

2024 BREAKOUT TORONTO

MARCH 15-17, 2024

SHERATON CENTRE TORONTO
123 QUEEN ST W, TORONTO, ON M5H 2M9



Convention Program

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123 QUEEN ST W, TORONTO, ON M5H 2M9

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Convention Program Contents

| | | | |
|-----|--------------------------------|----|------------------------------|
| ii | Land Acknowledgement | 22 | Play to Win Boardgames |
| iii | Health and Safety | 23 | Family Gaming Hall |
| 1 | About Breakout Toronto | 26 | ProtoTO |
| 2 | Hours of Operation | 29 | Guests of Honour |
| 2 | Overnight Convention Hours | 31 | Industry Guests |
| 3 | Convention Floorplan | 62 | Exhibitors |
| 8 | Boardgame Hall and Library | 70 | Mentorship Program |
| 8 | The Breakout Boardgame Library | 71 | Safety Tools |
| 11 | Events | 74 | The Breakout Team |
| 12 | Bring and Buy Auction | 77 | Bowerbird Birthday Game |
| 15 | Sponsors | 78 | Draw Your Dungeon Game |
| 21 | Miniature Painting | 79 | Breakout Convention Policies |



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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>

Health and Safety

Breakout recognizes that in these times health and safety is a complex issue for conventions. Events around the world are trying to strike a balance between ensuring the safety of their guests and ensuring a positive experience while managing the changing recommendations of public health organizations.

After a great deal of consideration, we have decided that there will not be a convention-wide mandatory mask policy in 2024. However, we strongly encourage their use. Recognizing that there are those who would still feel more comfortable in a masked setting, we have booked some additional dedicated hall spaces in which wearing masks will be mandatory.

Those hall spaces will be clearly marked with posted signs indicating that masking is mandatory while inside the hall. All worn masks must be large enough to completely cover the nose and mouth without gaping. The following halls will be mask mandatory spaces:

Simcoe-Dufferin: (Friday – Sunday) – Board Games/RPG events and open-gaming

Civic South: (Saturday) – Bring and Buy auction

Civic North: (Saturday) – Guest Panel sessions

Please be respectful of your fellow gamers - Breakout is an inclusive environment and we expect no harassment against any who choose to wear a mask outside of the mask-mandatory space.

This policy is subject to change at any time closer to the event in order to follow the recommendations of the Local and/or Provincial health authorities. A limited number of masks will be available at the registration desk for those who need them, on a first come-first served basis.

If you have any further questions or concerns regarding our health and safety policy, please reach out to us at info@breakoutcon.com.

Sheraton Centre Toronto Hotel - Cleaning Protocols

The Marriott hotel chain and the Sheraton in particular have implemented many new measures to improve health and safety practices in response to Covid-19. These can be found on their website here. The Sheraton has also provided a document on their 'Commitment to Clean' protocols at the hotel which can be viewed here: <https://breakoutcon.com/sites/default/files/2022-07/Sheraton%20-%20Commitment%20to%20Clean%202022.pdf>

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 seven 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 and Dragons modules, epic amounts of RPGs and much more. Every year, we try for new content, such as panels by industry insiders, and games run by guest designers. 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 Toronto 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 5:30 PM.

Registration Desk Hours

The hours of the Registration Desk are:

Friday 10:00 AM – 6:00 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

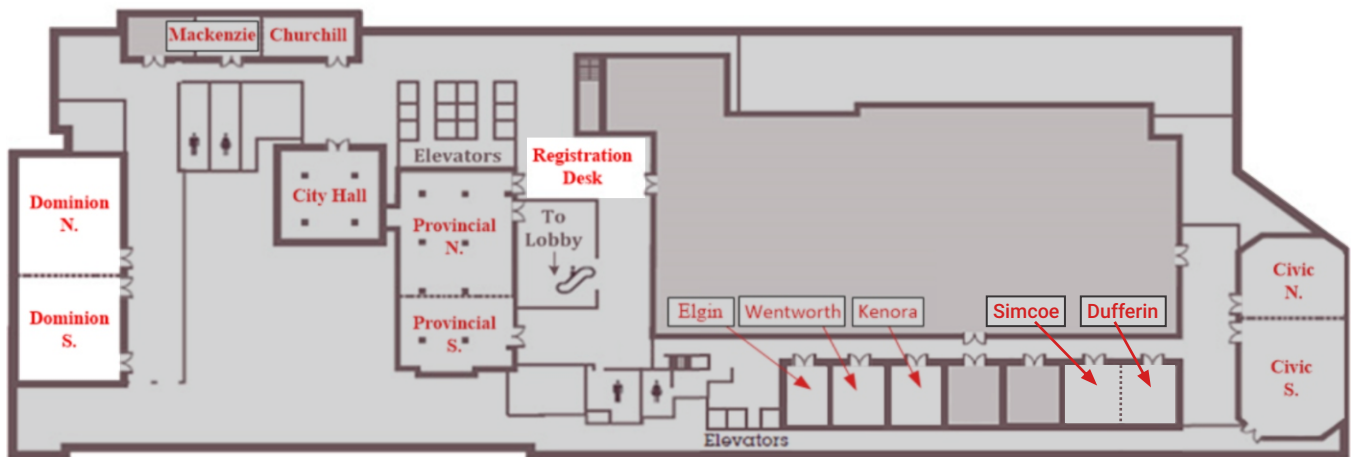
While the Dominion and Provincial halls will be closed by 11:00 PM, Breakout is offering 24-hour gaming in both the City Hall where they will be open all night for those who wish to game even into the early hours up to 6:00 AM. To manage this, anyone in the all-night hall past midnight **must** have 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

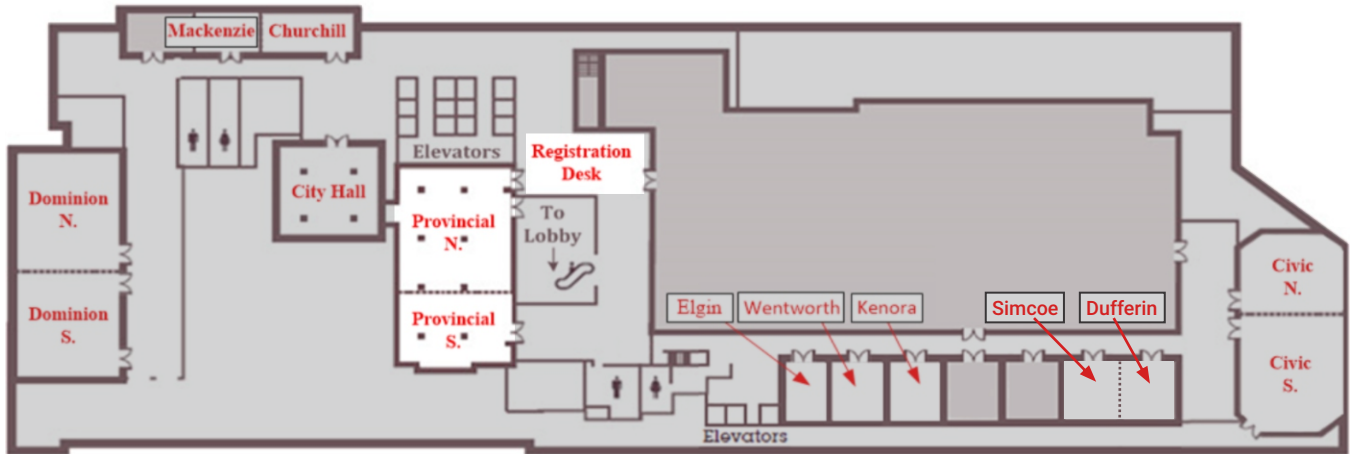
- Friday 10:00 AM – 11:00 PM
- Saturday 9:00 AM – 11:00 PM
- Sunday 9:00 AM – 5:30 PM

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.

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



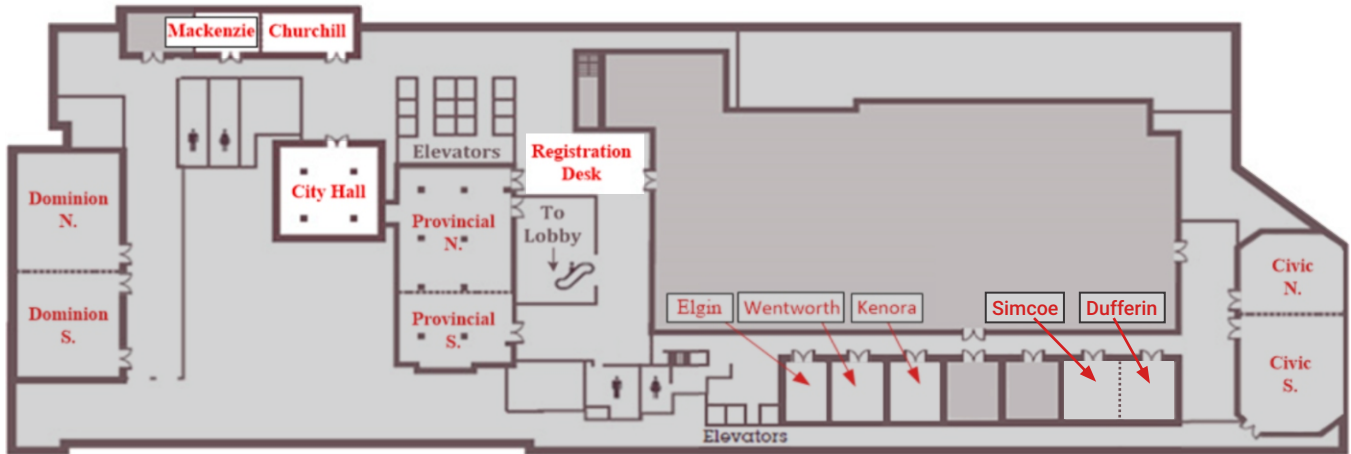
Provincial Hall - Roleplaying Games

- Friday 10:00 AM – 11:00 PM
- Saturday 9:00 AM – 11:00 PM
- Sunday 9:00 AM – 5:30 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 - spots are limited and based on availability. 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 is being used by an Exhibitor to demo their games.

Churchill Room

The Churchill Room is being used by Exhibitors.

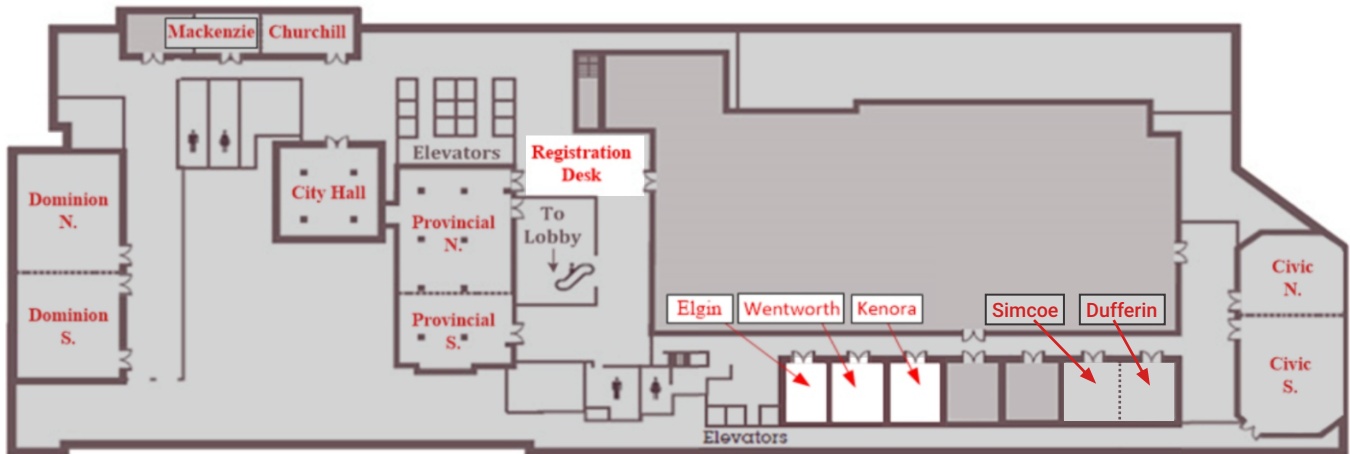
City Hall Room

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



The Breakout Store has a diverse library of guest-created games! Stop by and support the creators whose unique works help make our convention what it is today!

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



Elgin Room

This hall is not for gaming, but is a space for Media if they need a quiet place to conduct an interview or something media related.

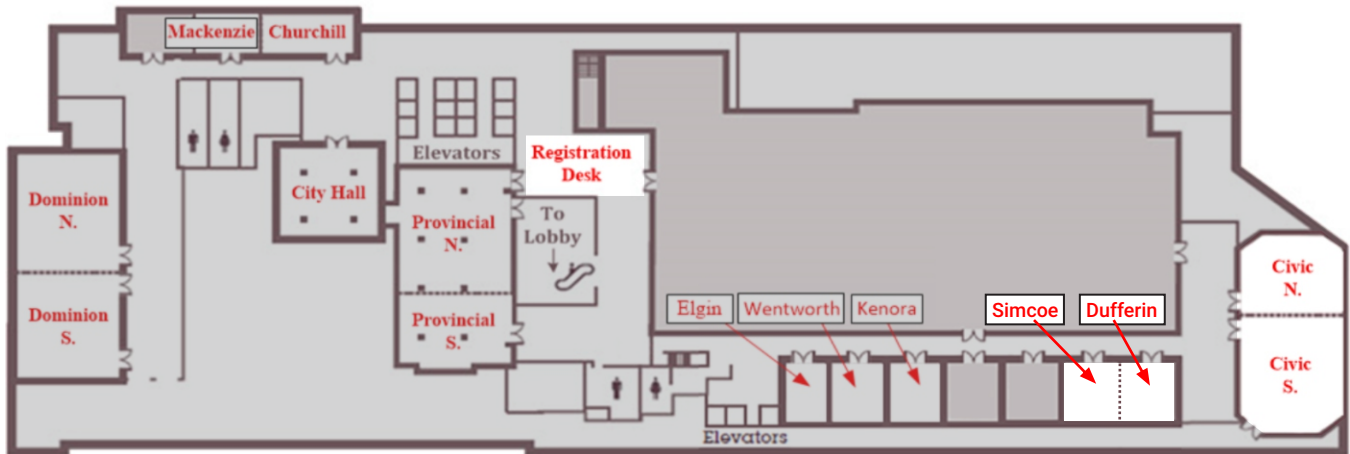
Wentworth Room – Family Gaming

The Wentworth Room is the location of the Family Gaming Hall. A Hall Manager will be based here throughout the convention. See the Family Gaming Hall section for more details on this feature including it's irregular hours.

Kenora Room

The Kenora room will feature board game events and be available for open gaming.

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



Simcoe Room

The Simcoe room will feature board gaming and masks are mandatory in this room.

Dufferin Room

The Dufferin room will feature RPG gaming and masks are mandatory in this room.

Civic North Room

This hall is being used for Guest Panels (Saturday only - masks are mandatory).

Civic South Room

This hall is being used for the Bring and Buy Auction (Saturday only - masks are mandatory).

Boardgame Hall and Library

Boardgaming is a 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 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.

Create harmony & earn bonus actions



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BREAKOUTCON.COM

KTBG

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IN THE CHURCHILL ROOM**

KIDSTABLEBG.COM

BURNTISLANDGAMES.COM

<https://www.kidstablebg.com/>
<https://www.burntislandgames.com/>

Bookwyrn Games

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Visit the Bookwyrn Games booth for the most affordable dice, mystery boxes, tea, gaming accessories, and 3D printed familiars you'll find on this plane or any other!

  [bookwyrn.games](https://www.instagram.com/bookwyrn.games)
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 [bookwyrngames](https://www.tiktok.com/@bookwyrngames)

www.bookwyrngames.com

<https://bookwyrngames.com/>

Events

Once again, we have some of the best gaming events in Toronto, including our huge Bring & Buy auction, an expansive boardgame library, exclusive Dungeons and 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.' 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.



Bring and Buy Auction

Starting in 2024, all Sellers participating in the auction **must** complete their Seller registration online prior to the day of the auction. A link will be provided to an online Seller registration form to be filled out. All those who have submitted their online form will receive an email confirmation shortly after displaying their list of items and a Seller ID. If you wish to make changes to your list, you will need to contact the auction manager (the individual who emailed to you your list) no less than 24 hours prior to the auction with any change requests.

****Reminder, you can only participate in the auction through the online registration process. Unlike in previous years, there will be NO physical registration forms available onsite, nor can you provide paper copies of the old registration form. Do not show up expecting to get the form or to use an old one – you will NOT be able to participate as a Seller in the auction. No exceptions.****

We're excited to be offering a Bring and Buy (BnB) auction at the Breakout event. This feature will be held on **Saturday, March 16th** in the **Civic Hall South** 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.

Bring and Buy Auction

So, how does it work?

- 1** Submit online through the link below your complete list of items you wish to sell at the auction and other pertinent info (e.g. game condition, any expansions included, etc.).
<https://docs.google.com/forms/d/e/1FAIpQLSfrN2chze0EB5xvoSHD-58Ck9whogi62X90vTtlhecR0LPNsQ/viewform>
- 2** Bring the games that you pre-registered (as per step 1) to the designated auction area which will be located in the Civic Hall South.
- 3** Each of your games should be tagged with the Item Sheet showing the pricing for each item with the pricing you already submitted online.
- 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). Of course, the prices must match those already submitted in Step 1 above.
- 5** The cut off time for all seller submissions will be **Friday, March 15th at 7pm EST**. After which, no further seller applications will be accepted. No exceptions.

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

It is strongly recommended that you download the Item form sheet below and fill it out ahead of time. This will greatly help speed up the submission of your games. The form's fields are editable making it easier to fill it out.

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** (remember that you must have completed the Seller Registration online beforehand) 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.

Bring and Buy Auction

Seller Proceeds

Seller Proceeds will be available from 6:30 PM onward.

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: As already noted, the cut off date for all seller submissions is **Friday, March 15 at 7pm** EST.

Sponsors



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



<https://britgamedesigns.wpcomstaging.com/>

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

Sponsors



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



<https://app.demiplane.com/home>

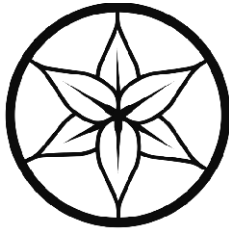


<https://preview.drivethrurpg.com/>



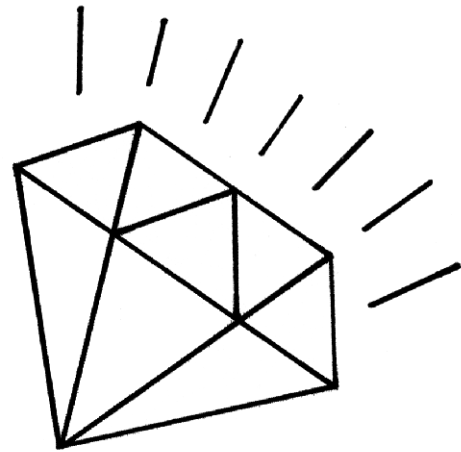
<https://www.dexposure.com/envoy/>

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FREE LEAGUE

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Gem Room Games

<https://gemroomgames.com/>



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Sponsors

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<https://hitpointpress.com/>



<https://idlechampions.com/>

MARVEL
MULTIVERSE
ROLE-PLAYING GAME

<https://www.marvel.com/rpg>



<https://www.mcdmproductions.com>

Sponsors



<https://mistymountaingaming.com/>



<https://pelgranepress.com/>



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



<https://rtalsoriangames.com>

Sponsors



**RENEGADE
GAME STUDIOS**

<https://renegadegamestudios.com/>



**STONEMAIER
GAMES**

<https://stonemaiergames.com/>

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. **If they want, participants are encouraged to bring their own miniatures to paint.**

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. If someone taught the game but did not play, they can still fill out a ballot. 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.

Family Gaming Hall

For those planning to bring their young children to Breakout, but looking for a quieter and more inviting space to game in, we've set aside a dedicated family-friendly space in our Family Gaming Hall and sponsored by Little Meeples (<https://littlemeeples.com/>).



The hall will have a hall manager who will be on hand throughout the day to help get families settled and set up with a game if they didn't bring their own. A mini-library will be available with a selection of games geared towards younger children (ages 4-10) and volunteers will also be there who can help teach the games. Please note that while children of any age can play games in this hall, there must be at least one child of age 12 or under among each group of children playing, along with the participating adult(s) (parent or guardian). Also, any adult age 18 or over intending to play in this hall, must be accompanied by an attendee under the age of 18.

Recognizing that it's exciting to win games, we'll have a selection of donated Play-to-Win titles, however, only those children aged 12 or under are eligible to enter and win. Aside from this restriction, this feature follows the same Play-to-Win process as is used in the main board gaming hall. The raffle for the Play-to-Win will take place before this hall closes on Sunday afternoon.

Family Gaming Hall Hours of Operation

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

The hall will be closed each evening after 6 pm until the next morning.

Rules and Policies

As the Family Gaming Hall is a space geared toward children, it is worth summarizing our Breakout policies as noted here:

- Breakout does not provide any daycare-like service
- Any child, age 12 or under, must be accompanied by a parent or guardian at all times
- Any child, age 12 or under, playing games must be accompanied by a participating adult
- Parents and guardians are responsible for the well-being and behaviour of all children in their care

Please check with the hall manager if you have any questions about these policies.

Play with us in Mackenzie Room!

War of the Ring, Sword & Sorcery,
all our latest games and special events!



<https://www.aresgames.eu/>

FARAWAY

CANNES FESTIVAL'S INITIATED
GAME OF THE YEAR CHAMPION!

BE THE FIRST TO EXPERIENCE IT AT OUR BOOTH!

Come play with us at the
DOMINION HALL

<https://ilo307.com>
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- Lay down a line of 8 cards, left to right.
- The twist: When it's time to score, you journey back in reverse, unraveling the essence of the game.

<https://ilo307.com/>

**GUIDE YOUR NATION FROM THE DAWN OF CIVILIZATION
TO MODERN TIMES IN LESS THAN 90 MINUTES!**

PATH OF CIVILIZATION IS A SIMULTANEOUS EURO-GAME
FOR 1-5 PLAYERS.

WITH MORE THAN 2,000 DIFFERENT TIMELINES,
NO TWO GAMES WILL BE THE SAME!

PATH OF CIVILIZATION
FABIEN GRIDEL
A STORY OF HUMANKIND

DICE TOWER AWARDED IT WITH
THE SEAL OF EXCELLENCE.

SEAL OF EXCELLENCE
the DICE TOWER

SIDES

SIDES, USE AS FEW CLUES AS POSSIBLE TO FIND THE WORD YOU'RE
LOOKING FOR. WHETHER YOU'RE AN INVESTIGATOR OR A WITNESS,
YOUR BRAIN WON'T STOP AND YOU'LL ANALYZE EVERYTHING, WORD
AND EVEN GESTURE OF OTHER PLAYERS.

SIDES IS A FAST-PACED COOPERATIVE WORD ASSOCIATION GAME
THAT'LL MAKE YOU FEEL LIKE YOU'RE A GENIUS

FOR 2-9 PLAYERS.

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BOARDGAMEBLISS BOARDGAMEBLISS

RETAIL &
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OPEN



Mission

GAMES BRING PEOPLE TOGETHER.

THIS WAS OUR CORE BELIEF WHEN BGB WAS
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AND HAS REMAINED OUR MOTIVATION EVER
SINCE.

IT BRINGS US GREAT JOY TO SOURCE GAMES
OF DIFFERENT KIND WORLDWIDE

AND INTRODUCE THEM TO OUR CUSTOMERS
AT A FRIENDLY PRICE.

Our Store

THERE ARE THOUSANDS OF GAMES
AVAILABLE ON THE BGB WEBSTORE.

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RICHMOND HILL, ON

WE WANTED TO CURATE THE
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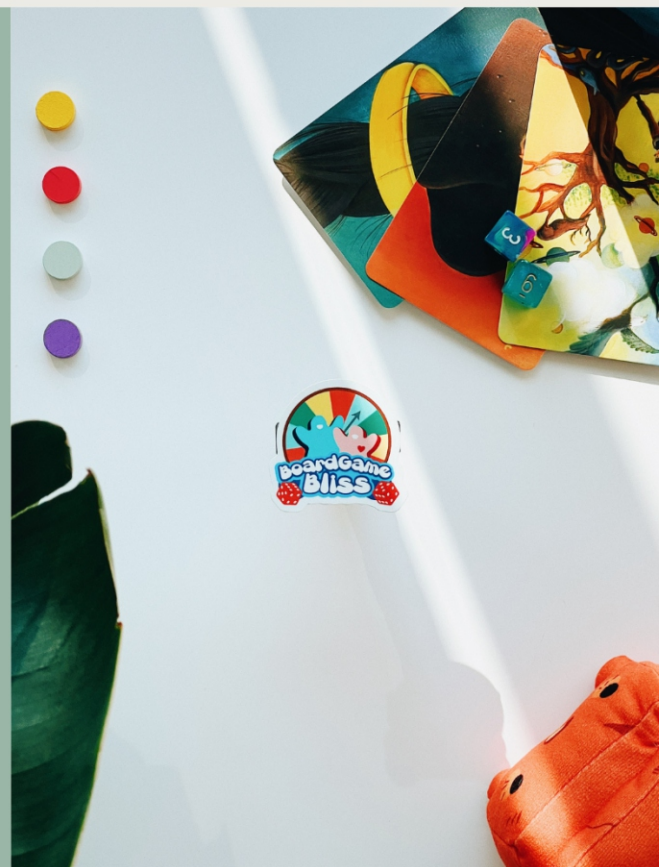
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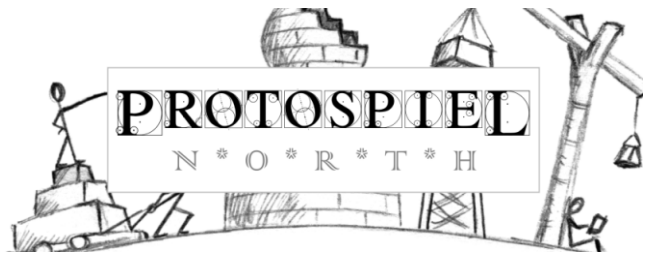
<https://www.boardgamebliss.com/>

Protospiel North

Breakout is very excited to be partnering this year with local tabletop game design convention, Protospiel North

(<https://jslack.lpages.co/protospiel-north-2024/>), 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 Protospiel North playtesting area. No additional fee or registration required.



Playtesting at Breakout is open and unstructured. Protospiel North 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.

Protospiel North 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? Contact Protospiel North at: protospielnorth@gmail.com



LongPack GAMES & TOYS

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



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Guest of Honour

Bridgett Jeffries

Bridgett Jeffries (she/her) works as Chaosium Inc.'s Community Coordinator, where she is an enthusiastically loud (very loud) coach, advocate, and cheerleader for community content creators. She also helps run Chaosium's Organized Play program, The Cult of Chaos. She's also a multi-bestselling creator on the program!

She is the founder and owner of Symphony Entertainment Gaming & Arts LLC, a horror club that focuses on horror-based TTRPG systems. You can catch her rambling (and hysterically laughing) on the Miskatonic University Podcast, where she and the other co-hosts discuss weird and horrific roleplaying games.

When she's not writing horror content, you can watch/listen to this ENnie Award-winning podcaster on various shows, which include Chaosium's Stream of Chaos, Ain't Slayed Nobody, The Calyx, Red Moon Roleplaying, and more!

Bridgett is a resident of Columbus, Ohio, USA. She has three dogs (Sony, Zoe, and Gabriel). They're pretty cool. Actually, no... they're awesome.

Website: <https://www.chaosium.com/>

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

X/Twitter: <https://twitter.com/symphonyentert3>

Twitch: <https://www.twitch.tv/symphonyentertainment>

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

Guest of Honour

Eric Lang

Eric Lang (born in Montreal Canada) has been a tabletop and video game designer for over 25 years. He's best known for titles like Blood Rage, Marvel United, Game of Thrones LCG, Chaos in the Old World, Ankh: Gods of Egypt, Cthulhu: Death May Die, and in the last few years several titles by Exploding Kittens.

Often mistaken for a panda, he believes his best work is still ahead of him and doesn't at all hate writing about himself in the third person.

Bluesky: <https://bsky.app/profile/ericlang.bsky.social>

X/Twitter: https://twitter.com/eric_lang



Industry Guests



Dillin Apelyan

Dillin, or Superdillin, is a Queer Armenian-American game designer and actual play performer based in NYC. She is a principle cast member on The Atomless, and has been featured on Unprepared Casters, Party of One, Adventuring Academy on Dropout, Critter Hug on Critical Role, and more.

Dillin's games, including Guys in Chairs, Spin the Bottle, and others, seek to spotlight the drama and magic in the usual and mundane. His independently made games have been published by Plus One Exp, and he is a contributing writer for City of Mist: Local Legends and CAPERS: Cyberpunk.

Bluesky: <https://bsky.app/profile/superdillin.bsky.social>

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

X/Twitter: <https://twitter.com/Superdillin>



Cody Barr

Cody is a Canadian indie designer focusing on solo game experiences. He has been self publishing since 2020, focusing on the emergent storytelling nature of tabletop games.

X/Twitter: <https://twitter.com/SasquatchGames>

BlueSky: X/Twitter: <https://twitter.com/SasquatchGames>



Tim Brown

Tim is a multiple award winning board game designer from Stouffville Ontario. His games have been sold in over a dozen countries and have been featured in multiple magazines and podcasts. His published games include Wreck Raiders, Order of Invention, Quartex, and Gridstones. Look for Tim dragging his cart full of prototypes and ask to play one of his many yet to be published games.

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



Lauren Bryant-Monk

Lauren Bryant-Monk (she/her) is dedicated to making the Tabletop Industry safer, more diverse, and full of smooches. She is a game designer, safety consultant, and a co-curator of the TTRPG Safety Toolkit. Her work can be found in DIE RPG, Starforged, and Fight, Item Run. Her self-published games centre on emotional intimacy, meaningful relationships and important choices and have been featured in Dicebreaker and Gizmodo. She can be found on most places on the internet as starvingsoubrette and on twitter as @jl_nicegirl

BlueSky: <http://starvingsoubrette.bsky.social>
X/Twitter: https://twitter.com/jl_nicegirl



Natalie Chenard

Natalie Chenard is a Canadian freelance artist and TTRPG actual play performer. When she isn't illustrating fantasy or creating intriguing characters at streaming tables, you can catch her dabbling in writing TTRPGs and as a part-time pro-GM. She produces solo TTRPG videos on various games to highlight different types of play.

Website: <http://ghostcandleart.com>
YouTube: <http://youtube.com/@ghostlycandle>
X/Twitter: <http://twitter.com/ghostcandle>
Twitch: <http://twitch.tv/ghostlycandle>



Agatha Cheng

Agatha Cheng is a podcaster, game designer, and cultural consultant. She is the co-founder and co-host of the ENNIE award-winning Asians Represent! podcast and has written for games such as Deathmatch Island, One Child's Heart, and the ENNIE-nominated Odd Jobs collection of RPG Micro Settings. When not enjoying high-tension drama in rpgs, Agatha can be found fending off her cats to play and work on new games.

Bluesky: <https://bsky.app/profile/mightyshrimp.bsky.social>
X/Twitter: <https://twitter.com/mightyshrimp>



Ray Chou

Ray Chou is a Los Angeles based writer, educator, and publisher. He is one half of Mythworks, publishers of Original Worlds and Stories including Skies of Fire, Glow, and The Wildsea. When he isn't creating, he enjoys reading, exploring, dancing, and shepherding the next generation of thinkers and movers.

TikTok: <https://www.tiktok.com/@mythworkshq>

X/Twitter: <https://twitter.com/mythworkshq>

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

YouTube: <https://www.youtube.com/@mythworkshq>



Christopher Chung

Christopher Chung is the lead designer on My Little Pony: Adventures in Equestria: The Deck-building Game, and designer of Lanterns: The Harvest Festival and Spell Smashers. When he's not piecing together a prototype at the very last minute, he's probably thinking about chess and how to lose his next game in less than 20 moves.

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

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X/Twitter: <https://twitter.com/CChungGames>



Derek Chung

Derek is an easy-going, globe-trotting mental health professional by day and an award-winning game designer by night. He is the mind behind many top-shelf tabletop games, and is frequently found speaking on the importance of accessible mental health all across North America. While he got into game development the usual way—a steady diet of geek media and anime, a hatred of sleep, and way, way too much beer—his background in psychotherapy is what reinforced his love of shared worlds and co-operative storytelling.

Seeing and experiencing the similarities between therapy and gaming, Derek now marries the two, and is one of the few pioneers in the young field of therapeutic gaming that attempts to make psychological health more inclusive, available, and most-importantly, fun, for everyone. Derek often speaks (and teaches) about the importance of inclusive game design on podcasts, interviews, and on panels at many conventions across North America.

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



Allison Cole

Allison is a Montreal-based game designer, crafter, and CSI Cyber enthusiast whose love language is designing games.

She has created award-nominated and winning TTRPGs and LarpS with Gal Pal Games (an imprint she runs with her partner), Soft Chaos (the worker-owned cooperative she co-founded with her closest friends), and as a solo designer. Her numerous games focus on the queer and the feminine, including a witch with ADHD, reincarnated magical mistresses of the elements, gay games to play when you're bored in the car, and fandom-based roleplay forums from 1999. Feel free to ask her about any of them!

Website: <https://gal-pal-games.itch.io/>

Website: <https://softchaos.itch.io/>

Website: <https://allison-kyran-cole.itch.io/>



Ryan Costello

Ryan Costello is a co-designer of the Essence20 system for Renegade Game Studios, and an author on over a dozen Essence20 products, including the G.I. JOE, My Little Pony, and Transformers Roleplaying Game Core Rulebooks.

He also podcasts and blogs about Essence20, GMing, and Pathfinder as the Director of Logistics on the Know Direction Network. Outside of gaming, he is the Lead Writer at Laughing Dragon Studios, and from 2022-2023, he wrote the Looking For Group webcomic.

Website: <http://knowdirectionpodcast.com>

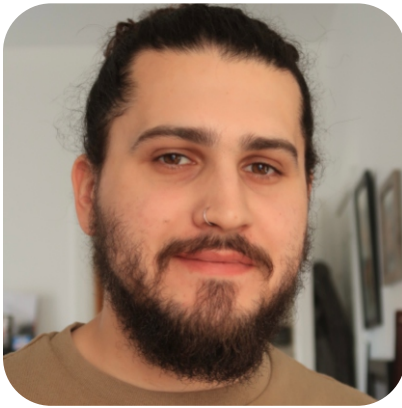
Facebook: <http://facebook.com/KD.Ryan.Costello>



Todd Crapper

Todd Crapper (yep, that's right) is a tabletop game designer, production designer, podcaster, and quite possibly wanted in three provinces for numerous outstanding parking tickets.

In between serving time for tax evasion and smuggling Furbies into low income neighbourhoods, he won a pair of ENnie Awards for Killshot: The Director's Cut and High Plains Samurai: Legends for Best Use Of Colons In A Game Title. Originally from the Ottawa Valley, he's also a fan of providing fake bios to his favourite conventions.



Elliot Davis

Elliot Davis, aka "moreblueberries", is a Brooklyn-based game designer, podcaster, and artist who loves all things weird and wonderful about the TTRPG industry. He is known for such releases as Project ECCO and the upcoming Orbital Blues: The Wanderer. When he's not losing sleep over a new game idea you can hear him play, host, GM, and more on the podcasts My First Dungeon and Talk of the Table which he produces as part of the Many Sided Media team.

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

TikTok: <https://www.tiktok.com/@moreblueberries>

X/Twitter: <https://twitter.com/morebluebs>



Imani Dean

Imani is a Queer Black Woman in the game design and development space, creating works for both digital and analog games. They can be found doing all the things all over the internet, such as game development & design projects, multidisciplinary creative writing works, live lets plays of solo tabletop board games, and then some.

Website: <https://margaretcatter.itch.io/>

Website: <https://margaretcatter.dev/>

Website: <https://asalwaysimani.com/>

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Dwight "The Big Bearded Nerd"

Dwight is a Michigan based stream producer and project manager. As 1/2 of Mini Terrain Domain, Dwight has produced several charity streams including Legends of Eleanora and Jasper's Game Day.

Instagram: https://www.instagram.com/big_bearded_nerd

BlueSky: <https://bsky.app/profile/bigbeardednerd.bsky.social>



Matthew Ekberg

Matthew Ekberg (CaptainKrail) is the GM and editor of the award-winning Starfinder podcast, The Atomless as well as a player featured on One Shot, The Welcome Inn, Demiplane, and more!

X/Twitter: <https://twitter.com/MatthewEkberg>



Brian Flaherty

Brian Flaherty (he/him) is a New York City-based executive producer at the TTRPG podcasting company Many Sided Media. He is a producer, editor, and sound designer as well as the host of the award-winning actual play podcast My First Dungeon and the co-host of the TTRPG conversation show Talk of the Table.

He is also the layout artist for the solo time-travel roleplaying game Project ECCO. You can listen to all the shows from Many Sided Media wherever you get your podcasts.

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

YouTube: <https://www.youtube.com/@ManySidedMedia>

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



Jeff Fraser

Jeff Fraser is a board game developer and rules editor living in Ottawa, Ontario. He's edited and developed over 100 published games, including Flamecraft, The Castles of Mad King Ludwig (Collector's Edition) and MIND MGMT. He is also co-designer of the recently released game The Fox Experiment with Elizabeth Hargrave.

Website: <http://jwfraser.ca>



Julian Frid

Julian Frid is an improviser, teacher, DM and game designer. Founding member of the award winning theatre group Sex T Rex and teacher of recreational improv at Hart House, University of Toronto. He has performed and done panels at Cons in Montreal, Ottawa and Toronto for the past two years. He recently published a new Canadian TTRPG with Jason Ochs called Sine.

X/Twitter: <https://twitter.com/theSineuniverse>



Yochai Gal

Yochai Gal is best known for designing the roleplaying adventure game Cairn, and for hosting the podcast Between Two Cairns with Brad Kerr. His next major projects are a second edition of Cairn and a Jewish horror adventure set in the Pale of Settlement.

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X/Twitter: <https://twitter.com/yochaigal1>



Jesse Gazic

Jesse Gazic is a game designer and TTRPG writer, podcaster, and pro GM! He is a cast member on Many Realms, a multi-system actual play podcast produced in Toronto. He's written contributions for publishers like Hit Point Press, and in his spare time he runs learn-to-play sessions with the Toronto Public Library.

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BlueSky: <https://bsky.app/profile/therealmscast.bsky.social>
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X/Twitter: <https://twitter.com/therealmscast>
Instagram: <https://www.instagram.com/jessethebard>
BlueSky: <https://bsky.app/profile/jessethebard.bsky.social>



Tatiana Geftter

Tatiana Geftter is an indie podcaster who haunts the audio drama and TTRPG spaces. Currently she is the writer, producer, and voice actor for 'Soul Operator', an actual play-narrative fiction blend focused on highlighting incredible solo TTRPGs!

She can be heard as the voice of Violet Lull in 'The Department of Variance of Somewhere, Ohio', Marigold in 'Tales from the Fringes of Reality', and many more places if you dare to look! No stranger to classic actual plays, Tatiana is also known for her work in season two of queeRPG's 'Of Kith and Pen' and 'A Short Trip', a Triangle Agency one-shot with her fellow DOV cast members.

X/Twitter: <https://twitter.com/souloperatorpod>

X/Twitter: https://twitter.com/tot_cocoa



Jay Gellerman

Jay Gellerman/ @Neofett3 (on the Socials) is an American GM, content creator and twitch streamer. He's most notable for his the Shadowport Adventures series with the Star Wars RPG created by Fantasy Flight Games. He is the CEO of The Emporium of the Wayward Gamer LLC and Twitch Channel. He can be found running many different genre games as a Pro-GM for several publishing companies as well his own games at several conventions around the United States including Gary Con, Gamehole Con, Gen Con, PAXU and many more.

X/Twitter: <https://twitter.com/neofett3>

Twitch: <https://www.twitch.tv/emporiumwaywardgamer>



Graham Gentz

Graham Gentz (he/they) is a board game expert, game designer, educator, comic book writer, event facilitator, master dungeon master, and all-around bringer of fun. With over 20 years of experience for deep love in discovery and curation, Graham prides himself on finding the right game for every person and each occasion.

From Albuquerque, NM to New York, NY, Graham has been a key staff member in board game cafes and libraries across the country, including Slice & Dice and Brooklyn Game Lab. With a long history in theater-making and directing, and over 100 professionally published articles, he brings with him a flare for adventure, inclusivity, critical analysis, and infectious joy. Some notable achievements include "Under the Autumn Strangely", a storytelling game of pastoral horror and anachronistic Americana in land that Never Was; the publication of the sci-fi comedy comic book "Wyrdspace" with artist Jacob Peifer; and the facilitating MegaGames for three consecutive Shut Up and Sit Down Expos (SHUX) in Vancouver, Canada.

TikTok: <https://www.tiktok.com/@thismaybegraham>

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BlueSky: <https://bsky.app/profile/bigbeardednerd.bsky.social>



Jonathan Gilmour-Long

Jonathan Gilmour-Long (he/him) is a Board Game Designer and Developer from NW Ohio. His credits include: Dead of Winter: A Crossroads Game, Kids on Bikes, and Dinosaur Island. His greatest weaknesses are writing Bios, and the color green.

He loves long walks on the beach and playtesting games. Sometimes at the same time. His favorite color is Orange, so please let him have that as a player color. His favorite games are Cosmic Encounter, Nations, and The Mind. His least favorite game is "The What Game Should We Play" game.

He has four awesome children, with the goal of having a built-in game group any time he wants it.



Derek Gour

Derek Gour has a passion for indie role playing games. He is interested in adding story and character to structured game systems, like board games. His card-based story game Hope Inhumanity was nominated for two IGDN Groundbreaker awards: Most Innovative Game, and Best Rules. He has since published a 2nd edition and an expansion for the original game.

YouTube: <https://www.youtube.com/@hopeinhumanitygame9253>



Brian Gray

Brian Gray aka urbanbohemian (he/they) is a Black Queer writer, gamer, foodie, streamer, charitable fundraiser, comic book lover, cocktail connoisseur, stalwart brunch supporter, disco music aficionado and all-around Generation X geek having grown up through the introduction of video games—from arcades to home consoles to computer gaming—and loving every new innovation along the way.

As a streamer, he showcases a variety of game genres, dabbles in food and drink streams from the kitchen, takes place in virtual panels and roundtables, and has been in several tabletop role-playing games (TTRPGs) from charity one-shots to starring as Virgil in "Rivals of Waterdeep," one of the longest-running Dungeons & Dragons actual play shows, and De Ross in "Cyberpunk: Independence," a Cyberpunk RED actual play podcast and stream.

His approach to gaming and streaming is that everyone should have fun, whether it's GMs and their players, or streamers and their viewers! With a focus on finding games where representation and diversity is prominently woven into the content instead of an afterthought, he enjoys showcasing and featuring a wide variety of gaming genres and creative voices.

He was selected as a PAX Together Intersection Fellow for 2023's PAX Unplugged. He's been honored on Rainbow Game Jam's Queer In Games List, identifying 50 people in the industry whose efforts have made the industry a more welcoming and safer space for the LGBTQIA+ community.

Website: <https://urbanbohemian.com/>
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Twitch: <https://www.twitch.tv/urbanbohemian>



Mikey Hamm

Mikey Hamm lives in Edmonton, Alberta with his wife Stephanie and their two children, Pixelwitch and Mr. Boomerang. He feels privileged to spend his early mornings doing something as wonderfully unimportant as making games.

Website: <https://wilkies.itch.io>

TikTok: <https://www.tiktok.com/@wilkiescandylab>



Nevyn Holmes

Nevyn "Nova" Holmes is a nonbinary game designer that loves making weird, experimental designs. They designed GUN&SLINGER, Justicar, You're In Space, and co-founded Dinoberry Press. Their main goal in game design is to create projects that focus on feeling, story, and using the medium in fresh ways.

Bluesky: <https://bsky.app/profile/diceynova.bsky.social>

Bluesky: <https://bsky.app/profile/dinoberrypress.bsky.social>



Steve Huynh

Steve Huynh is a Toronto-based Vietnamese RPG writer and gaming enthusiast. He is currently one of the co-hosts of the podcast "Asians Represent!" which focuses on uplifting Asian voices in the TTRPG, gaming, and pop-culture media landscape. He was a writer and editor for the D&D 5E anthology Unbreakable Vol. 1 and an editor on Unbreakable: Revolution. He also self-published the Manual of Gainful Exercise, a compendium of D&D inspired workouts.

He has also been involved with several charity streams and events, both as an expert panelist and as on-screen talent for Actual Plays.

X/Twitter: <https://twitter.com/DeeEmSteve>



Sidney Icarus

Sidney Icarus is an award-winning game designer and coffee fanatic. They have over a decade of experience designing and facilitating Applied Games for military, healthcare, and community organisations. Sidney's Decaying Orbit was awarded the Australian Role Playing Industry Awards' Game of the Year for 2023.

When they aren't operating as a principal systems design consultant for Wax Wings, they can be found enjoying a good pour-over or Magic while tucked up with their cat, Radar.

Website: <http://waxwings.com.au>



Felix Isaacs

Felix Isaacs is an Ennie-winning writer and designer, known for the Wildsea (though 'known' might be too strong a word). Though they're currently working on PICO, a game of tiny bugs that ride cats, most of their last few years has been spent firmly in a haven of treetop seas, chainsaw ships, and arachnid hive-minds.

Website: <https://felixisaacs.itch.io/>

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Sean Jacquemain

Sean Jacquemain is a Toronto-based photographer and board game expert. He is the Marketing Director for Kids Table Board Gaming and Burnt Island Games and previously founded The Daily Worker Placement blog.

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

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

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

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Jam

Jam (she/they) is a queer, Latine artist with a passion for colorful design. She's known for her IGDN award-winning project Dinocar, ARPIA award-winning work on Logan and her ENNIE-nominated layout for NOVA. She's an illustrator, layout artist, game designer, and co-founder of Dinoberry Press

Bluesky: <https://bsky.app/profile/dinoberrypress.bsky.social>



Will Jobst

Will Jobst is a game designer, editor, and co-publisher at Good Luck Press. Some of their games include This Discord Has Ghosts in It, TORQ, Black Mass, and more!

Twitter: https://twitter.com/will_jobst



Noordin Ali Kadir

Noordin Ali Kadir (he/him) is an all-around tabletop creator, working as a freelance writer, editor, sensitivity consultant and award-winning performer who still wants to be a professional nap taker when he grows up.

He's known most for his writing on Jjiangshi: Blood in the Banquet Hall, Deimos Academy, and the upcoming Into the Mother Lands, consulting on Werewolf: the Apocalypse 5th Edition, and performing in podcasts like Missing Annie Lee and most recently The Atomless as Azhaam Ehmr, the Ifriti Envoy.

X/Twitter: <https://twitter.com/WerewolfFeels>



Scott Kelly

Scott Kelly is a teacher and game designer who is always thinking about making a new game. He is half of BSGames, the Mississauga-based company that created Mathemagician's Duel and the upcoming abstract strategy game Slnoda.

YouTube: <https://www.youtube.com/@bsgamesca8891>

Instagram: <http://www.instagram.com/bsgamesca>

Facebook: <http://www.facebook.com/bsgamesca>



James Kerr

James Kerr is a publisher, broadcaster, Indie Groundbreaker nominated table-top RPG designer, and arcade champ from rural Ontario. He brings traditional publishing methods to gonzo indie games, believes grassroots does not have to mean poorly thought out, and seeks to challenge the medium both mechanically and in terms of information dissemination. James is also the Membership Coordinator of the Indie Game Developer Network. Radio James Games is his publishing house, where marvellous notions take on life.

X/Twitter: <https://twitter.com/Panjumanju>



Ryan Khan

Ryan Khan is a London-based TTRPG designer and teacher. He is the author of Told by Starlight and The Festival of Deep Winter, and was sensitivity consultant on The Wildsea RPG.

He loves to explore the intersection between games and learning, and how play drives creativity. His upcoming game Bug Dish - a TTRPG about travelling bug chefs who compete in cooking competitions - is currently in playtesting.

Website: <http://rkhan.itch.io>



Andy Kim

Andy Kim is a Canadian board game designer and creator of the cooperative game "The Spill" published by Smirk & Dagger Games. He continues to work on new designs in his free time when he's not playing games with his friends and family. He organizes and runs a board game ministry at his local church and loves to teach games to others.

BGG: <https://boardgamegeek.com/boardgamedesigner/136958/andy-kim>
Instagram: <https://www.instagram.com/andykim088/>
Facebook: <https://www.facebook.com/andykim088>



Daniel Kwan

Daniel is a Canadian podcaster, game designer, and cultural consultant. He is the recipient of 4 Gold and 4 Silver ENnie Awards for his work in the tabletop gaming industry. You might know him as the co-host and showrunner of the Asians Represent! podcast.

As a freelance narrative designer, some of his notable works include Candlekeep Mysteries, the Ultimate Micro-RPG Guide, Avatar Legends, Dark Archive and Ross Rifles.

As a cultural consultant, he has worked for companies like Dimension 20, Critical Role Productions, and Asmodee. He is currently working on Wandering Blades, a wuxia game of violent melodrama in the style of old school TTRPGs.

Website: <https://danielhkwan.carrd.co>
X/Twitter: <https://twitter.com/danielhkwan>
YouTube: <https://www.youtube.com/c/aznsrepresent>



Jonathan Lavalley

Jonathan has been working in and around games for the past twenty years. He began with line license for CyberGeneration and eventually published his own games. He's published a few things for other people, but mostly focuses on his own content.

He has just released the updated version of his latest game We Used To Be Friends (a collaborative teenage detective drama game), Behind You! (a collaborative slasher horror game) and Behext (a take that deckbuilder) published by Smirk and Dagger games.

Website: <https://www.firestorm-ink.com/>



Greg Leatherman

Greg Leatherman (he/him) graduated with a degree in Theater Arts and he's put all those skills into bringing characters to life in his favorite pastime playing Tabletop RPGs on his actual play podcast Very Random Encounters and off the mic. He has self-published his own award-winning RPG called Glitter Hearts in 2020 and has published his second TTRPG called The Mystery Business.

Website: <https://www.leatherman.games/games/glitter-hearts>
Instagram: <https://www.instagram.com/lysander03/>
X/Twitter: <https://twitter.com/whitewing>



Julien Legault

Julien is a tabletop role-playing game designer, artist, and writer dedicated to making immersive and carefully-crafted storytelling experiences. Their work focuses on bringing interesting and meaningful stories to light through metaphor and imaginative settings, and ranges from cozy to somber. Their latest work, a game about survival, nature, and belonging called The Things We Become, is making its debut at Breakout this year.

Website: <https://gamesandstuff.substack.com/>



Samantha Leigh

Samantha Leigh (aka, GoblinMixtape) is a TTRPG designer from Virginia and the owner of Blinking Birch Games. She is best known for her ENNIE-nominated solo game, Anamnesis, and her short-form TikTok videos on indie TTRPGs. Sam's writing credits include Cloud Empress, The Zone, and Project ECCO.

They were a judge for the 2023 Indie Groundbreaker Awards, and a source artist for BalletCollective's 2023 season during which their TTRPG was transformed into a ballet in NYC.

Website: <https://blinkingbirchgames.itch.io/>
Website: <https://samleigh.carrd.co/>
TikTok: <http://https://www.tiktok.com/@goblinmixtape>
X/Twitter: <https://twitter.com/GoblinMixtape>



Jessie Lo

Jessie "Aki" Lo, Aki, or Akino (she/her), is a queer, 1st generation Asian-Canadian game designer, tabletop performer, artist and all round content creator. Some of her projects include the award-winning all Queer podcast Goblets and Gays as well as the upcoming Curse of Sapphics stream. When she's not producing, you can find her art featured on several TTRPG shows.

Website: <https://linktr.ee/akinomii>



Brent Logan

Brent is an intermediate teacher with the Toronto District School Board. He loves to play Dungeons and Dragons, X-Wing, and other tabletop games. He'll play anything once.

Brent is the co-owner of Akinji Entertainment Inc. with his partner in crime Shiraz Sheikh. He is the author of Cataclysm: The RPG and is co-author of the expansion the Tome of Meowgic! You are guaranteed a great adventure if he is sitting at your table.

Instagram: https://www.instagram.com/akinji_ent



David Lombardo

AwkwardTurtle Games is the pseudonym of David Lombardo: a photonics engineer by day, and an indie RPG writer by night. He loves to drop a whole handful of dice on the table, then divine the results to generate a new place for his players to explore. Creator of generators, adventures, modules, and even a few games in the new school revolution space.

Website: <http://AwkwardTurtle.Games>



Marren MacAdam

Marren MacAdam (They/Them), the human behind Marren's Musings, is a Canadian TTRPG designer, writer, and aspirant for the title of "most Dark Souls inspired TTRPGs in the scene". They are the creator of LORDSWORN, a GMless TTRPG about soldiers sworn to now dead Gods returning home in the apocalypse, and THE CROWNLESS, a pocketmod series of Zines for an Elden Ring inspired TTRPG of killing Pretender Gods and renewing the world in apocalyptic fire.

X/Twitter: <https://twitter.com/MarrensMusings>



Michael Mars

Michael Mars is reputedly a mad sorcerer. His existence is strongly debated by scholars, many of whom argue his identity is merely hearsay, while others claim to have studied direct evidence of his machinations.

When maintaining corporeal form, Michael deals in Project management and Fulfilment, and reigns in tortured artists with the promise of wealth and fortune.

Discord: <https://discord.gg/m5GYUQXw8D>



B Marsollier

B Marsollier (she/her) is a Canadian podcast host, GM, illustrator, VO artist and fledgling game designer. As co-creator and co-GM of Planet Arcana (a D&D 5e-based audio drama/actual play podcast), B has been active in the TTRPG space for the past 3 years.

In 2023, Planet Arcana received 9 awards nominations across two festivals, ultimately earning 2 "Best D&D Actual Play" awards, and 1 "Best GM" award alongside her co-host J Strautman. B is currently working on her first game "100% Modern Ghosts", a ghost-documentation game that can be played solo or as a group.

Tumblr: <https://www.tumblr.com/b-marsollier/>

Instagram: <https://www.instagram.com/mar.sol.lier>



Reed Mascola

Reed Mascola (he/him) is a board game designer based in Toronto. He has released two games to date, including CATNIP Auction House, published by Tin Robot Games, and Vigilante, published under his own publishing company, Paranoia Rising Games.

Since 2020, Reed has also been the co-founder of Thursday Wolfers, an online Werewolf community partnered with Werewolf ATL. Reed might say he's a Villager, but he's probably lying.

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

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

X/Twitter: <https://twitter.com/ParanoiaRises>



Shannon McDowell

Shannon McDowell is a board game and puzzle designer who works with various board game publishers and professional organizations to design escape room games and gamified learning programs, including Funko's Star Trek: Cryptic. She is the Director for the 2024 Cryptex Hunt, has published two academic articles on cultural bias in escape rooms, and was a member of the design team for the 2019 Red Bull Escape Room World Championship.

Website: <http://shannonmcdowell.ca>



Carter Morash

Inside Up Games is a Canadian board game design and publication company with one simple goal, to create exciting and entertaining games, so you can have fun with your family and friends! We believe that everyone deserves a spot at the table, and strive to create gaming experiences that are enjoyable and inclusive.

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

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

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



Jake Noorman

Jake Noorman, or MTD Jake as he is more commonly known, is a TTRPG DM/GM & player across his own and other channels. As Mini Terrain Domain he produces and GMs a weekly Pathfinder 2e campaign (Scribes & Scrolls), and a Kids on Bikes RPG (Welcome to Paradise, Michigan).

He also produces a bi-weekly D&D 5e campaign (Skymetal: Iron Gods), a monthly Call of Cthulhu series (Mythos Investigators) all on the Mini Terrain Domain twitch channel. Additionally, he produces and plays in a monthly D&D 5e campaign on Nerdarchy's YouTube channel (The Old Guard). He is a freelance Content Creator & Producer, including stream development consultation, graphic design, production services, & more.

He has raised over \$86,000 producing regular & charity-based streaming events for Legends of Eleanora with Todd Stashwick and the Pablove Foundation, DragonFallCon, Roll for Persuasion, Absolute Tabletop, WizKids, Quest for the Cure, Worldbuilders 2020 (VoD Editor), and Jasper's Game Week 2019-2021. Jake is a Veteran of the United States Army Infantry.

X/Twitter: http://twitter.com/MTD_Jake

YouTube: <http://youtube.com/miniterraindomain>

Twitch: <http://twitch.tv/miniterraindomiain>



Morgan "MoMo" O'Brien

Mo Mo O'Brien creates youtube videos about 'Immersive Experiences'. Larps, Ren Faires, Theme Parks, and other real adventures YOU can experience. With a diverse range of talents, she not only has released original music, but also shares her passions and hobbies through costumed character acting videos.

Mo Mo's creativity and emotions shine through in all her endeavors, inspiring and delighting her audience to love themselves and the world they live in.

Instagram: https://www.instagram.com/momo_obrien/

TikTok: https://www.tiktok.com/@momo_obrien

X/Twitter: https://twitter.com/momo_obrien

YouTube: <https://www.youtube.com/@MoMoOBrien>

Patreon: https://www.patreon.com/momo_obrien



Chris O'Neill

Chris has been in the tabletop industry for over 25 years. He is a game designer, graphic artist, and the founder of 9th Level Games. Chris is best known for creating the cult classic Kobolds Ate My Baby, which just hit its 25th anniversary this year. ALL HAIL KING TORG!

Additionally, he created and designed the polymorph system which is the foundation of 9th Level Games RPGs and used in Mazes Fantasy Roleplaying, Return to Dark Tower Fantasy Roleplaying, The Excellents, Rebel Scum, and many more. You can find him with his puppet companion Yeet or in deep discussion about nerd things.

TikTok: <https://www.tiktok.com/@9thlevel>

X/Twitter: <https://twitter.com/allhailkingtorg>

YouTube: <https://www.youtube.com/c/9thLevelGames>



Jason Ox

Jason Ox is a Game Designer and comedian who has a deep love of every type of gaming. He's the co-creator of Sine, a new TTRPG that aims to bring your own ideas to the established lore of the world. Stay tuned for more projects coming from Jason's mind as he enters into the gaming world as a designer.

Website: <http://Sineuniverse.com>



Roberto Panetta

Roberto Panetta is a Canadian independent board game designer and publisher. He founded Rock, Stone & Dice™ in 2023 and is working on his first game called Gems of Iridescia, coming to crowdfunding in Q2 2024.

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



Kevin Petker

Kevin Petker is a Canadian Writer, Troubleshooter, Trickster, Storyteller, Stand-up Comic, Pro-GM, Princess, Philosopher, Game Designer, Evil Genius, Editor, Director, Dad, Combat Philosopher, Cognitohazard, and Actor; among other things.

A skilled game facilitator best known for Princess World - A Game of Girls Who Rule, Kevin enjoys games that question labels, assumptions, and the meanings of words, while allowing all players to collaborate and contribute to play. Pronouns: kay/kem.

Website: <https://kpetker.itch.io/>

X/Twitter: <http://twitter.com/KevinPetker>

YouTube: <https://www.youtube.com/@KevinPetker01>



Seb Pines

Seb Pines is a writer and game designer making curiosities into roleplaying games and games into a collection of curiosities.

They are also a co-founder of Good Luck Press where they publish experimental roleplaying games. You can find them online most places as @smolghost or their published work with Good Luck at goodluckpress.co.

BlueSky: <https://bsky.app/profile/smolghost.bsky.social>

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



Jason Pitre

Jason Pitre is a game designer, publisher, convention organizer, podcaster, and professional bureaucrat from Ottawa. As the owner of Genesis of Legend Publishing Inc, he produces games such as After the War, Sig: City of Blades, Palanquin, and Once More Into the Void.

He is also the mind behind the RPG Design Panelcast which podcasts the very best recorded panels and seminars about game design and publishing.

Website: <http://genesisoflegend.com>

Bluesky: <https://bsky.app/profile/genesisoflegend.bsky.social>

X/Twitter: <https://twitter.com/genesisoflegend>



Michael Prescott

Michael Prescott is the ENnie-award winning writer and illustrator of Trilemma Adventures, a series of short-form fantasy adventures. When he's not tweeting silly campaign ideas, you can find him blogging about RPG theory, annotating actual play transcripts, or building out a growing family of short-form RPGs.

Website: <https://blog.trilemma.com>
X/Twitter: <http://twitter.com/fuseboy>



Drew Quon

Drew Quon is an ENnie award-winning podcaster and TTRPG designer by night and a historic interpreter and museum educator by day. He is a co-host of Asians Represent! and one-half of No Dice, No Problem. His work can be found in Paizo's upcoming book, Lost Omens: Tian Xia, as well as Wandering Blades, a game being co-written with Daniel Kwan.

X/Twitter: <https://twitter.com/DrewQuon>
YouTube: <https://www.youtube.com/@aznsrepresent>



Kurt Refling

Kurt Refling is a designer, writer, and artist based in Ottawa, ON. He's also the co-creator of Here We Used to Fly, a game about abandoned theme parks and the bittersweet nostalgia of growing up. Kurt has published narrative TTRPGs including Knots in the Sky, This Spells Trouble, and Faewater.

Bluesky: <https://bsky.app/profile/kurtrefling.bsky.social>
Website: <https://a-smouldering-lighthouse.itch.io/>



Andre Rivera

Andre Rivera is a TTRPG illustrator, game designer, and actual-play performer, as well as safety coordinator for Unprepared Casters. Focused on dynamic personality-driven and thematically rich characters, Andre has worked with and alongside many other creators and shows, such as The Atomless, Party of One, Total Party Kiss, ManaPot Studios, Roll 4 Dylan, Kill Every Monster, Rolling For Charity, and The Welcome Inn.

X/Twitter: <https://twitter.com/andrerriveraart>



Dora Rogers

Dora Rogers (she/her) is a writer and game designer in Montreal, QC. Her work is interested in domesticity, intimacy, flirtation, and being gay as hell. She is one half of Gal Pal Games with Allison Cole, and designed or co-designed Alchemistresses, Sapphic Slumber Party, and Her Cup Overfloweth. She also writes about queerness in Magic: The Gathering at Hipsters of the Coast. Look for her new ttrpg project coming soon: Drink My Sweat, Make Me Bleed.

Website: <https://linktr.ee/dorarogers>



Richard Ruane

Richard Ruane is a Brooklyn-based tabletop RPG writer who created R. Rook Studio in 2019. His work includes "Moonlight on Roseville Beach," which won an ENnie Award in 2023, "Sherwood," "My Chivalric Bromance," and "Barrow Keep."

He is a member of SFWA, where he serves on the Game Writing Committee, and previously organized Gauntlet Con and the New York Game Designers Room at Pax Unplugged.

Website: <https://www.r-rook.studio/>

Bluesky: <http://rrookstudio.bsky.social>

Tumblr: <https://r-rook-studio.tumblr.com/>

X/Twitter: <https://twitter.com/rrookstudio>



Shiraz Sheikh

Shiraz Sheikh is the co-founder of Akinji Entertainment, the creator of the popular tabletop roleplaying game (TTRPG) CATaclysm. With his current focus on developing a board game version of CATaclysm, Shiraz continues to innovate and expand the game's reach.

In addition to his gaming endeavors, Shiraz serves as a professor of humanities at a college in Toronto. His academic background enriches his creative work, allowing him to seamlessly blend storytelling, world-building, and game design. Shiraz's dual expertise makes him a dynamic presence at the intersection of education and entertainment, inspiring both students and gaming enthusiasts alike.

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

X/Twitter: https://twitter.com/Akinji_Ent

Instagram: https://www.instagram.com/akinji_ent



Kris Siddiqi

Kris Siddiqi is a comedian, actor and writer from Toronto! Recipient of the 2015 Canadian Comedy Award for Best Male Improviser and the 2014 "Best Of" Now Magazine Awards.

Trained in sketch and improvisation since a young age, Kris studied with the world-renowned Second City, joined the Mainstage cast in 2009 and wrote 3 revues with them. From there he went to voice work, becoming the Network Voice of Country Music Television, principal roles on many cartoons as well as becoming a series regular on the Comedy Panel Show on CBC Because News.

His most recent creation was the multi-award winning miniseries BIT PLAYAS. Conceived and originated by Kris, the show would go on to win 2 Canadian Screen Awards for Best Writing and Best Series, Best Representation of Communities Of Color from the Minnesota WebFest 2020, Best Actor in the Toronto WebFest awards, as well as multiple other awards from festivals all over the world. Kris' recent film & tv credits include Netflix's I WOKE UP A VAMPIRE, HBOMax's TITANS, Aaron Sorkin's MOLLY'S GAME, Amazon's THE BOYS, AppleTV's THE CHANGELING and a recurring face on IFC/CBC's BARONESS VON SKETCH SHOW.

And if he wasn't enough of a huge nerd, 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.

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



Alex Sierputowski

Alexander Sierputowski, founder of GameDirection, is a visionary in the gaming industry, based in Cleveland, Ohio. With a mission to "Make inclusive games through accessibility to create memorable experiences," Alex leads GameDirection in the game design process, publishing and marketing innovative games like "Snack Attack," "Dungeons and Dinos," and "Emberwind", "The Big Shuffle".

His company offers comprehensive services in game design, graphic design, marketing, and printing, excelling in areas such as prototyping, playtesting, and marketing. Apart from GameDirection, Alex enhances his expertise through his printing company, specializing in customer communication and production management. His commitment to the gaming community is evident in his weekly Monday night meetups, promoting collaboration and inclusivity. Alex's leadership at GameDirection is marked by a dedication to crafting accessible, engaging gaming experiences for a diverse audience.

Website: <http://join.gamedirection.net>



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, in addition to courses on getting published and running a successful crowdfunding campaign.

Joe has 4 games published with other publishers (*Zoo Year's Eve*, *Kingdom's Candy: Monsters*, *Four Word Thinking*, and *King of Indecision*) and has self-published games including *14 Frantic Minutes*, *Relics of Rajavihara* and the expansion *Montalo's Revenge*.



Matt Staples and Eric Holden from The Goblin's Corner

Eric is an Atlanta artist, comedian, father figure to offspring and furry critters, and co-host of The Goblin's Corner. Eric has been performing since he was old enough to speak and has carried this into every creative format, from various improv and live acts, to sketch comedy and gaming.

With 30 plus years of running various table top games, he has extensive knowledge of both the industry and the performance art of storytelling overall. Eric can be seen in the wild building false idols to Godzilla, drinking coffee with abandon, and rolling 20 sided dice wherever fine products are sold.

Matt is a husband, long time geek enthusiast and storyteller, Cat herder, and cohost of the Goblin's Corner Podcast and YouTube channel. Matt has over 30 plus years of gaming experience; running adventures, world building, storytelling and playing.

Additionally, he possesses the mutant ability to find the loophole in any system, which results in amusing gameplay and (oftentimes) frustrated storytellers. Matt can often be found roaming gaming conventions, clad in summer-wear and a bemused expression, while handing out rum to discerning palettes.

Website: <https://goblinscorner.com>

X/Twitter: <https://twitter.com/goblinscorner>

YouTube: <https://www.youtube.com/c/thegoblinscorner>



J. Strautman

J. Strautman is a Toronto-based musician, game designer, and award winning podcaster. They co-helm the three-time award winning actual play, Planet Arcana, where they also score, sound design, and edit the show. J. is also a TTRPG designer with two released zine-sized games: Contact, an alien communication RPG, and Insatiable Cravings, a TTRPG card game for hungry monsters and their admirers. You can catch J.'s podcasting work all over the internet, or catch them touring as a professional bass player around the world.

Instagram: <https://www.instagram.com/straut.mask.replica>

X/Twitter: <https://twitter.com/strautmask>



Jex Thomas

Jex Thomas is a part-time writer, game designer, musician, and future podcaster from Milwaukee, WI. They are the author of *Bump in the Dark*, a tabletop roleplaying game about community, chosen family, deindustrialization, and beating the shit out of monsters. In real life, they work in mental health and help parent a dungeon goblin.

Bluesky: <https://bsky.app/profile/jexjthomas.bsky.social>



Shenuque Tissera

Shenuque Tissera is a stand-up comedian, actor, writer, director, and AP performer. He is a co-founder of Many Sided Media, the team behind the award-winning podcast 'My First Dungeon.' Shenuque has performed stand-up across the country, featured in the New York Comedy Festival, and has also written for Someecards and HBO Max.

Instagram: <https://www.instagram.com/shenuque/>
X/Twitter: <https://twitter.com/shenuque>



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 - with a strong love for TTRPGs, they have hosted various Dungeons & Dragons charity streams throughout the past three years. Chris Tung is also the producer/editor/current GM for the comedy TTRPG podcast *Super Journey Dudes*, and currently runs the world's highest production Lancer show called *Blink Space Blues*.

He 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 @lil_tungsta.

Website: <http://www.pinkcity.ca>
Instagram: http://www.instagram.com/lil_tungsta
X/Twitter: http://www.twitter.com/lil_tungsta
YouTube: <http://www.youtube.com/@superjourneydudes>



Strega van den Berg

Strega Wolf van den Berg is a graphic and industrial designer and illustrator, studying Industrial Design at the Technical University Eindhoven. They design to be loud.

As a queer autistic person with BPD, they have had my voice stolen by society, and they aim to reclaim it back through high-contrast aesthetics and first person perspectives in their designs.

They are worker-owner at the co-op of Bogfolk, and have developed Lichoma: A Card-based Meatpunk TTRPG together with them, which has been nominated for an Indie Groundbreaker award for graphic design. They make a range of art and graphic design as commissions for various projects, and host a Creative Comrades library with art to use for free, provided you're not a megacorp or millionaire. Also, they just make stuff because they enjoy making stuff.

X/Twitter: <https://twitter.com/bogfolk>



David Van Drunen

For over a decade David Van Drunen has been bringing people together around fun experiences. From design to developing, David loves using board games to build community and connect people.

Driven to capture the unusual and wonderful in game form, David draws inspiration from their Dutch heritage, kid's toys, and donuts. (Designs: Gnomes at Midnight, Block and Key. Dev: The Wolves, and upcoming titles)

BGG: <https://boardgamegeek.com/user/DavidVanDrunen>



Justin Vandermeer

Justin Vandermeer is one half of Shouting Crow Press, a small indie company with a focus on weird little solo tabletop and journaling games like Hedge Witch. As an artist and game designer, Justin often helps new creatives get their first games in print.

He also has a newsletter where he picks apart his favourite games to see what makes them shine.

Website: <https://rpgconfusesme.substack.com>
X/Twitter: <https://twitter.com/shoutcrowpress>



Emma Wakelin

Emma is a Toronto-based actress, comedian and activist. A graduate of The Second City Conservatory, she has appeared in numerous commercials and television shows including a lead role in YTV's Extreme Babysitting.

A community organizer, she is an in demand commenter on several media outlets and has given speeches on 2SLGBTQ+ issues in many venues and to audiences ranging from Pride events to Parliament Hill. She is a proud life-long gamer, and has been seen on the #QuestfortheCure D&D actual play series benefitting Jesse's Journey and as the Storyteller on Cyberpunk: Independence.

X/Twitter: <https://twitter.com/theemmawakelin>



Ricky Wells

Ricky Wells is an absurd contradiction of a person, a self-described introverted nihilist who cares about everything and enjoys hot-dogging in front of a crowd. His Pentecostal upbringing sparked his interest in the occult and subsequently a complete infatuation with science fiction and all things Lovecraftian.

He is a family man who practices martial arts and an enthusiastic gamer who on any given night is looking up into the stars or down into the depths of his dark basement staircase for his next gaming hook. He was a regular cast member for the Scribes & Scrolls Dungeons and Dragons Stream and Keeper for the Mythos Investigators Call of Cthulhu stream.

YouTube: <https://www.youtube.com/@MiniTerrainDomain>
Twitch: <http://twitch.tv/miniterraindomain>



Adriel Lee Wilson

Adriel Lee Wilson (he/him) is part owner of 9th Level Games and the creative visionary behind The Excellents, Savage Sisters, and Nancy Druid. A true reindeer bee at heart, Adriel brings to their publishing practice a wealth of game industry experience and a deep love for all things handmade.

Instagram: <https://www.instagram.com/9thlevelgames/>
X/Twitter: <https://twitter.com/9thLevelGames>



Walton Wood

Walton Wood is a cofounding worker-owner at Bogfolk, an international indie RPG publishing cooperative. He works full time as a freelance editor for the likes of Stockholm Kartell, Games Omnivorous, Exalted Funeral, Creature Curation, Infinite Black, Plus One Exp, and many other small publishers and self-published creators. He is also the cofounder of Ex Libris RPG, a platform for cataloging third-party content for indie games, and he blogs at Liber Ludorum.

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



Emma Yasui

Emma Yasui is a cultural consultant, educator, and anthropological archaeologist who specializes in the pop culture, foodways, and extended past of the Japanese islands. She has been a podcast guest and Discord moderator for Asians Represent! since 2019, and more recently became a member of the production team.

Emma has also worked as a cultural consultant, researcher, and writer on various game projects, and swears that she will one day finish that RPG thing she's been working on for over a year now.

X/Twitter: <https://twitter.com/aznsrepresent>

X/Twitter: <https://twitter.com/starchaeologist>



Bee Zelda

Bee Zelda is your nonbinary busy bee. They are the community manager for Kitten Cup Studio, making indie video games.

Bee is a professional TTRPG Twitch streamer, podcaster, writer, sensitivity consultant, & event host. Bee has appeared in over 50 different podcasts about tabletop gaming and has contributed to countless TTRPG projects.

Exhibitors



<https://www.aresgames.eu/>



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



<https://boardgame2go.com/>



<https://bookwyrmgames.com/>

Exhibitors



<https://brainy.games/>



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



<https://captain.games/>



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

Exhibitors



COMPOSEDREAMGAMES

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



<https://d20lovesdice.square.site/>



Exhibitors



<https://fochtsnetwork.wixsite.com/fochtsnetwork>



T-shirts, Mugs, Posters + more for board gamers

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



<https://goodluckpress.co/>



<https://ilo307.com/en>

Exhibitors



<https://insideupgames.com/>



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



<https://legionsrealmsatwar.ca/>



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

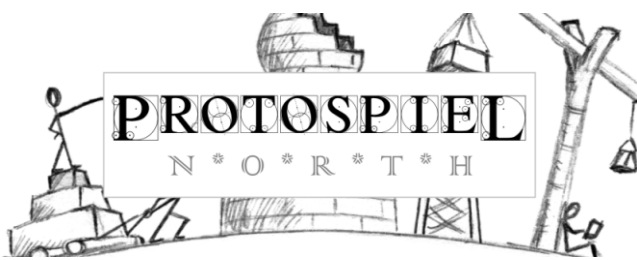
Exhibitors



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



<https://www.geisttheory.com/pre-terra>



<https://jslack.lpages.co/protospiel-north-2024/>



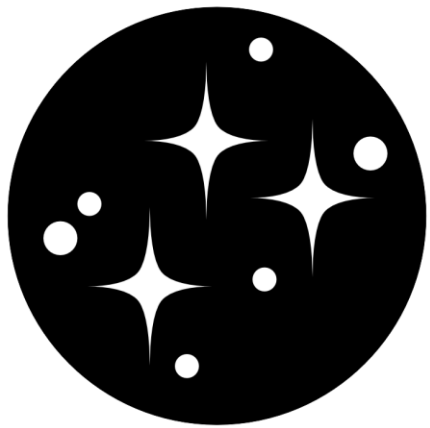
Exhibitors



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



<https://shoutingcrow.itch.io/>



WIZARDS
OF THE
GRIMOIRE

<https://wizardsofthegrimoire.com/>

Exhibitors



WORLD WIELDER GAMES

<https://www.worldwieldergames.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.

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>

The Breakout Team

Executive Team



 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.



 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: twitter.com/canucksamuck

Executive Team



 davidk@breakoutcon.com

David Kingsmill

Executive, Boardgames, Events Schedule, Forms

David Kingsmill has been a gamer and a storyteller almost all of his life, and works for Toronto-based video game developer Massive Damage as a content designer with a focus on narrative. 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 perhaps most impactfully to him, 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 - he has had to unwillingly put it on hiatus, but plans are in motion for it to return.

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



 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: twitter.com/fortnerddotcom

Executive Team



Yvonne R.

Executive, Marketing

A big kid at heart, Yvonne (she/her) has been playing board games for most of her life and, courtesy of the pandemic, has also become involved in several RPG campaigns. Thanks to her wonderful neurodivergent brain, she has many “favourite” games, but prefers those that involve peaceful strategy, cooperative gameplay, elegant tactile elements, intricate problem solving, and an engaging narrative. She also loves any game that enables her to seamlessly accommodate her knitting endeavors while participating.

As an educator specializing in high school mathematics, science, and business disciplines, Yvonne has been inspired by the power of games to motivate students, reinforce educational concepts, and cultivate social connections.

Beyond the confines of the classroom, she deeply appreciates how tabletop gaming serves as a vehicle for bringing people together and fostering a sense of community. Within her responsibilities as a member of the Breakout Con team, Yvonne will be exploring opportunities to create even more welcoming, inclusive, and safe spaces for all boardgamers, particularly those who identify as female.

Operations Team



 richard@breakoutcon.com

Richard 'Doc' Diosi

Tournaments, Operations, Boardgames

Doc has been a gamer all his life, playing D&D back in the mid 70's to the detriment of his high school marks. A very eclectic player, he likes everything from trick taking games to wargames, worker placement, miniatures and everything in between. With a personal game collection just shy of 5,000 games (don't remind his wife who is not a gamer) he really is happiest when reading the rules to, teaching or playing a boardgame.

President of Mercury Games since 2012, he's been deep in the boardgaming industry one way or another for years and loves playing games with everyone.

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.

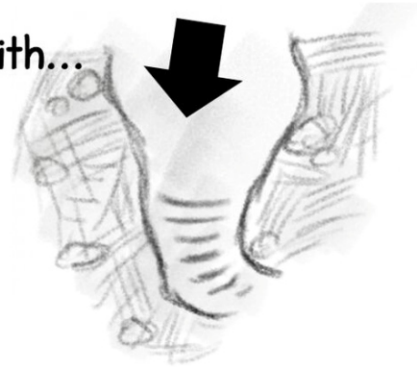
Happy birthday, little bird.

DRAW YOUR DUNGEON

- 1 - Statue
- 2 - Fungus
- 3 - Brazier
- 4 - Altar
- 5 - Gold & Gems
- 6 - Pillar

Search and find... OR Explore a room with...

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.

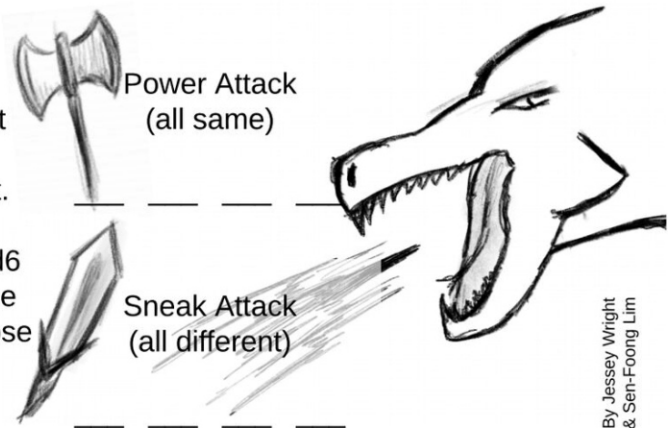
Gameplay: Get a number (either by rolling a d6 or by asking a passerby. If asking, don't ask the same person for a number twice!). Then, choose to explore or search with that number.

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!!!**



By Jessey Wright
& Sen-Foong Lim

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.

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. Passes must be worn at all times when in any of the convention areas. Passes include the attendee's preferred name. 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.
2. 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.
3. 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.
4. **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.
5. Drugs, theft, and vandalism are illegal and will be dealt with accordingly.
6. 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.
7. All sales material can only be sold at vendor booths and not at gaming tables or in other

8. We ask that all attendees of Breakout operate with the assumption of good intentions on the part of other gamers.

Harassment

Breakout has a zero-tolerance policy for harassment, which is defined as a form of discrimination that includes unwanted physical or verbal behaviour that offends, intimidates, or humiliates another person. It includes annoying comments or conduct that is known or ought reasonably to be known to be unwelcome. No attendee shall harass, embarrass, or otherwise harm another attendee, guest, staff member, volunteer, vendor, or any individual in the convention space with their words or actions. Any such behaviour may lead to expulsion from the convention, the revocation of convention badge (without refund), and a permanent ban from Breakout.

The convention management reserves the right to remove any person or signage, material, product, images, or items that we, in our sole discretion, deem offensive or in violation of our policies or philosophy including, but not limited to: hate speech, religious/anti-religious proselytization, unauthorized solicitation, unwanted sexual advances, misogyny, anti-feminism, anti-2SLGBTQ+ rhetoric (e.g. homophobia, transphobia, etc.), bullying, racism, sexism, or ageism.

If you experience negative behaviour, or unwanted attention of any kind, feel unsafe, or wish to report a violation of our rules, please immediately alert our table volunteers in the Dominion Board Game Hall, the Provincial Open RPG Room, or at the Registration desk.

Should you wish to report your concerns anonymously, you may do so using this Google form:

<https://docs.google.com/forms/d/e/1FAIpQLSe-4Oow5GMaO6sXkVjFRjoQ-5CeX4hrBSO4A9tdVkZ1C9IF8Q/viewform>

To the best of our ability, we will keep your information private. Breakout is committed to confidentiality and we will limit the amount of people to whom your information is voluntarily disclosed. We will share your information with only those who need to know it, such as the specific executive team member who is most effectively placed to address your concerns, hotel security, or law enforcement. Finally, the information you share will not be disclosed by us in full; any specific disclosures we make will include only that information which necessary for decision making.

Violence

Physical violence or threats of physical violence are grounds for immediate expulsion and permanent ban from Breakout.

There will be no appeal and no second chances.

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 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 Provincial North 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 2024 will be eligible for a full refund up until 11:59 PM EST Thursday, March 7th, 2024. Refunds are not available beyond that date.

Hotel Rules - Common Areas and Rooms

1. No attendee may sleep in the hallways or convention space. This includes the hall being provided for all-night gaming.
2. 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 & 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!

2024 BREAKOUT TORONTO

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COVER IMAGE BY: BENJAMIN ROBOLY

CONVENTION PROGRAM DESIGN AND LAYOUT: CHRIS CORMIER, GEEKYGOODIES.COM