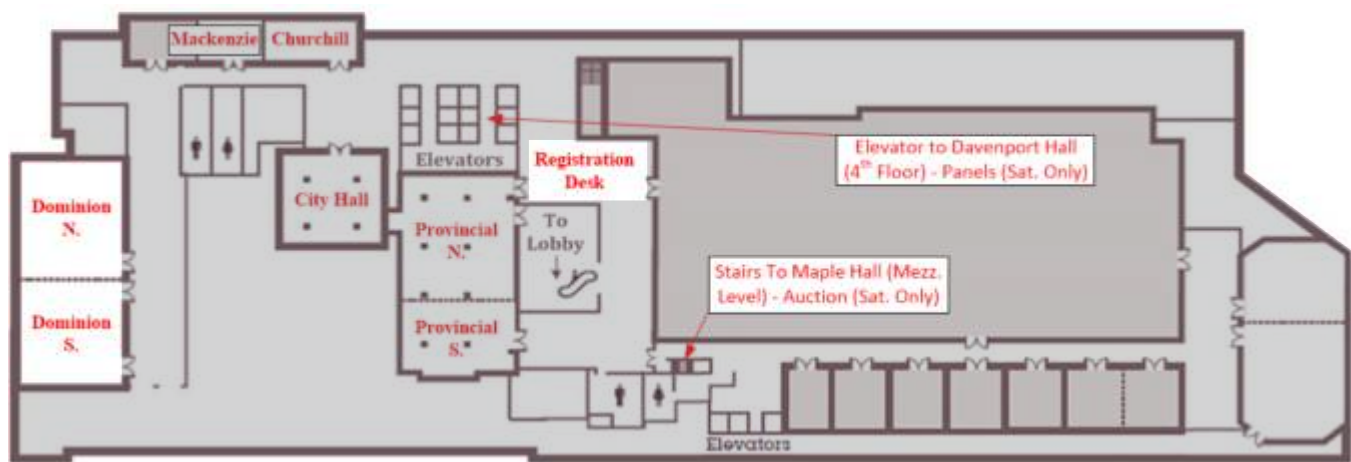
While the Dominion and Provincial halls will be closed by 11:00 PM, Breakout is offering 24-hour gaming in both the City Hall and Mackenzie rooms, where they will be open all night for those who wish to game even into the early hours up to 6:00 AM. To manage this, anyone in the all-night hall past midnight **must** have a valid **Breakout** pass from either the day before or for that current day. If additional 24-hour space is needed, any added halls will be so noted.

For example, if you have a Friday pass, then you can play past midnight until 6:00 AM Saturday morning or if you have a Saturday wristband pass, then you could begin gaming in the all-night hall starting at 12:01 AM Saturday morning and technically continue gaming until 6:00 AM Sunday morning.

Again, you must have a valid pass to play. If you don't have a pass, then you will have to wait until the Registration desk opens before you can use the facilities provided by the Convention.

# Convention Floorplan

## Sheraton Centre (Downtown Toronto) - 2nd Floor Hall Layout



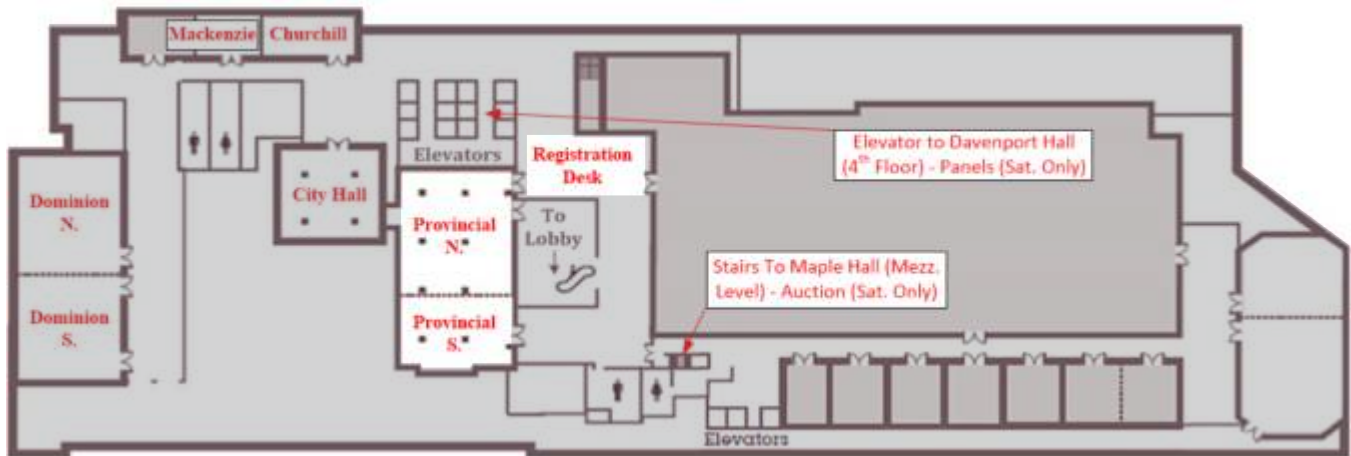
## Dominion Hall – Boardgaming

Friday 10:00 AM – 11:00 PM  
Saturday 9:00 AM – 11:00 PM  
Sunday 9:00 AM – 6:00 PM

Please be mindful of the seating capacity of the hall, especially on Saturday. A single game requiring more than one table must be pre-approved with the organizers before setup based on availability. Some space may be set aside for organized play, but the majority of table space will be available for open gaming on a first come, first serve basis. To ensure the maximum number of available tables for general use, the convention organizers reserve the right to reclaim a table if it appears that a game has been abandoned or being used for non-gaming purposes.

Volunteers in the Boardgaming Hall will be on hand to provide assistance to attendees looking for a table to game at and to facilitate between those running games looking for additional players and for those looking to get into a game.

## Sheraton Centre (Downtown Toronto) - 2nd Floor Hall Layout



## Provincial Hall - Roleplaying Games

**Friday** 10:00 AM – 11:00 PM

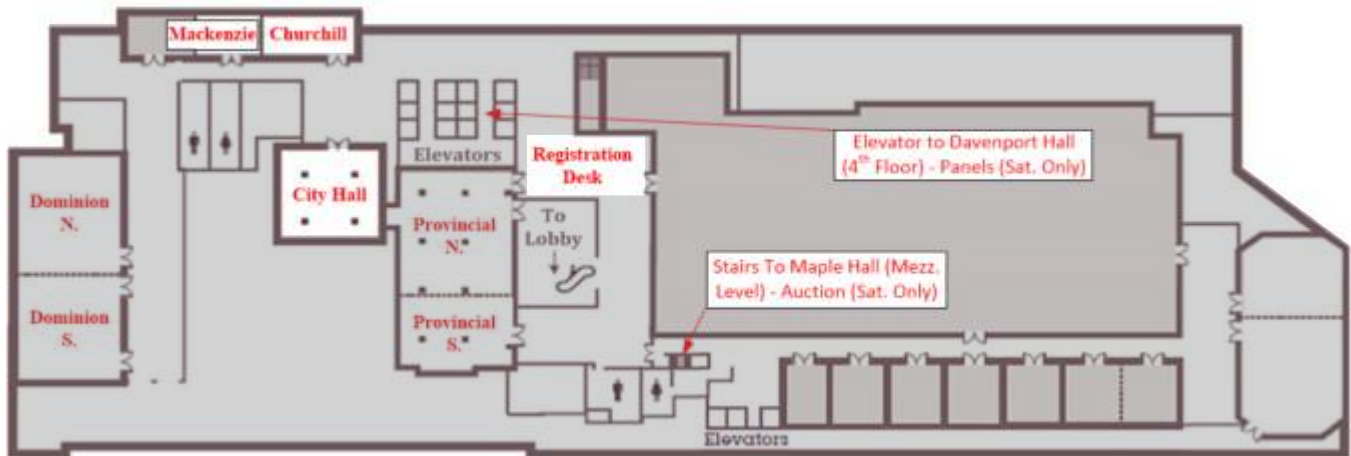
**Saturday** 9:00 AM – 11:00 PM

**Sunday** 9:00 AM – 6:00 PM

There are a ton of scheduled RPG events happening in this hall at Breakout! To reserve a spot in a game, speak to a volunteer at the Sign-Up Table. New games start every hour! Outside of the time reserved for scheduled RPG events, is Open Gaming; please check in with a volunteer at the Sign-Up Table to ensure a table is free before setting up.

Volunteers in the RPG hall are on hand to help get you signed up for an RPG you're going to enjoy and get you seated at your table in as efficient manner as possible. If you have any questions about what RPGs are happening, when they are happening or how to reserve a spot, a volunteer will be nearby to help you out!

## Sheraton Centre (Downtown Toronto) - 2nd Floor Hall Layout



### Mackenzie Room

The Mackenzie Room will be available for extra open gaming.

### Churchill Room

The Churchill Room is also available for open gaming and is a 24-hour hall for overnight gaming.

### City Hall Room

The City Hall Room is the main tournament hall and is also the main 24-hour hall for overnight gaming.

# Boardgame Hall and Library

Boardgaming is major part of the Breakout Convention, and The Dominion Hall is the hub of all the activity. Within the hall, there will be dozens of tables available for attendees to game at. Aside from boardgame events listed on the event schedule, the majority of the space is dedicated to gaming in an open, unscheduled format. The idea is to keep it simple, allowing players to show up, grab a table, pull out a title that they want to play, and start gaming. Breakout will also have a large library of games on hand that attendees are welcome to sign-out and use while they are there.

## The Breakout Boardgame Library

The current list of titles within the Breakout boardgame library are listed here:

**<https://breakoutcon.com/boardgame-library/list>**

To sign out a game from our library, speak to one of our boardgame admin desk volunteers, and you'll be asked to sign your name and the time on our sign-out sheet **as well as provide a piece of identification or collateral (Driver's license, student ID, health card, credit card, etc.)**. If you don't have "official" ID, other types of collateral can be considered by the Hall Manager on a case-by-case basis. The ID or collateral must have the name or some sort of identifying information of at least one person who will be playing the game who will take responsibility for making sure the game is returned intact and on time.

Sign-out and ID/collateral entitles you to take and play the game anywhere in the convention rooms, whereas before we asked that library games remain in the Dominion room. In addition, you may now sign games out over night, giving you the chance to play games in the late night gaming spaces like City Hall, Mackenzie and Churchill rooms.

Games should be brought back after one play or one hour (whichever takes longer) to give other people an opportunity to play – you may not "monopolize" a game. If you sign out a game for late night play, we expect it to be returned as close to 9 AM as possible.

If you have any questions about the sign-out process or any of the games we have in our library, please ask any Breakout volunteer with a badge.

# Events

The many events at Breakout are a big part of the experience. For a full list of updated events and to sign-up for them visit our website at: <https://breakoutcon.com/event-schedule>



# Bring and Buy Auction

We're excited to be offering a Bring and Buy (BnB) auction at the Breakout event. This feature will be held on **Saturday, July 16th** in the **Maple Hall** and will run from 12 pm – 6 pm. For those who are unfamiliar with this auction format, the idea is that instead of having an auctioneer managing the individual lots for sale, there is a dedicated space set aside with all the items for sale on

display. Any attendee can peruse the items and if they find something they would like to buy, simply pick it up and bring it up to the cashier to pay for it for the appropriate listed price. **Again, we accept cash only at the auction.**



Breakout has successfully run this style of auction now since it began in 2016 and it's proven to be an extremely popular feature.

## So, how does it work?

- 1 If anyone has games that they would like to try and auction off, they bring them to the designated auction area which will be located in the Simcoe-Dufferin Rooms.
- 2 Fill out an Auction Seller Registration form. The Registration form provides a full list of all your games for sale (and other pertinent info).
- 3 Tag each of your games with an Item form. Item Sheets displays the price info for any potential buyers.
- 4 You set the price that you want for each item (note all prices must be in whole dollar amounts – e.g. \$10, \$40, etc. NOT \$10.50).

To avoid the risk of losing game pieces, sellers are expected to properly secure their games before putting them out to sell (e.g. masking or painter's tape, elastic band, etc.).

It is strongly recommended that you download the Seller Registration and Item forms and fill them out ahead of time. This will greatly help speed up the registration of your games.

Find these at: <https://breakoutcon.com/bring-and-buy>

## How to Set an Item's Price

You may set up to three different prices based on the time that the item sells. We will only accept items starting **on Saturday from 9:00 am until 11:30 am** after which the auction begins at 12 pm and will continue to run until 6 pm. Each item will have its price change (at your discretion) at 2 pm and again at 4 pm. This allows potential buyers to choose to wait for a price drop and pick the game up at a lower amount if it's still around for purchase. Again, you don't have to alter the prices at the different time slots if you don't want to. Example: Game item has been listed for 12 pm price of \$40, 2 pm price of \$35 and 4 pm price of \$30.

## Seller Proceeds

Seller Proceeds will be available at the end of the BnB; Sellers whose last name is A-L, proceeds and unsold games will be available between 6:30-7:30pm. Sellers whose last name is M-Z will have their proceeds and games available between 7:30-8:30pm. If you intend to leave the convention before 6:30pm, then you shouldn't enter any items into the auction as we will NOT be paying out any proceeds from the sale prior to the scheduled times listed here. Any items not picked up by 9pm will become property of Breakout.

The costs: There will be a nominal fee paid to Breakout for each item or lot which sells amounting to \$1.00 or 10% (whichever is greater).

## Frequently Asked Questions

Q: Will I be able to sell games or other items privately at my table instead of using the auction?

A: No.

Q: If I just want to show up to check out the auction, do I still have to pay the entry fee for Breakout?

A: Yes.

Q: How many items can I put up for auction?

A: Each attendee is limited to a maximum of twenty items or lots to list for auction.

Q: What items can be sold at the auction?

A: Any boardgame, RPG or related item. Related items would include CCGs, miniatures and terrain pieces. No CCG singles. No video games. Ultimately, it is at the discretion of the Auction Manager to permit an item to be made available for sale.

Q: What is the final time to enter items for the auction?

A: We will only accept items up to **11:30 am**.

# Miniature Painting

We are happy once again to present the Painting Workshop at Breakout this year! Overseen by a team of industry professionals, you'll have a chance to sit with them and learn all kinds of new techniques to get those drab and unexciting-to-look-at miniatures to the table with a paint job to be proud of!



**Tristan Frenette-Ling** is one of three brother owners of a painting studio called Four Realms of Chaos. Their award-winning service is located in Markham, Ontario and they take painting commissions from all over the globe. Find them online at: <https://www.fourrealmsfchaos.com/>

They have lined up a series of open-format painting workshop events for Friday through Sunday of Breakout, so check out the schedule and sign up while spots are available.

## Open Miniature Painting Drop-In

Come by and try your hand at painting miniatures! Bring your own miniatures and supplies, or use ours - miniatures, paints, and brushes will be provided. Get one-on-one advice and support from an experienced miniature painter and learn tips and tricks to get your miniatures tabletop-worthy. Participants are encouraged to bring their own miniatures to paint too if they want.

## Painting Fundamentals to Advanced Techniques

Want to stop playing games with grey miniatures? This is the perfect way to learn the fundamentals of miniature painting while also practicing those skills in this hands-on class. From brush care, model preparation, and painting techniques, you'll walk out of this class with a miniature ready to be played with on the table. Sculpted cloth may come in resin, plastic or pewter, and it can be a challenge to make it look like fabric. If you're looking for ways to improve the look of painted cloth, this class can help you level up your cloth game so your miniatures' cloaks never look drab in the future. Having trouble painting a tricky colour? You'll get specific guidance to help you make those colours pop on your miniature with practical advice for mixing, blending, and highlighting those challenging colours.

# Play to Win Boardgames

In addition to our growing Boardgame Library, Breakout has partnered with some amazing boardgame publishers to offer a Play to Win program!

Game publishers are providing copies of some of their popular titles for our attendees to check out of the Boardgame Library like any other game in our library, except when they finish playing everyone who has played in the game gets to fill out a ballot. So does the game teacher if they didn't play in the game. On Sunday afternoon, we'll run a draw for each game and the winner takes home that copy of the game!

It's a great opportunity to try new games, and maybe take one home!

## Information for Publishers

Publishers! Get your games in on the Play to Win Fun!

This is a perfect system for publishers. Attendees play as many games as possible to increase their chances of winning at least one game at the end of the weekend. They play the games they've read about online. They play games that they've never heard of but look awesome. And they play games that they wouldn't otherwise take the time to learn because there are lots of friendly people at game conventions who will teach them.

Only one person will win each game, leaving everyone else considering a new purchase. It's much better than a giveaway or other kinds of contests, because it ensures your games get played. It's really like a demo that runs itself, for the cost of one or more copies of your game. (The more the merrier!)

And we'll be letting our onsite retailers know which games are in the play to win, to make sure they stock them for people to buy at the end of the convention, or direct them to their website to order when they've run out.

# ProtoTO

Breakout is very excited to be partnering again with local tabletop game design convention, ProtoTO (<http://www.prototo.ca/>), to provide dedicated playtesting tables where designers can test their prototypes throughout the event. All attendees of Breakout are welcome to bring prototypes (at all stages of development) to the ProtoTO playtesting area. No additional fee or registration required.



Playtesting at Breakout is open and unstructured. ProtoTO reps will be there to help designers find playtesters for their games, however the best approach is to volunteer to play other designers' games first. It's all about giving back and being part of the community. Please do not come to the playtesting area, set up your game and park yourself there for the entire weekend. Designers should aim to playtest as many designers' games as they require playtesters for their game. Meaning, if a designer needs five playtesters for their game, they should playtest at least five other designers' games before the event ends.

## ProtoTO Hours of Operation

**Friday** 10:00 AM – 6:00 PM  
**Saturday** 10:00 AM – 6:00 PM  
**Sunday** 10:00 AM – 2:00 PM

Questions? Email AJ Brandon, owner of ProtoTO at: [info@prototo.ca](mailto:info@prototo.ca)



## Guest of Honour

### Khaldoun Khelil

Khaldoun Khelil has been creating games for over 20 years as a developer, writer and narrative designer. He's worked for publishers such as Paradox Interactive, Modiphius, White Wolf, Green Ronin, Renegade Game Studios and many others. He's best known for his work on Vampire the Masquerade, Vampire the Requiem and Dune. Khaldoun was born in Africa and immigrated to the United States as a young child. He is an Arab-American of Algerian and Palestinian descent.

Khaldoun has a Master's degree in International Security Policy from Columbia University focused on intelligence, defense planning and cultural narratives of conflict. Outside of game development he's worked as a Policy Advisor in the energy and finance sector, and as a scholar at the Middle East Institute. Find him online @kkhelil

Twitch: <https://twitter.com/kkhelil>

# Guest of Honour

## Conor McGoey

Conor McGoey is the publisher/designer/developer at Inside Up Games - a Canadian publishing company located in Thunder Bay, Ontario. His career started in 2016 with the successful funding of his first game "Summit: The Board Game" (recently named as one of South Park creator Trey Parker's top 10 games of all time!) and continued through amazing releases such as Gorus Maximus, City Builder: Ancient World and Block and Key. With 3 more games slotted for 2022, it's sure to be his busiest year yet!

Twitter: <https://twitter.com/Insideupgames>



# Guest of Honour

## Bee Zelda

Bee Zelda is your nonbinary busy bee. They are a podcaster, a host of Anime Attache, a player in The Broadwords, OneshotRPG, Iron Edda Reforged, PowerPlayRPG, and more. They're a TTRPG twitch streamer that can be found working with Roll20, DndBeyond, FandomTabletop, and others!

They are also a community manager for D&D Adventurers League.

Twitter: [https://twitter.com/Bee\\_Zelda](https://twitter.com/Bee_Zelda)



# Industry Guests



## Mariam Ahmad

Mariam Ahmad (they/them) is a queer neurodivergent South Asian Canadian writer, cultural consultant, streamer, and podcaster. Some highlights include writing for Paizo's *Lost Omens: The Mwangi Expanse*; *Evil Hat's Thirsty Sword Lesbians*; GM of *Kahaaniyaan* on *Huetopia*; and a co-host for *They're A Super Geek* on *Misdirected Mark*. They're currently working on their magnum opus, *Sarzameen*, a South Asian campaign setting.

Twitter: [https://twitter.com/media\\_junkie](https://twitter.com/media_junkie)



## Daryl Andrews

Daryl Andrews is a freelance game inventor and developer, who began designing board games in 2013, moving to full-time in 2015. With 30+ board games already released through 20+ different publishers, Daryl's output has been unrivaled over the last several years. *Sagrada* (published by Floodgate Games) is Daryl's best selling game (so far), with over 1/4 million units sold internationally. Beyond design, Mr. Andrews has also worked as a consultant for a variety of companies with a special focus on popular licenses, including *Dark Knight Returns*, *Titanic*, *Marvel*, *Back To The Future*, *Teenage Mutant Ninja Turtles*, *Ghostbusters*, *The Oregon Trail* and many more.

Twitter: <https://twitter.com/darylmandrews>



## Tim Brown

Tim W. K. Brown is multiple award-winning Toronto based Board Game designer from Stouffville Ontario. He is a member of the Game Artisans of Canada and his games have been sold in more than a dozen countries. Find Tim and ask to play some of his prototypes of future games.

Twitter: <https://twitter.com/timwkbrown>



## Aurora Browne

Aurora Browne is best known to audiences across the country as one of the creators and stars of Baroness von Sketch Show on CBC and IFC (winner of multiple Canadian Screen Awards, as well as ACTRA Best Ensemble, Banff Awards for Comedy and the Rose D'Or Award for Best International Comedy). She is an alumna of the Toronto Second City MainStage, and has appeared on Orphan Black, Run The Burbs, The Gavin Crawford Show, Odd Squad, The Writer's Block and Newborn Moms, and this fall will be directing Snow White at Young People's Theatre in Toronto.

Twitter: <https://twitter.com/aurorabrowne>

Instagram: <https://www.instagram.com/alolabrowne/>



## Chris Challice

Chris Challice designed Vanagard for Pendelhaven press. He's also written Alice Black Blood Tribute, a Fate solo adventure book. Currently he is working on another Fate solo game, one involving space pirates. This is in addition to a novel, Tales of the Haunted Blue. find him online @TaoofChall

Twitter: <https://twitter.com/TaoOfChall>



## Billy Chandler

Billy Chandler (he/him) is one half of the podcast Into the Meepleverse (alongside Maggie Shanahan) with over 50 episodes released, and the presenter of the Twitch stream of the same name, on which he also features board game enthusiasts from around Toronto. He is a big fan of longer, more strategic games, and competed in the X-Wing Miniatures Game for several years, doing well in the Canadian Nationals. He is also a talented miniature painter.

Check out [@intothemeepleverse](#) on Instagram and Facebook, [@i2mvpodcast](#) on Twitter, and [twitch.tv/intothemeepleverse](https://www.twitch.tv/intothemeepleverse)



## Christopher Chung

Chris Chung is the designer of *Lanterns: The Harvest Festival* and *Spell Smashers*, and is a lead designer and developer of the upcoming *My Little Pony: Adventures in Equestria Deck-Building Game*, all produced by Renegade Game Studios. He's worked at various game cafes and stores, and helped many aspiring game designers through playtesting and mentorship. He's also a big fan of the Maple Leafs and bandwagoner of the Blue Jays.



## Derek Chung

Derek Chung is the Evil Overlord of Nomnivore Games, a development company based out of Ontario, Canada. Derek is currently the developer of a game marrying the aesthetics of top-shelf illustration, the excitement of video games, and the storytelling of RPGs into a new tabletop system. Focusing on gorgeous art and a flexible, intuitive rules system, the project, codenamed *RISE*, will begin rolling out to playtesters in February 2018, and is slated for full release in August 2018.

Derek got into game development the usual way: a steady diet of geek media and anime, a hatred of sleep, and an interest in co-operative storytelling. His background in psychotherapy reinforced his love of shared worlds and experiences. Derek lives in Ontario, where he is fueled by equal parts caffeine and beer. You can reach Derek at [derek@nomnivoregames.com](mailto:derek@nomnivoregames.com).



## Ricardo Evangelho

Ricardo Evangelho is a Canadian graphic designer, entrepreneur, founder and owner of Hit Point Press. He is passionate about creating engaging projects as well as identifying talent and working to foster that talent to its full potential.

Hit Point Press, develops unique gameplay experiences that promote creativity and collaboration with other players, with a core philosophy of encouraging people to build together. They are most know for their 5e product lines *Humblewood* and *Animated Spells*, with their most recent crowdfunding success being the *Fool's Gold: Into the Bellowing Wilds* campaign setting. Additionally they assist other creators in bringing the projects to life through crowdfunding consultation, marketing and publishing initiatives.



## Jeff Fraser

Jeff Fraser is a rulebook editor and game developer based in Ottawa. He's worked on games such as Flamecraft, Dinosaur World, Dwellings of Eldervale, and Batman: The Dark Knight Returns.



## Joan the Gamesmistress

Joan The Gamesmistress (she/her) has been teaching board games for years, and has been branching out into other media. She recently started a YouTube channel looking at the hobby from the perspective of a new hobbyist or someone looking to bring the hobby to friends for the first time, though it is relevant to anyone interested in games. She is also the co-author (with Jonathan Kay) of the book "Your Move: What Board Games Teach Us About Life", has had her work published in The Walrus, and has lectured at the University of Toronto and the Linden School.

Find her at **@JGamesmistress** and search "Joan The Gamesmistress" on YouTube.



## Lindsey Ginou

Lindsey Ginou occasionally writes modules and helps design RPGs. She did some work on the Sailor Moon RPG and is happy to talk anime. Right now she's a high school Geography teacher who plays 5th ed D&D whenever she can. Her games of choice to play and DM are Kobolds Ate My Baby, Big Eyes Small Mouth, and D&D. She'll be running them at Break Out so drop by and let's play!



## Jess Go

Jess Go is a queer Canadian streamer, showrunner, and game designer. They stream video and tabletop games on Twitch, producing shows for Roll20 and Hitpoint Press. Jess puts their passion into organizing events raising thousands of dollars and bringing the games community together for charities like Trans Lifeline and Trevor Project. In their own writing they enjoy exploring what kinds of stories games can tell. You can find some of their games on itch.io.



## Ed Greenwood

Ed Greenwood is a Canadian librarian and internationally bestselling author of 400-plus books. He's also an award-winning game designer, best known for creating The Forgotten Realms campaign setting.

Ed is joining us on Sunday only to play in a charity D&D game raising money for Defeat Duchenne Canada!

Twitter: <https://twitter.com/TheEdVerse>



## Erica Hayes-Bouyouris

Erica is a Staff Designer at Spin Master Games. She is also the co-host of both the Ludology Podcast and the Meeple Syrup Show, both shows focusing on game design and the gaming industry. Erica is known for designing games such as Bosk, Scott Pilgrim Miniatures the World, Kodama 3D (which won a Mensa Select award) and the upcoming Rat Queens: To the Slaughter.

Twitter: <https://twitter.com/ericabouyouris>



## Peter C. Hayward

Peter C. Hayward is an award-winning screenwriter and game designer. Originally from Australia, he now lives in LA, directly below the Hollywood sign. Little-known fact: as well as a famous landmark, it's also a rather comfortable hat.



## Cecilia and Eric Hyland

Eric and Cecilia "CC" Hyland are an American game design duo who founded Tank & DPS, a game design/art commission side business, in November 2015. Their first major published title was "Fleecing Olympus" from Passport Game Studios in 2018 then Concrete Canoe Games published their game "Istanbul or Constantinople?" in 2019. They both regularly attend Game conventions to network, pitch games, and sell CC's artisan wares such as sharp edge resin dice (Check them out in the Dominion Hall).



They also attend Protospiel conventions to test their prototypes and offer feedback on other games. Their playtesting and feedback were helpful in the following games: Mansky Caper, Imagineers, Back to the Future Dice through Time, Tsuro Phoenix Rising, Manhattan Project 2 Minutes to Midnight, Mental Blocks, Artemis Project, Vampire the Masquerade Rivals, Underlings of Underwing, and many others.



## Andy Kim

Andy Kim hails from right here in Canada in the GTA and has been designing games for almost 8 years and been playing them for much longer. After a successful Kickstarter campaign, his game, "The Spill", published by Smirk & Dagger Games, has been shipped to backers and store shelves this year. When he's not working on new designs, he loves to play games with friends and family to experience old classics and new discoveries.



## Daniel Kwan

Daniel Kwan is a Gold (2x) ENnie Award winning podcaster, game designer, and cultural consultant. You might know him from the ENnie Award winning Asians Represent! podcast or his independent game design work (Wicked Congregation, Ross Rifles, and the Chronicles of Spring & Autumn series). As a freelance narrative designer, he co-authored the Unbreakable (vol 1) anthology and the New York Times Best Selling Candlekeep Mysteries adventure supplements for 5th edition Dungeons & Dragons. Daniel is also one of the co-founders of Level Up Gaming, a Toronto-based organization that provides inclusive learning experiences for the autism community through D&D. Find him online @danielhkwon

Twitter: <https://twitter.com/danielhkwon>



## Verity Lane

Verity Lane is a writer and editor with Hit Point Press. She loves chatting about dragons, vanquishing grammar errors, and designing innovative ways to curse magic items. Some of her current projects include Fool's Gold: Into the Bellowing Wilds, The Big Bad Booklet, and Humblewood Tales.

Twitter: <https://twitter.com/VerityWithAPen>



## Eric Lang

Eric Lang (born in Montreal, Quebec) has been a game designer for 25 years. His design credits include games such as Blood Rage, Rising Sun, Quarriors!, Duelyst trading card game, and The Godfather board game, as well as countless licensed games based on Marvel, Star Wars, Lord of the Rings, Disney, and World of Warcraft. Mostly a panda, he can be seen photobombing folks at conventions by giving them bunny ears.

Twitter: [https://twitter.com/eric\\_lang](https://twitter.com/eric_lang)



## Sen-Foong Lim

Sen is constantly dreaming, even when he's awake. He is passionate about helping other people lose track of time in ways that they find meaningful and looks forward to putting interesting and engaging games on your table.

Cutting his teeth on the board and card game side of the table co-designing titles like Belfort, Akrotiri, Junk Art, The Legend of Korra: Pro Bending Arena, Kingdom Rush: Rift in Time, Scooby-Doo: Escape from the Haunted Manor, MINDMGMT: The Psychic Espionage "Game", and Rat Queens: To the Slaughter, Sen recently started to explore the RPG side of the table. He has written for Kids on Bikes, The North Sea Epilogues, Gears of Defiance, Never Going Home, The Curse of the House of Rookwood, and co-authored Jiangshi: Blood in the Banquet Hall and An Exquisite Crime. When he's not designing or developing games, you can find him rolling around, trying to cuddle people to death while wearing pyjamas or co-hosting the Meeple Syrup Show and the Ludology podcast. Born and raised in Northern Ontario, Sen now resides in the undisputed second-best London in the world with his lovely family. You can discover more about Sen at <https://senfoonglim.carrd.co>

Twitter: <https://twitter.com/SenFoongLim>



## Cassandra MacDonald

Cassandra Macdonald is a game designer, writer, editor, and storyteller with a love for indie RPGs weird and unique. She was inducted into the cult of RPGs at an age most would consider "too young", and hasn't quit since. Best known for her breakout DM's Guild title Skullport: Shadow of Waterdeep, and her work on DIESEL, she's been tinkering and homebrewing for over a decade now, and Must Be Stopped™. If you'd like to try, she can be challenged on Twitter!

Twitter: <https://twitter.com/TheIceQueer>



## Shannon McDowell

Shannon McDowell is a Canadian board game inventor and puzzle designer. She designs board games, puzzle hunt challenges, and was a member of the design team for the 2019 Red Bull Escape Room World Championship. Having lived on three continents, she brings her background in community development, education, and intercultural communication to each design and has published two academic articles on cultural bias in escape rooms.



## Amanda McKnight

Amanda McKnight (@VampX13) is a professional host and content creator (Top 10 Nerd, Renegade Game Studios). Outside of hosting, she also streams and plays TTRPGs professionally online (Roll for DAMEage, Order From D.I.S.O.R.D.E.R.). A Toronto-based actor, Amanda is known for her love of all things nerdy and as an established cosplay model.



## Joie Martin

Tea connoisseur and east coast cryptid, Joie Martin is the owner and CEO of Drowning Moon Studios, and has been writing, designing and developing roleplaying games since 1996. Joie has produced content for ARGs, interactive theater, tabletop roleplaying games and larps, and has GMed professionally since 2019. Their games Mage to Order and Follow Me Down have been spotlighted in Gizmodo, Dicebreaker, and EN World, and they were Head Judge for the 2020 IDGN Indie Groundbreaker Awards. Find them online **@honeynhedgerow** or **@drowningmoonrpg**

Twitter: <https://twitter.com/drowningmoonrpg>

Twitter: <https://twitter.com/honeynhedgerow>



## Kurt Refling

Kurt Refling is a designer, writer, and artist based in Ottawa, ON. Through his itch.io storefront A Smouldering Lighthouse, Kurt has published GM-less tabletop roleplaying games including Knots in the Sky, This Spells Trouble, and Faewater. He is also a contributing author to Meeple Mountain, a board game media website. Kurt is currently playtesting Here We Used to Fly, a TTRPG about abandoned theme parks, nostalgia, and growing up.

Website: <https://a-smouldering-lighthouse.itch.io>

Twitter: <https://twitter.com/KurtRefling>



## Betsy Rosenblatt

Betsy Rosenblatt loves to play and design games that tell stories, provoke emotional engagement, promote self-discovery, and encourage bad ideas, sometimes even all at the same time. In her spare time, she's a law professor at University of Tulsa College of Law focusing on intellectual property law. She's also the Legal Chair of the (non-profit) Organization for Transformative Works, which supports fans and fan creativity.

Find her on Twitter @221Betsy



## Kris Siddiqi

Kris Siddiqi is an award winning comedian, actor and writer based in Toronto. Creator of the multi-award winning miniseries BIT PLAYAS (2 Canadian Screen Awards for Best Writing and Best Series, as well as Best Representation of Communities Of Color from the Minnesota WebFest 2020.)

Kris is an alumni of world renowned The Second City Toronto (2008-2010), a regular on CBC's comedy news panel BECAUSE NEWS, and constantly performing all over Toronto and Canada.

His Film & TV credits include HBOMax's TITANS, Aaron Sorkin's MOLLY'S GAME, Amazon's THE BOYS, and a recurring face on IFC/CBC's BARONESS VON SKETCH SHOW.

Kris is also the sound editor, sound designer and main character for his fantasy radio-drama DWARVEN MOSS, which recently won Best Leisure Podcast from the Canadian Podcast Awards.

Twitter: <https://twitter.com/Siddiqs>

Twitter: <https://twitter.com/DwarvenMoss>



## Alexander Sierputowski

Alexander Sierputowski is the founder of GameDirection, an independent studio that has been making and supporting video/board games in Cleveland, Ohio, for over 12 years. He believes that creating a memorable experience through accessible design with neurodivergent people is one of the most important philosophies to teach and practice in the industry.

They have traveled to almost every major and minor convention on the east coast and look forward to meeting you at Breakout 2022! Find Andrew on Instagram **@Gamedirection\_Art** and Twitter **@GameDirectionUS**.



## Joe Slack

Joe Slack is a board game designer, publisher, instructor, and the author of the #1 international best-selling book, *The Board Game Designer's Guide*, along with 3 other books on game design. He has taught Game Design and Development at Wilfrid Laurier University and runs the Board Game Design Course, an online course for new game designers. Joe has 4 games published with other publishers (*Zoo Year's Eve*, *Kingdom's Candy: Monsters*, *Four Word Thinking*, and *King of Indecision*) and one self-published game (*Relics of Rajavihara*) and expansion (*Montalo's Revenge*).



## Christopher Tang

Christopher Tang is a writer living in Atlanta, GA. He previously worked as the Indie Game Guy at DriveThruRPG and has published work in various RPGs and magazines. His career includes time as an attorney, voice acting, and one afternoon as a beard model. Current projects include *Ayutthaya: The Lost Tales of Thailand*, a fantasy RPG based on Thai literature and he serves on the board of LINC: Larping in Color, a non-profit dedicated to diversity in the LARP space.



## Tanya Thompson

Tanya Thompson is a passionate gamer and is working at changing the world through play. She is happy to be doing her dream job as the Sr Director of Inventor Relations and Innovation for Hasbro Games. She's thrilled to connect with so many innovators and creators from around the world looking for Hasbro's next big game idea.

Tanya's board service includes People of Play which promotes play through consumer events and fairs and HATCH which is a highly innovative community, movement, and a series of experiences designed to activate creativity to HATCH a better world.

Her proudest accomplishment is raising three beautiful children with her husband Chris!



## Chris Tung

Chris Tung is one half of the lifestyle brand Pink City. Founded alongside his brother Mike, Pink City specializes in anime/gaming inspired streetwear designed to turn heads, and they have done exactly that all around the globe.

By combining the spirit of pop culture with the edginess of street fashion, the brothers aim to empower trendsetters with apparel that sparks conversations. With a strong love for TTRPGs, they have hosted various Dungeons & Dragons charity streams throughout the past two years.

Chris Tung, one of the co-founders, is known for his wacky homebrewed concepts (including a popular Pokémon themed D&D campaign), and enjoys injecting stories with humour and heart as both a GM and a player. Find him online **@PinkCityTweets**



## Andrew Valkauskas

Andrew Valkauskas is a Viking, father, husband, author, game-designer and publisher. His latest work, "Children of Eriu" is an RPG set in the Celtic lands and myths. Previously he researched, translated and wrote the much-acclaimed Norse mythology book "The Illuminated Edda", a modern retelling of the classic Prose and Poetic Eddas. Andrew was also one of the authors behind "Creatures from Fairy-Tale and Myth", is a book exploring the most iconic creatures from various European fairy-tales.

He is the lead game-designer and author of the acclaimed rune-based role-playing-game "Fate of the Norns: Ragnarok" as well as the fast-paced card game "Gulveig".

Facebook: <https://www.facebook.com/FateOfTheNorns/>

Twitter: <https://twitter.com/Fateofthenorns>

Patreon: <https://www.patreon.com/fateofthenorns>



## Andrew Wolf

Andrew Wolf has been gaming for as long as can be remembered, cutting his teeth on Dungeons and Dragons and Magic: The Gathering, as well as classic hobby games. After a brief stint as a pro Magic player, he translated his success in that arena to a career as a game designer, first with Upper Deck and Cryptozoic Entertainment, developing TCGs including World of Warcraft. then USAopoly, Mondo, and Funko Games where he worked with both the inventor community to find the next big game, as well as with numerous pop culture IP and co-branding partners to make immersive and engaging licensed games for Disney, Marvel, Harry Potter, Cartoon Network, and more. Most recently, he was the lead designer for Harry Potter: Hogwarts Battle, Thanos Rising, Dark Side Rising, Death Eaters Rising, as well as co-designer of the Steven Universe card game, Beach-a-Palooza.

Andrew currently holds a position as Principal Game Designer with The Pokemon Company International.

Outside of work, his primary passions are cats and cartoons, especially Steven Universe!



## Sebastian Yūe

Sebastian Yūe is a TTRPG writer and editor. They are the author of the fifth edition adventure *Lake of Secrets* (Dungeon Masters Guild) and their indie game *CROSSROADS* (itch.io). Sebastian's editing projects include *UNCAGED: Goddesses* (DMs Guild) and *Incantations* (Metal Weave Games). They are an instructor for the Storytelling Collective's *Write Your First Adventure* course and a full-time content creator at Hit Point Press. Find them online **@sebastianyue**

# Exhibitors

## Dominion Hall



**Arcana Towers®** : a Tarot-themed game of luck, fate and strategy focused on the Fool's Journey

It should be noted, Arcana Towers® can be played regardless of how much knowledge you have of the Tarot. Here are some details about the game:

- 1)The red deck is the Minor Arcana: Clubs=Wands, Hearts=Cups, Spades=Swords and Diamonds=Pentacles.
- 2)There is a second yellow deck, the Major Arcana. It has pictures from Tarot with individual rules printed on each card that interpret the meaning of the card into the mechanics of the game. This follows the Fool's Journey (in tarot lingo).
- 3)Last, there is the elemental deck (square cards) that represent a player's unique elemental power (as tarot suits have elements: Wands=Fire, Cups= Water, Swords= Air and Pentacles= Earth.

Tarot has been fully incorporated into the mechanics of the game. The concept of luck or fate is used inherently, determined by the cards you draw.

**Arcana Towers®**

COGSWELL CREATIONS

Dominion Hall



<https://inthedengames.ca/>

A large banner with a grey background. The words 'HABITAT' and 'UNION' are written in large, bold, black capital letters. Below the banner, the text 'Come visit us at the Dominion Board Game Hall' is written in a smaller, grey font.

**HABITAT  
UNION**

Come visit us at the Dominion Board Game Hall

[info@hobbyattack.com](mailto:info@hobbyattack.com)

## Dominion Hall



<https://www.insideupgames.com/>


A promotional graphic for Turnup Games. It features a collage of various board games and puzzles. On the left, there's a board game called "FIVE FROGS and a log" with green frog characters. In the center, text reads: "From our workshop to your tabletop™ We're an independant Canadian game designer and publisher, check out our upcoming games and puzzles. turnupgames.com". To the right, there's a board game called "NOT ANOTHER WORD GAME" with letter tiles spelling "GAME". At the bottom right is the Turnup Games logo, which includes a purple character with a green leaf on its head. Other game components like a "SUM8" bag and various tiles are also visible in the background.

<https://turnupgames.com/>

## Dominion Hall



<https://www.facebook.com/TankAndDPS/>





The image shows the box art for 'Weirdwood Manor' by Greyridge Games. The box features a dark, gothic-style manor house under a full moon, with a werewolf and a ghostly figure. The title 'WEIRDWOOD MANOR' is in large, stylized yellow letters. Below the box is a circular board game mat with various rooms and corridors.

**Weirdwood Manor** is an exciting new cooperative adventure board game with some euro-inspired underpinnings, set in an original world of powerful magic, valiant companions and malevolent evil. It features a unique modular board design where rooms flip and move and the corridors magically rotate!

**Enter to win a copy of the game!**

Visit [GreyridgeGames.com](http://GreyridgeGames.com) to learn more and sign up for early notice about our Kickstarter and a chance to win a free copy of the game

		
1 to 5 Players	Age 12+	90-120 Minutes

<https://greyridgegames.com/>

Atrium (by Registration)

**Glass Road Studios**



<http://www.glassroadstudios.ca/>

<https://www.sickkidsfoundation.com/events>

**FORGE  
FORAGED**

<https://forgeforaged.ca/>

## Atrium (by Registration)



<https://analoggamestudios.com/>

## Atrium (by City Hall and Churchill Rooms)



<https://cangeek.com/>



<http://www.composedreamgames.com/>

Atrium (by City Hall and Churchill Rooms)



<https://starlitpublishing.com/>

Atrium (by Dominion Room)



<https://www.upskillgames.com/>



<https://www.conquestcrafts.ca/>

Atrium (by Dominion Room)

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## Atrium (by Dominion Room)

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<https://www.crazylikeabox.com/>

## Atrium (by Dominion Room)



<https://www.etsy.com/ca/shop/MachiavelliPrincess>



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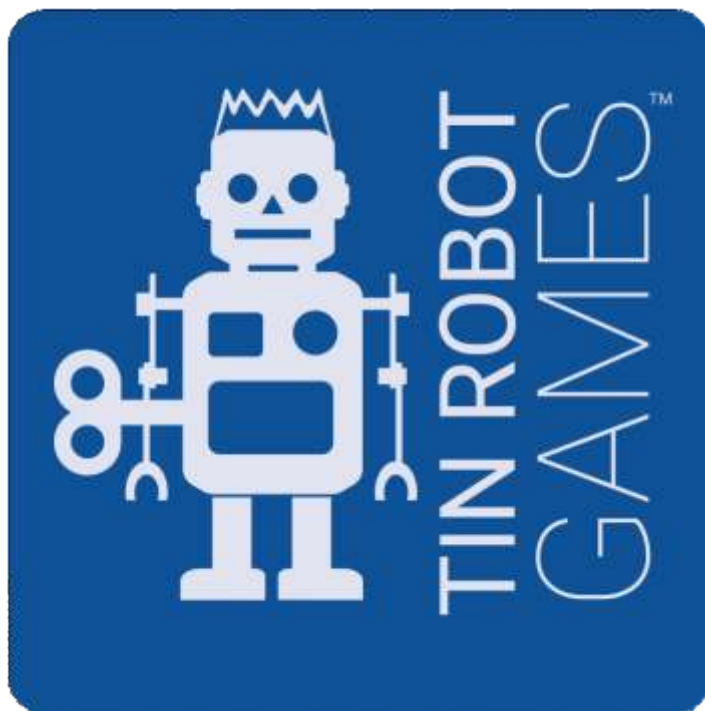
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Atrium (by Dominion Room)



<https://tinrobotgames.com/>



<https://www.thehikeitgame.com/>

## Mentorship Program



Join us for this year's Mentorship Program! The Mentorship Program allows new designers to bring their games to breakout and have them playtested by industry insiders and game designers. This new program is focused on helping new designers get professional feedback on their games and to help them meet industry experts to network with. Each game will be played with an industry guest for two hours, including a feedback session on the experience. There is also space for an optional break of fifteen minutes if you and your mentor wish to take it.

This year, we have room for ten games. Card games, board games, RPGs - whatever you would like to work on, we will work to pair you with one of our mentors who is best placed to advise you. The Mentorship Program is Friday, July 15th, and sessions can begin either at 7pm or 8pm.

Tickets for the event are \$20, and are on a first come first serve basis, so reserve your session today! Submissions will close on Monday July 8th. In order to attend the event, you must have a ticket to the Breakout Gaming Convention. Breakout reserves the right to reject games if they are in conflict with our inclusivity policy. In these cases, a refund will be issued. Tickets can be purchased in our Shop [here](#).

In order to attend the event, you must have a ticket to Breakout Gaming Convention. Breakout reserves the right to reject games if they are in conflict with our inclusivity policy. In these cases, a refund will be issued.

# Safety Tools

Safety Tools are one of the ways that event hosts can help facilitate a supportive convention environment at Breakout. Situations and circumstance may occur at a table that could make a game not fun, stressful or unsafe for one of the participants. Safety Tools provide a structure to comfortably communicate when those situations occur so that event hosts and Breakout Admins can better support you.

## Mandatory Safety Tools

There are two mandatory safety tools at Breakout. All roleplaying games will have an X-card. All board games will be Open Tables.

### The X-Card

All roleplaying games at Breakout Gaming Convention feature an X-card. An X-card is a tool that helps maintain a safe environment at the gaming table. Roleplaying games can be very improvisational and adventures can vary widely in content. It can be impossible to predict when uncomfortable content might come up.



An X-card is a tool to keep the content at the table safe for everyone. It is a card in the middle of the table with an X on it. Should someone feel uncomfortable at anytime, they can tap the X-card. The event host and other players will change the content, dial it back, or skip the scene.

Breakout endorses and uses the X-Card as part of our plan to create a safe and inclusive environment for gamers. The X-Card was designed by John Stavropoulos and more information about it can be found at <http://tinyurl.com/x-card-rpg>

## Open Tables

All board games in play at Breakout Gaming Convention are played with the understanding that they are "Open Tables". An Open Table is a tabletop game that welcomes all to join, in a spirit of inclusiveness. In addition to the open ability to join, any gamer may leave an Open Table game if they feel they are uncomfortable for any reason, including but not limited to harassment, discrimination, bullying or other offensive behaviours. We encourage all participants in a game to discuss problems which may prompt a gamer to leave a table, but we guarantee the right of all boardgamers to leave a game without explanation if they choose to.

Breakout endorses and uses the Open Table concept to promote a safe and inclusive boardgaming experience.

## Additional Safety Tools

Games may have more than these safety tools. Your event host will introduce and explain any safety tools at the start of your game.

## Cut and Brake

Cut and Brake are Safeword tools that help keep content safe for players and can stop problematic situations from escalating. These Safewords are most commonly seen in Live Action Roleplay games, but may be used elsewhere.

The word “Cut” is used to declare an emergency or that a game’s content has crossed a player’s personal boundaries. Gameplay is stopped immediately. The word “Brake” is used to declare that the direction of a game has made a player uncomfortable and risks crossing a player’s personal boundaries. Gameplay can de-escalate or take a step back, but it is not stopped.

Cut, Brake and other Safeword tools were developed by the Nordic LARP community. More information can be found at <https://nordiclarp.org/w/index.php?title=Safewords>

## Lines and Veils

Lines and Veils are tools to establish and handle boundaries in games. An event host may ask you to define any Lines or Veils at the start of game.

A Line is hard limit on content that players or event hosts don’t want to engage in. Defining something as a Line means that the content will not appear in play.

A Veil is a “pan away” or a “fade to black” moment. This is content that the players or event host are okay including in the game, but don’t want to spotlight. Defining something as a Veil means that the content will only occur “off-screen” or without graphic detail.

Lines and Veils were developed by the members of the indie game community. More info can be found at: <https://rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean>

## Open Door

An Open Door policy means that a play may leave a game at any time, for any reason, and will not be judged for doing so. There is no social pressure to stay at a table.

More information on Open Door policies can be found at: <http://leavingmundania.com/2014/02/27/prime-r-safety-in-roleplaying-games/>

## Script Change

Script Change is a tool that allows players and event hosts to control the content, tone and intensity of a game. If a player or event host finds part of the game uncomfortable, they can call for a Script Change.

The event host will provide three cards in the middle of the table labeled “Rewind”, “Pause” and “Fast Forward”. Rewind rolls the game back to before the uncomfortable content. Pause pauses play. Fast Forward skips past the uncomfortable content. Players and event hosts tap the cards they wish to use.

Script Change was designed by Brie Sheldon and more information about it can be found at <http://tinyurl.com/nphed7m>

## Support Flower

The Support Flower, sometimes also called the Consent Flower, is a tool that allows players and event hosts to non-verbally communicate what direction and intensity they want to direct play.

The event host will provide a card in the middle of the table with Green, Yellow and Red petals. The user makes direct eye contact with the person they want to communicate with and taps one of the petals on the flower. Tapping a Green petal requests to push the current scene harder. Tapping a Yellow petal requests that the current scene should continue as it currently is, with no escalation or de-escalation. Tapping a Red petal requests that the current scene should immediately de-escalate.

The Support Flower was designed by Tayler Stokes and is based on the tool Support Signals by Jay Sylvano. More information about it can be found at

<http://www.gamestogather.org/wp-content/uploads/2017/02/SupportFlower-A5-PrintJ.pdf>

## Hand Queues

Hand Queues are an attempt to equalize conversations by asking participants to observe non-verbal turn taking signals. The goal is to allow a more diverse range of voices to be heard in group conversations, discussions, and games.

Hand Queues was designed by Tayler Stokes. For a full list of hand queues, you can find it here:

<https://the-act-apart.itch.io/hand-queues>

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# The Breakout Team

## Executive Team



 dave@breakoutcon.com

### David B., Owner

**Executive, Exhibitors/Sponsors, Play to Win, Auction**

Dave B., co-owner of both Breakout & the Niagara Boardgaming Weekend, started gaming when he was 15 by being introduced to his first RPG; D&D – the Red Box edition. But his love of History and Politics led him to buy his first true wargame, Panzer Leader, and his passion for wargaming never ceased since that fateful day.

Over the last 13 years, he co-founded the Toronto Area Boardgaming Society and has watched the Toronto board gaming scene grow into an incredible community of tabletop game enthusiasts. Now, if he could just find the time to play some of those 5000 counter wargame titles he owns, all still in shrink, he would really be happy!



 pete@breakoutcon.com

### Pete L., Owner

**Executive, Logistics & Operations, Website, Boardgames**

An avid gamer since youth, Pete's interest in the hobby increased tremendously after being introduced, like so many, to D&D. Shortly thereafter, his passion for tabletop gaming grew as countless hours were spent with friends playing a variety of board gaming titles. Since co-founding the Toronto Area Boardgaming Society (TABS) in 2004, Pete has seen the board gaming community grow tremendously and flourish, and ultimately this led to a decision to establish a multi-day convention dedicated to tabletop gaming called Breakout, which he co-founded in 2016.

Without question, his interaction with this expansive community of gaming enthusiasts and the many new friends that have come from it, has been one of his greatest pleasures, all the more so, on those occasions when he can find time to sit down, play and socialize with them.

## Executive Team



 [chris@breakoutcon.com](mailto:chris@breakoutcon.com)

### Christopher Ono

Executive, Boardgames,  
Boardgames Hall Manager,  
Volunteers, Design, Signage

Christopher Ono is an architectural designer and manager whose love of boardgames, graphic design and history has translated into a variety of activities within the table-top gaming community. He is founder and current organizer of the Canucks Amuck monthly wargaming meet-up, does freelance graphic art and scenario design work for game publishers and has been a member of the Toronto Area Boardgaming Society steering committee for eight years.

He's happiest socializing around a gaming table, learning new and innovative games and making little "pew-pew" and explosion noises when his cardboard and plastic minions make war.

Twitter: [@canucksamuck](https://twitter.com/canucksamuck)



 [davidk@breakoutcon.com](mailto:davidk@breakoutcon.com)

### David Kingsmill

Executive, Boardgames, Events  
Schedule, Forms

David Kingsmill has been a gamer almost all of his life, and works for Toronto-based video game developer, Massive Damage. He got into board games in the early 2010s, and went deep into the hobby fast, rapidly discovering a love for playing both group competitive and cooperative games, and playing solo. He worked for many years at Snakes & Lattes in Toronto, teaching and recommending games to guests in the cafes, and creating the position of Industry Liaison, in which he formed a bond with Breakout Con which he continues in his role with the Breakout Con team. He also created the podcast and Twitch stream Once Upon a Die, focusing on solo board games, RPGs and video games - it has been on hiatus for a while, but will be coming back early in 2022.

Instagram: [@onceuponadiepodcast](https://www.instagram.com/onceuponadiepodcast)



 [gary@breakoutcon.com](mailto:gary@breakoutcon.com)

### Gary Milakovic

Executive, RPG, Events Schedule,  
Forms, Volunteers

Gary is a writer, producer, and TTRPG organizer. With 7 years of training in theatre, two degrees in Egyptian History/Archaeology, and a decade of work in politics, he serves as the very definition of a jack of all trades.

Gary hosts a podcast on Dungeons & Dragons called The Cocked Die, is the lead organizer for Geekz United (a Toronto-based nerd social club,) and is the writer/producer/DM/errand boy for the Quest for the Cure D&D actual play charity series, which raised more than \$31,000 for Duchenne Muscular Dystrophy Research in just one year.

Twitter: [@fortnerddotcom](https://twitter.com/fortnerddotcom)

## Operations Team



### Karen Holah

Operations, Boardgames,  
Tournaments

Karen has played board and card games all her life. She figured she had found Nirvana when a friend told her that there were conventions for that!!! Since then, she has been demoing and teaching games any chance she gets. Karen can often be found at a demo table or running tournaments at local conventions.

One of her favourite things is to get that game onto the table that someone has been avoiding because no one has taught them how to play it. Karen is in her happy place when she is surrounded by boards, cards, dice, meeples and players to share her passion with!

# Bowerbird Birthday Game

You're the last bowerbird. You know this, because you haven't seen another bowerbird in years. You were the only egg in your parents' nest and your birthday is coming up soon.

Normally, you'd be preparing to find a mate, but you know that that would be pointless. Instead, you'll be making a nest full of the bestest bluest trinkets for yourself.

Stretch out your wings. Feel the wind flow through your feathers. Be on the lookout for the bestest, bluest things.

You might be flying around a classroom, or down the street, or at a workplace. Wherever this is, make sure it's okay for you to take the best blue thing and you won't be swatted away.

Take as long as you need to. You might find all your souvenirs in a couple of hours. Or you could take a week to prepare for your birthday party.

When you find a best blue thing, keep it somewhere safe on your body. You'll need it for later.

If you've run out of space on your body, find a safe, secret spot and leave all your items there, until you've collected everything you need.

Once you're happy with your collection, travel back to your hideout to decorate.

Your nest might be as big as a human-sized room, or it could be as small as a bird-sized nest. The plan is to make it as beautiful as you are.

Pin up objects against the walls. Lay cloth around the floor. Let the light shine through and reflect all of your best blue things.

When you're happy with how your birthday party looks, dance. Celebrate the year that has passed and the years to come. Show off your shiny feathers and your little rugged feet. Your dance is stunning and brilliant. Winding down, observe all that you've done to make this space yours.

Happy birthday, little bird.

**DRAW YOUR DUNGEON**

- Search and find... OR Explore a room with...
- ☐ 1 - Statue
  - ☐ 2 - Fungus
  - ☐ 3 - Brazier
  - ☐ 4 - Altar
  - ☐ 5 - Gold & Gems
  - ☐ 6 - Pillar

Even = No Corners  
Odd = Corners



**Set up:** In each of the circles above draw a symbol or picture that you will use to represent that feature. Then, below the entrance draw a room with no corners. Make sure it has an exit.

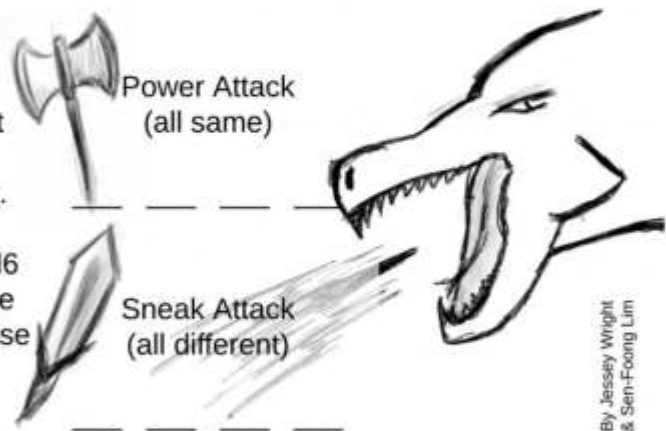
**Gameplay:** Get a number (either by rolling a d6 or by asking a passerby. If asking, don't ask the same person for a number twice!). Then, choose to explore or search with that number.

**Explore:** Draw a new room connected to the current room. If the number is even, the new room will have no corners. If it is odd, it will have corners.

You **cannot** put two rooms of the same type (corner or no corner) beside each other.

**Search:** Draw features in the room you are in matching the number. If there are already features that type, instead draw a monster.

**Finding the Dragon:** The game ends when you draw your fifth room. This is the dragon's lair! Proceed to **Dragon Battle!!!**



**Dragon Battle:** When given a number add it to the Power Attack or Sneak Attack row. If you get 4 of the same number in Power Attack you win! If you get 3 different numbers in Sneak Attack you win. If you can't finish either row, you are defeated!

**Final Score:** For each room, add up the number of different features in it, then subtract the number of monsters in it. If the number is positive, square it (otherwise mark a zero). That's your score for that room. Add up your room scores, then add 10 if you beat the Dragon.

By Jessy Wright  
& Sen-Fong Lim

# Breakout Convention Policies

Attendees, vendors, guests, volunteers, and staff are expected to abide by a set of policies which are in compliance with Canadian law and the general policies of the Sheraton Centre - Downtown Toronto.

## Rules and Etiquette of the Convention

1. **Harassment** – No attendee shall harass a guest, staff member, volunteer, another attendee, or other individual present in the hotel space. Any such behaviour may lead to expulsion from the convention and revocation of your badge. The convention reserves the right to remove any signage displaying what, or individuals acting in a way, it considers offensive or in disagreement with its policies and philosophy, including any promotion of hate, religious/anti-religious proselytization, unauthorized solicitation, anti-feminism, or similar.
2. Passes must be worn at all times when in any of the convention areas. We will be printing names on our passes starting in 2020. Please register for the event with the name that matches your photo ID (health cards, drivers licenses, passports etc.). We appreciate that your name may not match your legal name and thank you for understanding we require ID for picking up your pass.
3. Proof of identity must be shown when claiming a lost badge. Any lost passes or tickets should be reported immediately to the Registration Desk. If you have lost your badge, please bring ID to the Registration Desk during operating hours in order to be issued a replacement. The cost for a replacement badge is \$10.
4. Breakout does not provide any daycare-like service and any child, 12 or under, must be accompanied by a parent or guardian at all times including participating in any games the child is involved in. Parents and guardians are responsible for the well-being and behaviour of all children in their care.

5. Ask Permission for Photos and Videos – If you wish to take a photo or video of a guest, or other attendee of the convention, please ask permission first.
6. Drugs, theft, and vandalism are illegal and will be dealt with accordingly.
7. Sales are a matter between attendees and any on-site merchant(s) in question. It is highly recommended you get a receipt for each transaction.
8. All sales material can only be sold at vendor booths and not at gaming tables or in other areas of the venue without the express permission of the convention organisers.
9. We ask that all attendees of Breakout operate with the assumption of good intentions on the part of other gamers.

## Health and Safety

If at anytime you feel unsafe, or wish to report a violation of these rules, please seek out a member of our safety team. You can identify them as they will be wearing red breakout shirts with their name and preferred pronouns. Should you be unable to find a safety team member, you may speak to any of our volunteers at a registration table. Should your concern be about a table member, and a safety team member is unavailable, please visit any other registration table instead.

## Inclusivity

Breakout strives to create a safe and inclusive space that welcomes gamers from all walks of life. We hope to build a community space that includes all gamers.

We celebrate all races, ethnicities, body-types, the full spectrum of genders, all sexual identities, and persons with a range of abilities and ability challenges. While this list of identities is not complete or perfect, we function with a spirit of inclusiveness.

We believe that a diverse range of experiences and perspectives is absolutely necessary in building a thriving and healthy gaming community. We welcome you to share your perspective and experiences with us at Breakout.

We endeavour to remove as many barriers as possible and provide all the tools we can to create a safe and inclusive space for all within the gaming community.

Above all else, Breakout Gaming Convention strives to be a safe haven to roll dice, move meeples, and enjoy great times with fellow gamers in a safe, welcoming, and inclusive environment.

## X-Card

All roleplaying games at Breakout Gaming Convention feature an X-card. An X-card is a tool that helps maintain a safe environment at the gaming table. Roleplaying games can be very improvisational and adventures can vary widely in content. It can be impossible to predict when uncomfortable content might come up.

An X-card is a tool to keep the content at the table safe for everyone. It is a card in the middle of the table with an X on it. Should someone feel uncomfortable at anytime, they can tap the X-card. The GM and other players will change the content, dial it back, or skip the scene.

Breakout endorses and uses the X-Card as part of our plan to create a safe and inclusive environment for gamers.

The X-Card was designed by John Stavropoulos and more information about it can be found at <http://tinyurl.com/x-card-rpg>

## Breakout Scheduled Event Sign-up and Waitlist Policy

Many scheduled events at Breakouts have limited seats available. The number of available seats varies and is listed on each event's page in the Breakout schedule. If you sign up for an event after all free seats are taken, you will be placed on a waitlist for that event.

If you have been placed on a waitlist, please arrive 15 minutes before the start of your events and check in with the Admin Desk. The Role-playing Admin Desk is in Civic Hall. The Boardgame Admin Desk is in Dominion Hall. The Breakout Admins will be wearing clothing identifying them as Breakout staff.

The Breakout Admins will let you know if a seat in the event is available for you, and if not, will do our best to find you an open seat in an event starting at the same time. Being on a waitlist does not guarantee an attendee a seat at any given event. The Breakout Admins reserve the right to limit and adjust event capacity based on the needs of the convention.

Attendees will often adjust their schedules throughout the convention; the latest versions of event sign up sheets are kept at the Admin desks. If your plans change and you no longer wish to be registered for an event, please come to the Admin Table and remove your name.

## Refund Policy

Passes for Breakout 2022 will be eligible for a full refund up until **11:59 PM on Tuesday, July 5, 2020**. Refunds are not available beyond that date.

## Hotel Rules – Common Areas & Rooms

1. No attendee may sleep in the hallways or convention space. **This includes the hall being provided for all-night gaming.**
2. The legal drinking age in Ontario is 19. No alcohol may be consumed in the convention space. No food and drink other than that which is purchased from the hotel may be consumed in the convention space.
3. Action will be taken in the case of attendees who violate hotel rules for use of guest rooms. Violations include, but are not limited to:
  - Exceeding the maximum occupancy per hotel room. Hotel management has the right to evict from guest rooms anyone who is not registered with them as a guest.
  - Charging admission to a room party.
  - Serving alcohol without a liquor license.
  - Serving alcohol to minors. If this is found to have happened, legal action will be taken.
  - Selling merchandise out of private hotel rooms.
  - Engaging in any other behaviour that is illegal or disruptive. This will result in loss of convention membership and possible legal action by the hotel.

## Lost or Stolen Items

Breakout is not responsible for lost or stolen items.

## Costumes, Weapons and Large Props

Breakout has a strict policy about weapons, real or costume, and large props carried as part of costumes. All attendees are required to read and follow the rules if they wish to carry weapons or props at Breakout. Failure to do so will result in warnings, removal from the convention, and further action where appropriate.

All weapons or large props must be checked and authorized by the Registration Desk Manager prior to wrist band pick up. Upon approval, your wrist band will be marked accordingly.

Live firearms, weapons prohibited by Canadian law, replicas of contemporary firearms, props made of metal and yaoi paddles are all banned at Breakout.

All weapons must be holstered, sheathed, or slung except while posing for photos. All props must be carried safely and under your control at all times when at the Con.

Horseplay, careless or unsafe use of props, drawing of weapons, or the use of props to threaten persons or disrupt the peace of the convention will not be tolerated and could result in removal from the convention and further legal action.

Breakout Staff have the right to inspect any wrist band, prop or weapon on request and take action where necessary. Breakout assumes no liability for personal injury or property damage.

## A Final Word

Please remember, we try to be nice about the rules. All it takes to ruin the fun for everyone is one person abusing the rules. We will have no other option than to enforce stronger rules if people break them. We're here for your safety and enjoyment!

# 2022 BREAKOUT TORONTO

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