

2025 BREAKOUT TORONTO

MARCH 14-16, 2025

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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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 2025. 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:

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

Civic Hall: (Saturday) – Bring and Buy auction

Davenport (4th Floor): (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 pete@breakoutcon.com.

Safety Ambassadors

Breakout has Safety Ambassadors. Safety Ambassadors are present throughout the con and can be found by the neon arm band they're wearing. These are people who are dedicated to ensuring that Breakout remain a safe and inclusive space. If you need help, we've got you.

Safety ambassadors will stop, listen to you, and contact one of the main organizers if needed. They will stay with you until the organizer arrives and then will work with the organizer to ensure the safest way forward is taken. If you don't need any action to be taken, but just need someone to support you in the moment, validate your feelings, or help you find a quiet place to decompress, a safety ambassador will also help you. They are present at the con to ensure a safe space and to help community members know we've got their back.



What can a safety ambassador help with?

- Dealing with abuse, harassment, or someone making you feel unsafe
- Dealing with someone who's gotten out of hand, is behaving inappropriately, or is acting outside of Breakout's inclusivity policy
- Finding a safe and quiet place if you feel overwhelmed or need to tap out
- Summoning Breakout Admin to situations that require their attention
- Reinforce Breakout's policies to ensure a safe and inclusive environment
- Listen to concerns, frustrations, or hurt
- Offer validation, comfort, or high fives

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

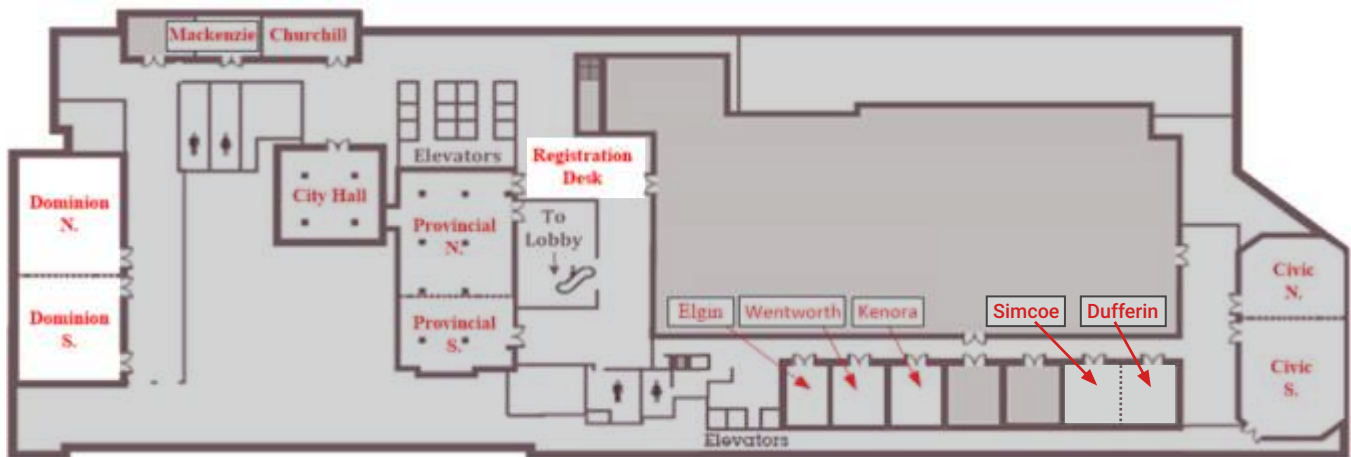
While the Dominion and Provincial halls will be closed by 11:00 PM, Breakout is offering 24-hour gaming in both the City Hall where they will be open all night for those who wish to game even into the early hours up to 6:00 AM. To manage this, anyone in the all-night hall past midnight **must** have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

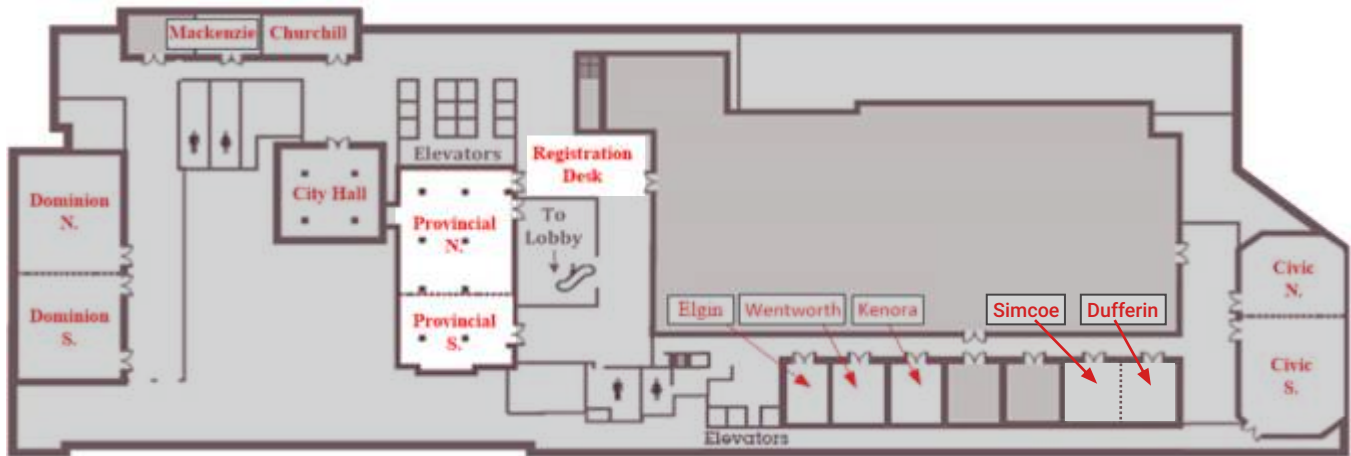
- Friday 10:00 AM – 11:00 PM
- Saturday 9:00 AM – 11:00 PM
- Sunday 9:00 AM – 5:30 PM

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



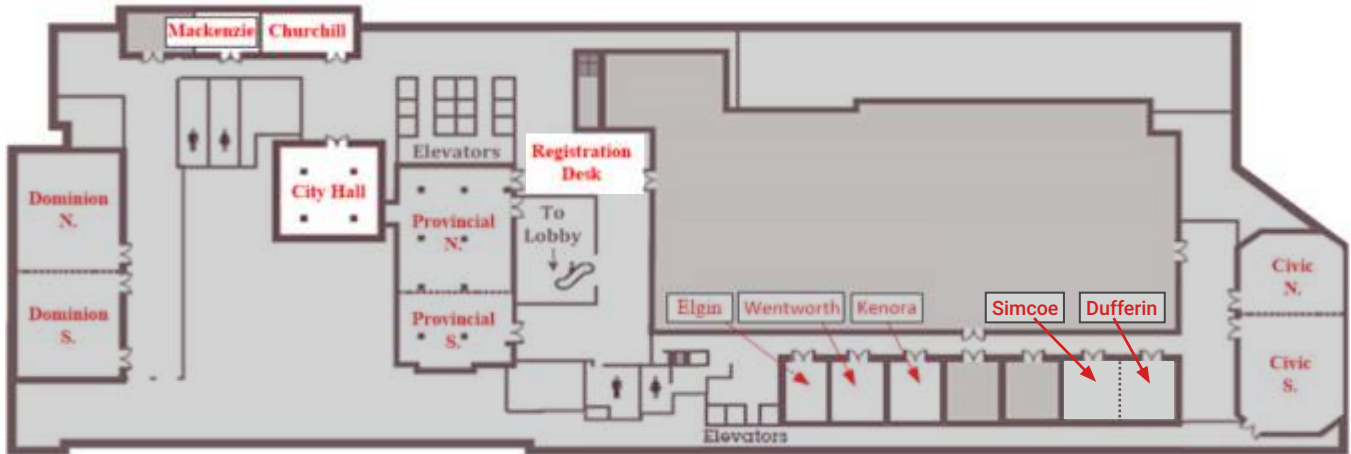
Provincial Hall - Roleplaying Games

- 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.

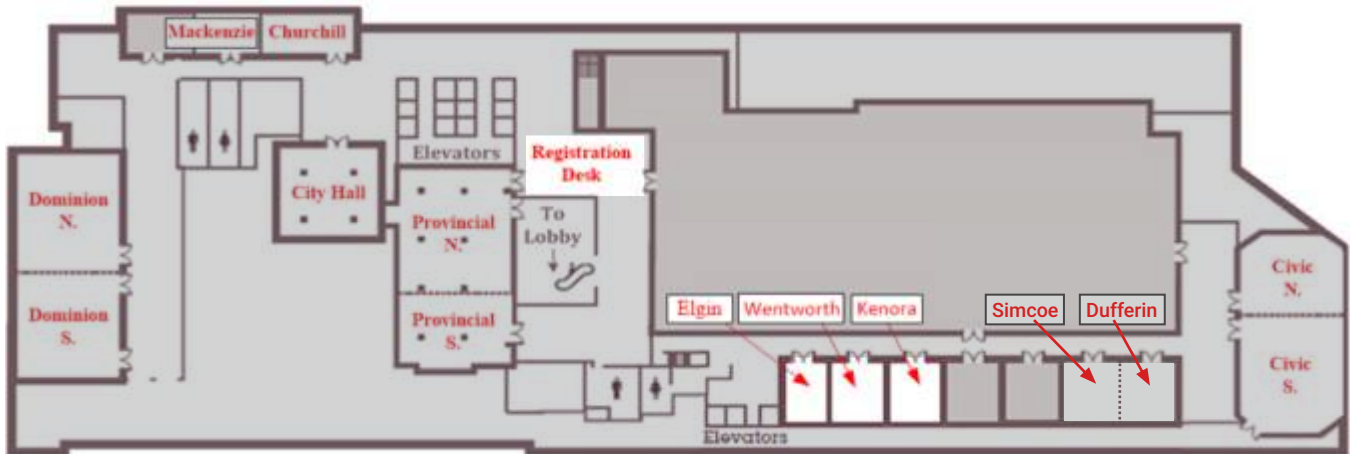
City Hall Room

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.

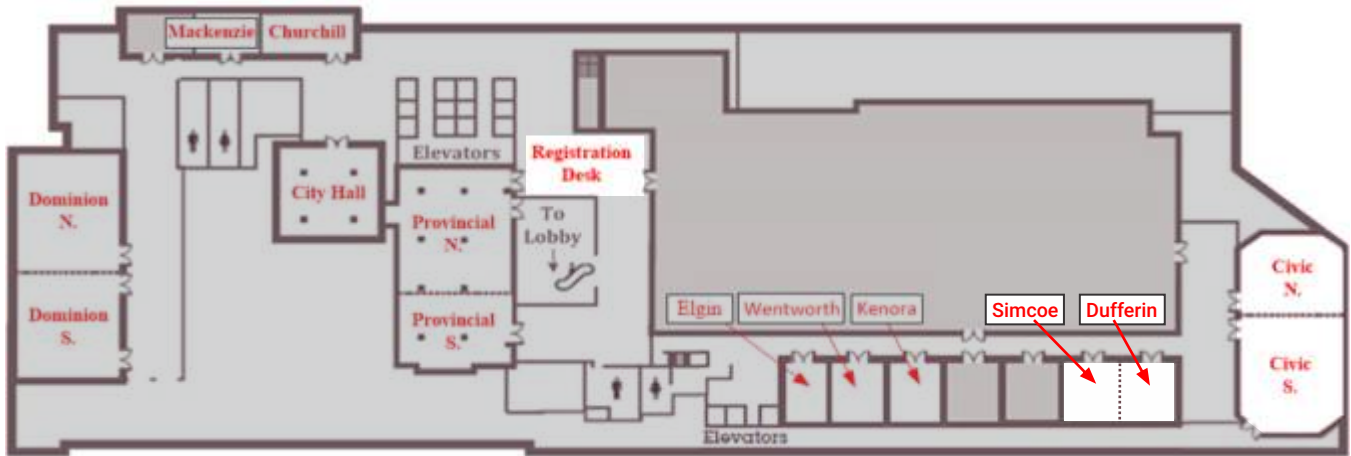
Wentworth Room – Family Gaming

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

Mask Mandatory, Open Gaming (RPG and Board Games) hall

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



Simcoe Room

Open Gaming (RPG and Board Games), NOT mask mandatory.

Dufferin Room

Open Gaming (RPG and Board Games), NOT mask mandatory.

Civic Hall

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



Draft Cards and Chain Rewards



FIND US IN THE CHURCHILL ROOM!

Demo Earth, Block and Key, Draft & Write Records, and more!



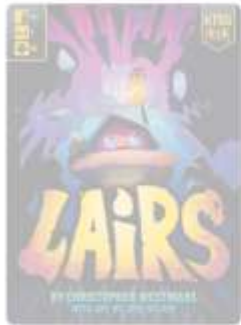
An international award-winning game



Be the first to demo the NEW Earth Abundance Expansion!



<https://insideupgames.com/>



COME SAY HI, PLAY A GAME, OR BROWSE OUR STORE IN THE CHURCHILL ROOM



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

Play with us in Mackenzie Room!

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



www.aresgames.eu

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

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 15th** in the **Civic Hall** and will run from 12 pm – 6 pm.

For those who are unfamiliar with this auction format, the idea is that instead of having an auctioneer managing the individual lots for sale, there is a dedicated space set aside with all the items for sale on display.

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

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



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/1FAIpQLSeDB3zRHkX96DvcA_ARkBUhh_dOTwoxMNStUMG7zP0ogJvdQw/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** Tag each of your games with an Item form. Item Sheets displays the price info for any potential buyers.
- 4** You set the price that you want for each item (note all prices must be in whole dollar amounts – e.g. \$10, \$40, etc. NOT \$10.50). 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 14th 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/sites/default/files/2022-07/Breakout-Bring-Buy-item-sheet-Final.pdf>

To attend the auction,
you must be wearing a mask at all times.

Bring and Buy Auction

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.

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 14 at 7pm EST**. No exceptions.

Sponsors



<https://store.401games.ca/>



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



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



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



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



CHIP THEORY GAMES

<https://chiptheorygames.com/>

Sponsors



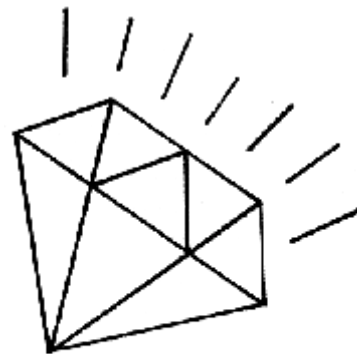
<https://www.dexposure.com/envoy/>



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



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



Gem Room Games

<https://gemroomgames.com/>



<https://ghostfiregaming.com/>



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

Sponsors



<https://ilo307.com/en>



<https://ledergames.com/>



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



<https://luckyduckgames.com/en>



<https://idlechampions.com/>



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

Sponsors



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



<https://rtalsoriangames.com/>



<https://www.ravensburger.us/en-US>



<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. **Participants are encouraged to bring their own miniatures to paint too if they want.**

Painting Fundamentals to Advanced Techniques

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

Play to Win Boardgames

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

Game publishers are providing copies of some of their popular titles for our attendees to check out of the Boardgame Library like any other game in our library, except when they finish playing everyone who has played in the game gets to fill out a ballot. 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 (Wentworth Room) 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 policies:

- 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.



F12

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ARENA, AND PROVE YOURSELF VICTOR OF
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<https://www.themunera.com/>

blitzstream.com

Domusian Hall

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GATHER YOUR FRIENDS AND BUILD THE WORLD!

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3-5 PLAYERS 15-30 MINUTES 10+ AGES

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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-2025-spring/>), 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.



Protospiel North is an extension of the popular series of Protospiel board game design and development conventions. Amateur and established board game designers get together to test and improve game prototypes in a supportive, cooperative environment. This casual event is based on sharing experiences and insight toward a goal of making the best games. Protospiel North uses the same free-flowing format as the other Protospiel events. There are no schedules, formal structure, or time slots for specific playtests. Designers and playtesters simply grab a table and play games. The event works on the premise of getting everyone's games to the table and collaboratively working to make better games and better designers.

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



Math Trade

Starting in 2025, for the first time in Breakout's history, we will be hosting a Math Trade!

What is a Math Trade?

Math trades are a great way to trade your games and game supplies for new games and supplies, without having to find specific trade partners and haggling on a deal. Gamers have been running math trades in the GTA for decades. The largest math trade in Toronto history had over two hundred and twenty participants and saw more than a thousand games change hands. Over the years we've traded just about every game there is, along with gift certificates, gaming supplies, and on one occasion an Instant Pot (which traded for a copy of Eclipse, because gamers like to cook too).

It's a great way to cycle the stuff out of your collection that isn't getting played for new games you can try and we think the Breakout math trade will be the biggest trade yet.

How Does it Work?

The simplest way to explain how math trades work is with an example. Say you have a copy of the Fifth Edition D&D Player's Guide, and you wish to trade it. Albert has a copy of Wingspan that you would like, but Albert doesn't want your Player's Guide. However, Bonnie does want your Player's Guide, and she has some Magic: The Gathering starter decks that Albert is interested in. So the three of you create a trade loop: you trade the Player's Guide to Bonnie, who trades the Magic decks to Albert, who trades the copy of Wingspan to you.

An organized math trade is about creating as many trade loops as possible among all the people participating, thanks to some computer software and a bunch of math. For example, you might use the trade interface to state that you are willing to trade your Player's Guide for Wingspan, or a copy of Call of Cthulhu, or a set of Warhammer miniatures, or a collection of fancy dice; when the software is done creating trade loops, if there is a loop where your Player's Guide can be traded for one of those items, then it will trade - although you won't know which item you get until the results are tabulated. All math trade trades are one-item-for-one-item, so you won't get the Warhammer minis and the fancy dice for your Player's Guide, though.

The beauty of the math trade is that **no trade can happen without your agreement**. If you put up your Player's Guide in the trade list, and you don't see anything you want to trade it for, you simply enter a blank want-list for the Player's Guide, and it won't be traded.

How will the Breakout Math Trade Work, Specifically?

Before Breakout, the Breakout Math Trade (BMT) Team post a trade master list on BoardGameGeek and open it to submissions. You'll need a Boardgamegeek or RPGgeek account in order to post games to the trade list. Shortly before the convention, we'll finalize submissions and run the trade software to determine what everybody's getting.

The physical math trade will take place on the evening of Friday, March 14 in the City Hall room at Breakout. The BMT Team will be present to help everybody find their trade partners and check people out with their new goodies; the actual physical trading part of the trade should take no more than an hour.

The Math Trade organizer is Chris Bird. If you have any questions, contact him at mightygodking@gmail.com.

Frequently Asked Questions

Q: If I just want to show up to participate in the Math Trade, do I still have to pay the entry fee for Breakout?

A: Yes.

Q: What if I want to participate in the Math Trade, but I'm unable to attend in person?

A: If you want to participate in the Math Trade, but are unable to attend, you can choose to have someone attend (proxy) on your behalf. You must inform the Trade organizer, Chris Bird, ahead of time of this intent.

Q: What items can be submitted for the Math Trade?

A: Any boardgame, RPG or related item. Related items would include CCGs, miniatures and terrain pieces. No CCG singles. No video games. For clarification of your items, contact Chris Bird.

World Series of Board Gaming Tournament

Want to Win \$25,000 Playing Board Games?

The World Series of Board Gaming (WSBG) has partnered once again with Breakout to bring you their Toronto Mini Tournament hosted by Chris George (Room and Board, WSBG's Director of Production).



If you're unfamiliar, The World Series of Board Gaming (<https://wsbgvegas.com/>) is an annual competition in Vegas to crown the "World's Best All-Around Board Gamer". Competitors will compete in 16 different games, with one winner taking home the title of WSBG Champion and the \$25,000 grand prize. They're back in Vegas this year and want the Best of the North to join in on the action.

If you have any questions, contact Chris George at chris@wsbgvegas.com.

Schedule

Friday, March 14

4:00 pm - Wingspan, Great Western Trail 2e, Acquire, Lost Ruins of Arnak

6:00 pm - Ark Nova, Castles of Burgundy, Cascadia, The White Castle

Saturday, March 15

11:00 am - Earth, Azul, Brass Birmingham, Terraforming Mars

2:00 pm - Splendor, Ra, Dune: Imperium - Uprising, Heat

Sunday, March 16

9:00 am - SEMI-FINALS (drawn once all 16 games are completed)

1:00 pm - FINALS

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Guests of Honour

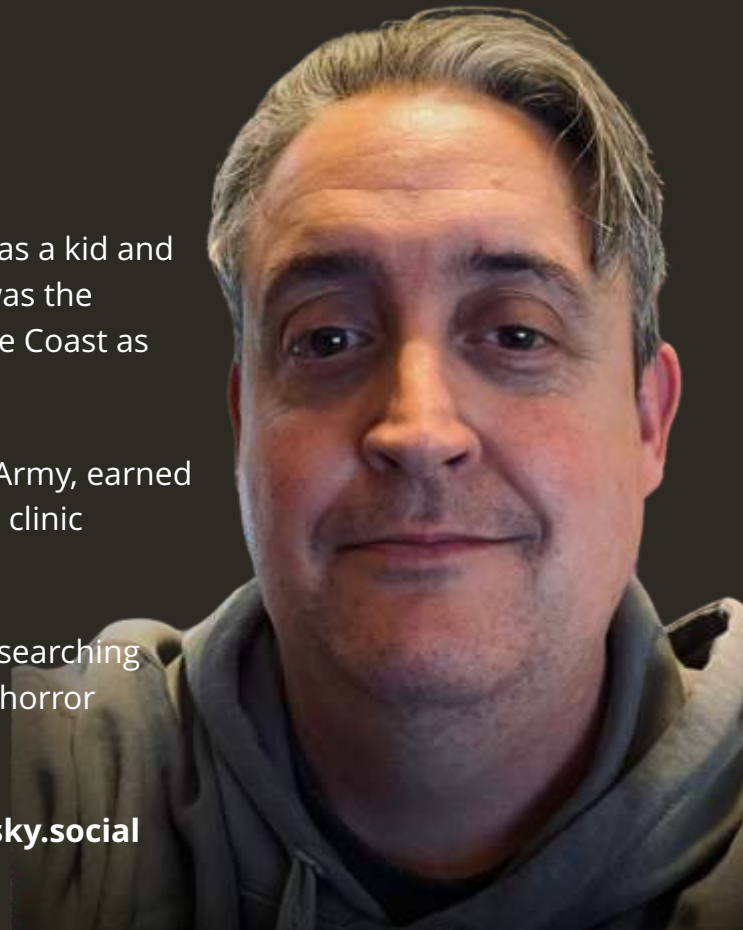
Bill Benham

Bill Benham started playing Dungeons & Dragons as a kid and knew he would make games one day. "One Day" was the summer of 2018 when he joined the Wizards of the Coast as a producer for D&D.

Before joining Wizards, Bill served 20 years in the Army, earned a master's in healthcare administration, and was a clinic manager in the public sector.

Besides work, he fills his days finding new games, searching for new places to eat in Seattle, WA, and watching horror movies with his loyal French bulldog, Kizzy.

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



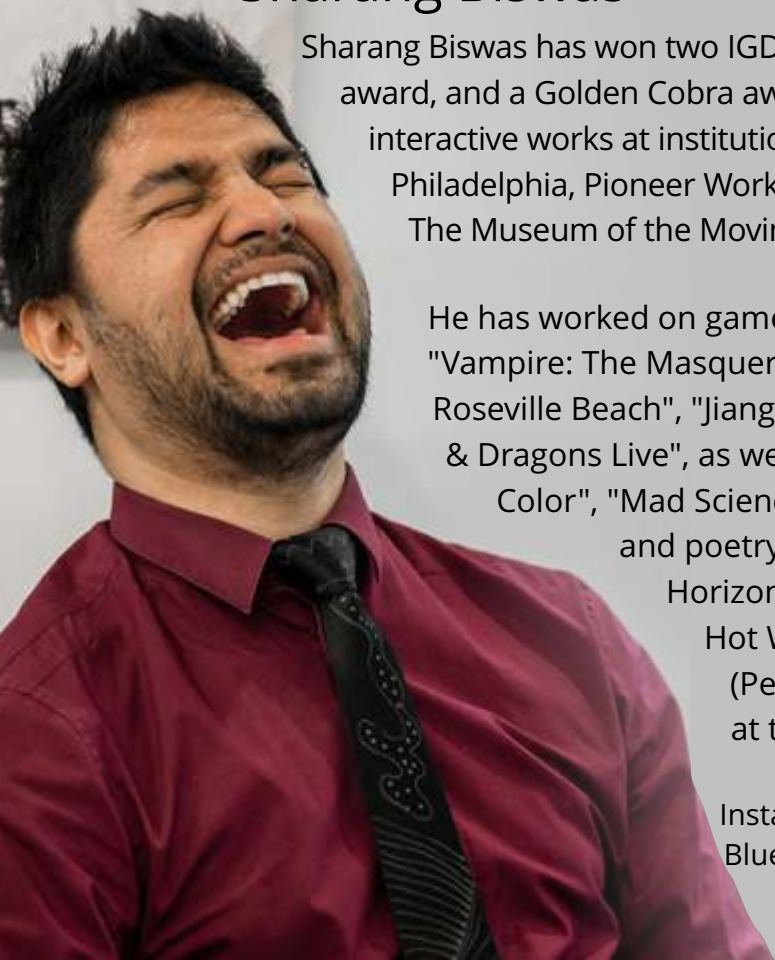
Sharang Biswas

Sharang Biswas has won two IGDN awards, four Ennie Awards, an IndieCade award, and a Golden Cobra award for roleplaying games. He has showcased interactive works at institutions such as The Institute of Contemporary Art in Philadelphia, Pioneer Works in Brooklyn, the Toronto Reference Library, and The Museum of the Moving Image in Queens.

He has worked on games such as "Avatar: Legends", "Pathfinder", "Vampire: The Masquerade", "Spire: The City Must Fall", "Moonlight on Roseville Beach", "Jiangshi: Blood on the Banquet Hall", and "Dungeons & Dragons Live", as well as boardgames including "Holi: Festival of Color", "Mad Science Foundation" and "Sea of Legends". His fiction and poetry has appeared in Lightspeed, Augur, Strange Horizons, and more. He is the co-editor of "Honey & Hot Wax: An Anthology of Erotic Art Games" (Pelgrane Press). Sharang currently teaches games at the NYU Game Center and Fordham University.

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

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



Guests of Honour

Erica Bouyouris

Breakout is thrilled to welcome Erica Bouyouris, the Design Lead for Spin Master Games, as a Guest of Honour to this year's con. Erica has designed over 25 games based on movies and IPs; such as the newly released Arizona Iced Tea game, Wicked the Game, and the Dumb Ways to Die card game (which earned a nomination for both Game Designer of the Year for the Play Creators Awards and as Adult Toy of the Year at the Toy of the Year Awards 2023). Erica is also a co-designer on games such as Bosk and the Mensa Select award winning game, Kodama 3D. Occasionally, she also does development work such as Disney's Robin Hood Sheriff of Nottingham. Erica is the co-host of the long running podcast Ludology, a podcast all about games, game design and the gaming industry.

Website: <https://ludology.libsyn.com/webpage>

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



Industry Guests



Rui Albino

Rui Albino is a Story Artist, Director, and Animator for Film and AAA gaming since 1990. Rui received an honorarium for dungeon mastering in the early 80s and has been a Table Top Gamer ever since. Some of Rui's accomplishments can be seen on IMDB or in the credits of Ubisoft games, Disney's "The Gargoyles" and many, many more. Rui has been developing The Seas of Infinity TTRPG for the last four decades and has committed to completing his life long passion.

Facebook: <https://www.facebook.com/profile.php?id=100085097531449>
Instagram: <https://www.instagram.com/cosmicchronicler2025/>



Stefan Alexander

Stefan Alexander is the designer of CuBirds, King Chocolate, and Area 51 (and quite a few more to come). He likes games with simple rules, high interactivity, and emergent gameplay. He especially loves card games.



Emiel Boven

Emiel Boven is a game designer and artist from the Netherlands. You might know him from his work on DURF or the science-fantasy zines series, The Electrum Archive, which he creates together with Ava Islam. Due to Emiel's talent for switching effortlessly between design, art, and writing, there is a good chance you have seen some of his work in any of the indie RPGs that have come out in the last few years.

Website: <https://emielboven.substack.com/>
Patreon: <https://www.patreon.com/emielboven>
Instagram: <https://www.instagram.com/emielboven>
BlueSky: <https://bsky.app/profile/emielboven.bsky.social>



Tim W. K. Brown

Tim W. K. Brown, a multiple award winning game designer from Stouffville, Ontario, is proud to be a guest once again at Breakout. His games have been sold in a dozen countries and have been featured in multiple magazines and podcasts. His most well known games are Wreck Raiders, Quartex, Gridstones, and Order of Invention.

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

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

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



Christopher Chan

Christopher Chan is an award-winning art director by day and a game designer by every other moment. His first published game was The Night Cage, which he co-designed and illustrated. He followed that up with Portents, The Night Cage: Shrieking Hollow, and Stalk Exchange. His newest game, Push Push Penguin, is coming out this spring and features his artwork. When he's not making games he's probably running or taking photos of bugs.

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



Agatha Cheng

Agatha Cheng is a co-host for the ENnie Award-winning Asians Represent! podcast which celebrates, challenges, and redefines Asian representation in games media and beyond.

She is a game designer & writer as well as a cultural consultant for topics of Chinese diaspora and Chinese mythology. Her latest works appear in Deathmatch Island as well as Tomb Raider: Shadows of Truth. Her shoujo manga hack for Good Society, Budding, won at The Awards 2024.

X/Twitter: <https://x.com/mightyshrimp>

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



Christopher Chung

Chris is the designer of Lanterns: The Harvest Festival, Spell Smashers, and soon to be released My Little Pony: Festival of Lanterns. Sometimes a tutor, but always a tutee, and will always make room for cheesecake when there is none left.

Instagram: <https://www.instagram.com/cchunggames/>
Bluesky: <https://bsky.app/profile/cchunggames.bsky.social>



Derek Chung

Derek is an easy-going, globe-trotting mental health professional by day and an award-winning game designer by night.

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 pioneers in the young field of therapeutic gaming that attempts to make psychological health more inclusive, available, and most-importantly, fun, for everyone.

Facebook: <https://www.facebook.com/NomnivoreGames>
X/Twitter: <https://www.x.com/NomnivoreGames>
Instagram: <https://www.instagram.com/NomnivoreGames>



Allison Cole

Allison is an artist and game designer from Montreal with an MFA in Interactive Digital Media and Game Design from New York University. She has a passion for Live Action Role Play, Immersive Theatre, and becoming the best Escape Room Player the world has ever seen.

She can be found primarily at Gal Pal Games, where she creates games with her wife and working to fulfill her recently funded Kickstarter "Gay Games to Play in the Car While your GF Drives You to Go Camping."

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



Todd Crapper

Todd Crapper is an award-winning tabletop roleplaying game designer and indie publisher for almost 30 years. Looking at that number for the first time, he fell back against the chair and felt a shiver run down his spine. A career of beloved games flashed before him, from the Combat Advantage zine to Killshot to High Plains Samurai. As if chiming in to a narrator's rendition of chilling poem, he whispered, "What if there was more?"

Website: <https://brokenrulgames.net/>
Website: <https://highplainssamurai.com/>



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, Rom Com Drama Bomb, and the upcoming The Time We Have. 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/>
BlueSky: <https://bsky.app/profile/moreblueberries.bsky.social>



Keith Dozois

Keith Dozois is a creative that has a deep adoration for board games, RPGs, and escape rooms. He is the owner of USB Escape, a take-home horror escape room game that has been played across the world. When Keith is not designing escape room games, he can be found sipping coffee and tinkering with small electronic circuits (poorly).

TikTok: <https://www.tiktok.com/@usbescape?lang=en>
Instagram: <https://www.instagram.com/usb.escape/?hl=en>



Robin Ekberg

Robin Ekberg is a Tabletop producer and performer, known as the GM of the Award winning Starfinder show The Atomless, and Frequencies, as well as appearing on Unprepared Casters, Demiplane, Paizo, One Shot and credited in TTRPGs such as Ragnarock, All the Witches and Daggerheart.

Twitter: <https://x.com/CaptainKrail>

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



Jeff Fraser

Jeff Fraser is an Ottawa-based game editor, developer, and layout designer specializing in board game rules. He has worked on over 100 published games since 2017, including The Fox Experiment, River of Gold, Critter Kitchen, and The Castles of Mad King Ludwig.

Website: <https://www.jwfraser.ca/>



Julian Frid

Julian Frid is an improviser, teacher and game designer. He is a founder of the Canadian TTRPG 'Sine' as well as Toronto Comedy darlings Sex T Rex. Sine is currently a podcast and also in the works of being Kickstarted in 2025. Julian is a huge fan of how RP promotes organic atypical storytelling and would love to talk to you about how your favourite system does the same.

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



Jay Gellerman

Jay Gellerman / @Neofett3 (on most socials) is an American Professional GM, content creator and Twitch Streamer. He's most notable for his Shadowport Adventures series with the Star Wars RPG Edge of the Empire created by Fantasy Flight Games. He is the owner of the Emporium of the Wayward Gamer LLC and Twitch Channel.

He can be found running many different genre of games including horror, sci-fi and fantasy for several publishing companies as well as his own games at many conventions around the United States including Gary Con, Gamehole Con, Gen Con, Strategicon, PAXU plus many more.

Twitch: <https://www.twitch.tv/emporiumwaywardgamer>
X/Twitter: <https://www.x.com/@neofett3>



Chris George

Chris George loves Breakout and is happy to be on the list of guests! Finally his mother will be proud of him! Chris runs the YouTube channel Room and Board, which is a channel dedicated to helping you find your next favourite game, where he promises to give you one SINGLE chuckle along the way, and no more! Chris is an expert in Crowdfunded board games, having read through every single rulebook that has passed through Kickstarter/Gamefound/Backerkit in the past 3.5ish years (over 2500 games), and consulted in multiple research studies focused on the hobby and industry trends.

Chris is also the Director of Production for the World Series of Board Gaming (a title he gave himself), handling all of their media, filming, and running mini tournaments across North America. He will be running the WSBG Mini Tournament this year at Breakout, and encourages everyone to stop by and say hi. It's a free event, so anyone can participate, or you can come by and help him not do his job by playing a game with him while the tournament is ongoing! He loves connecting with all board gamers and sharing the love of this fantastic hobby of ours.

Website: <https://www.youtube.com/@roomandboardreviews>
Website: <https://www.youtube.com/@wsbgofficial>
Website: <https://wsbgvegas.com/>



Pascal Godbout

Pascal is the main designer for @SpotlessDiceGames and has published multiple supplements for Fate of Cthulhu. He returns to BreakoutCon with Ringmaster, his new Descended from the Queen TTRPG.

Threads: https://www.threads.net/@pg_yyz

BlueSky: <https://bsky.app/profile/pg-yyz.bsky.social>



Derek Gour

Derek is a Toronto-based indie game developer who designs both tabletop and computer games. Creator of the card-based story game Hope Inhumanity, which celebrates its 10-year anniversary in 2025, Derek thinks of game design as crafting memorable experiences for players. His influences range from roleplaying classics like Burning Wheel and Apocalypse World to computer strategy gems like Civilization and Crusader Kings. You can keep up with Derek's latest game design adventures on his YouTube channel, Dandy Barbarian.

Facebook: <https://www.facebook.com/hope.inhumanity.game>

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

Youtube: <https://www.youtube.com/@DandyBarbarian>



Mikey Hamm

Mikey lives in Edmonton, Alberta with his wife Stephanie and their two children, Butterspoon and Agent Roundhouse. He feels privileged to spend his early mornings doing something as wonderfully unimportant as making games. His titles include Two-Hand Path and the award-winning TTRPG, Slugblaster.

BlueSky: <https://bsky.app/profile/wilkiescandylab.com>



Ric Heise

Ric Heise is Mythworks' Chief People Person! Ric is the first point of contact for people interested in Mythworks. For Mythworks, Ric handles the Supporter Experience, Retail and Related Relationships, Connecting a Network of Creativity, and Your Curiosity. Ric is a contributing writer and designer for The Wildsea in addition to being Head of Playtesting. Ric is a Lyric Game Creator and Curator of Ephemeral Joys.

Ric can be found on Mythworks' related Discords, or reached by emailing contact@myth.works. Ric would love to play a game with you, especially if you made it!

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

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

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

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



Sidney Icarus

Sidney Icarus (they/them) has more than 15 years of experience designing playful and meaningful interactions across military, healthcare, government, and consumer games. They are a full-time digital game designer and operator of applied game consultancy Wax Wings. In 2023, Sidney's game Decaying Orbit won the Australian Independent Role Playing Game of the Year.

When not playing with game design, Sidney enjoys spending time with a coffee (Magic) and their cat, Radar.

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

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



Felix Isaacs

Felix Isaacs is the ENNIE award-winning writer and designer of the Wildsea and Pico, and spends as much time as possible on balconies.

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



Ava Islam

Ava Islam is a fool, a wretch, a rogue, and a rascalion. You can read the ravings of her brain worms on her blog (<https://permacrandam.blogspot.com/>) or check out her game, Errant.

x/Twitter: <https://x.com/yungdumbitch/status/1749668165540565122>



Will Jobst

Will Jobst is an award-winning 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!

X/Twitter: https://x.com/will_jobst

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



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>

Facebook: <https://www.facebook.com/andykim088>

Instagram: <https://www.instagram.com/andykim088/>



Yeonsoo Kim

Yeonsoo Julian Kim is a game designer and writer who works primarily in tabletop roleplaying games and interactive fiction. Their game *Women Are Werewolves*, co-designed by C.A.S. Taylor and published by 9th Level Games, won Best RPG in Dicebreaker's 2023 Tabletop Awards and was a winner in the inaugural Nonbinary Tabletop Awards in 2024. Other games include *Home*, co-designed with Doug, and the two time ENnie-winning *Avatar Legends* RPG. They are based in Austin, Texas.

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



Scott Kelly

Scott Kelly is the S in BSGames. Along with Bill Murphy, he created *Mathemagician's Duel* and *Sinoda*, and continues to come up with more ideas for games than he has time to work on them.

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

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



James Kerr

James Kerr is a publisher, Indie Groundbreaker nominated table-top RPG designer, and arcade champ from rural Ontario. He runs Radio James Games, a publishing house of weirdo gonzo indie games, and is the Membership Coordinator for the Indie Games Developer Network (IGDN), where he champions other folks' weirdo gonzo indie games.

Website: <http://www.radiojamesesgames.com>

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

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 the sensitivity consultant on *The Wildsea RPG*. He loves to explore the intersection between games and learning, and how play drives creativity.

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



Daniel Kwan

Daniel is a Canadian podcaster, game designer, and cultural consultant. He is the recipient of 5 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 the *Tian Xia* series. As a cultural consultant, he has worked for companies like *wizards of the Coast*, *Dimension 20*, *Critical Role Productions*, and *Asmodee*.

BlueSky: <https://bsky.app/profile/danielhkwan.itch.io>

Youtube: <https://www.youtube.com/aznsrepresent>



Eric Lang

Eric is a game designer from Toronto and has been active in the community for 25+ years. He has published games with Hasbro, Fantasy Flight Games, CMON, among many others.

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



Jean Luc Lariviere-Lacombe

Jean Luc Lariviere-Lacombe of The Dungeon's Key is a Canadian indie tabletop role-playing game author and publisher. He is also proudly the president of the Indie Game Developer Network, an international trade organization that champions diverse voices in the game development community. He is best known for his Mörk Borg supplements, Kavlov's Sanctuary and Dwellers of the Bog, and his latest game, Dirtbags!, is in the final stages of development and will be showcased at Breakout this year.

Facebook: <https://www.facebook.com/people/The-Dungeons-Key/61556032686981/>

X/Twitter: <https://x.com/thedungeonskey>

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

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



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.

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

BlueSky: <https://bsky.app/profile/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. He is working on his third TTRPG that should kickstart soon.

Instagram: <https://www.instagram.com/lysander03/>

BlueSky: <https://bsky.app/profile/lysander03.bsky.social>



Julien Legault

Julien is a designer focusing on roleplaying games. Their work is shaped by a passion for clear, evocative design, a background in fine arts and music, a love of nature, and a fascination with the psychology of play. They publish games under Starlight Grove, a label founded in 2022 with fellow Toronto designer Ryan Khan. Starlight Grove celebrates original storytelling, creating games that range from short and lighthearted to deep and emotional, focusing on exploring the many ways humans connect with one another.

Julien's perspective is deeply informed by their life experiences—growing up as a queer, nonbinary person in a small town, living in a time of ever-increasing conflict and polarization, witnessing the seasons change on the shores of Lake Huron, and navigating life as an artist in an era of social media and late-stage capitalism. Their next game, *Memoria*, explores how we remember our lives and those of others through epic journeys.

Instagram: <https://www.instagram.com/gamesandstuffbyjulien/>
BlueSky: <https://bsky.app/profile/julienlegault.bsky.social>



Marceline Leiman

Marceline Leiman is a freelance New York City-based game designer, developer, and adjunct professor at NYU Game Center. She loves exploring new forms of playing games, focusing on those that draw players closer together.

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



Jess Levine

Jess Levine is an author, TTRPG designer, kindergarten teacher, and communist organizer. Her diverse creative interests are united by one theme: lesbians.

She resides in Pittsburgh, on the occupied land of the Shawandasse Tula, Osage, and Monongahela peoples. Her fiction has appeared in *Clarkesworld*, while her non-fiction has been featured in the magazines *Blood Knife* and *Seize the Press*. She publishes TTRPGs as Jumpgate Games, including the CRIT Awards 2023 Best GMless Game of the Year going rogue 2e, *I Have the High Ground*, and *PLANET FIST*. You can find Jumpgate Games, which publish Jess' award-winning TTRPGs on Bluesky as @jumpgategames.itch.io, and all her work on her website jessfrom.online.

Website: <https://jessfrom.online/>

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

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



Aaron Lim

Aaron Lim is a tabletop gamemaker, occasional games educator, and community organizer based in Petaling Jaya, Malaysia. He's made storygames like *An Altogether Different River* and *Spectres of Brocken*. Aaron is an avid proponent of the art of the trashpost game, and runs the fortnightly playtesting meetup Playtest Zero.

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

X/Twitter: <https://x.com/ehronlime>



Sen-Foong Lim

Sen is constantly dreaming, even when he's awake. He is passionate about helping people lose track of time in meaningful ways. An award-winning designer and writer, Sen co-designed many board games, including Belfort, Junk Art, Akrotiri, The Legend of Korra: Pro Bending Arena, Kingdom Rush: Rift in Time / Elemental Uprising, Scooby-Doo: Escape from the Haunted Manor, Mind MGMT: The Psychic Espionage "Game", and Corps of Discovery.

Sen co-authored the TTRPGs Jiangshi: Blood in the Banquet Hall, An Exquisite Crime, The Revenant Society, and the forthcoming Tian Deng. He's worked on many of the biggest roleplaying campaigns in Kickstarter's history including the Gloomhaven RPG, Legends of Avantris: Crooked Moon, Avatar: Legends, and the record-breaking Cosmere RPG system. When he's not gaming,

Sen teaches psychology and Brazilian Jiu Jitsu - though not at the same time! Sen is a founding member of the Tabletop Game Designers Association and serves as the organization's secretary.

He also co-hosts the Ludology podcast and the Meeple Syrup Show from his home in London, Ontario. Discover more at <https://senfoonglim.carrd.co>.

Website: <https://senfoonglim.carrd.co/>

Website: <https://ludology.libsyn.com/webpage>

Website: <https://www.ttgda.org/>

Youtube: <https://www.youtube.com/MeepleSyrup>



Jessie Lo

Jessie "Aki" Lo is a queer mixed Asian-Canadian, ENNIE Winning TTRPG Content Creator. From artist to writer, to performer and GM, Aki wears many hats including being a producer for the award-winning Pathfinder 2e podcast Goblets and Gays. The self-proclaimed Barbie of TTRPGs is here to create passionate stories that uplift voices of colour and showcase chaotically raw energy.

BlueSky: <https://bsky.app/profile/did:plc:tbatrjv4u3tyv2gwjaavnfn>

X/Twitter: https://x.com/akinomii_art

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



Ken Lowery

Ken Lowery is a game designer based in San Antonio, TX, publishing under the name Bannerless Games. He primarily creates solo games such as the ENNIE-winning VOID 1680 AM, Lighthouse at the End of the World, and No-Tell Motel. He used to self-publish comics for a long time, too, so maybe you also know him from there.

X/Twitter: <https://www.x.com/bannerlessgames>

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



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. They are working on a game called WHERE THE MOONFLOWERS BLOOM, about dungeon crawling in the fallen moon of a dead god, with mechanics affected by the real life moon phases.

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



Cassandra MacDonald

Cassandra is a perpetual storyteller with a love for indie RPGs weird and unique. They were inducted into the cult of D&D at an age most would consider "too young", and are best known for their breakout DM's Guild title Skullport: Shadow of Waterdeep, as well as their work on ENWorld's Level Up and MCDM's Flee Mortals and upcoming Draw Steel. They've been tinkering and homebrewing for over a decade now, and Must Be Stopped™. If you'd like to try, they can be challenged on Bluesky @theicequeer.

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



Shannon McDowell

Shannon McDowell is a Canadian 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 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.

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



Christian Malleck

Christian Malleck is a small-time game designer from Ontario, Canada. His goal is to create games that do something no other games do, either through unique mechanics or concepts. He loves roleplaying games that are cinematic, or a bit silly, so that's what he typically makes. He sells his games as a means to fund the next game he's designing, or to buy other indie games.

X/Twitter: https://x.com/Roll_Initiative



Gio Manning

Misael "Gio" Manning is a freelance concept artist and illustrator focused on mechanical design. He has worked in concept art for indie games such as Pizza Titan Ultra and mobile games such as Fallout Shelter. He has illustrated for Iron Widow, Cyberpunk Red, Into the Motherlands, and Maharlika RPG. His newest illustration project, for Gehenna Gaming, Eldritch Automata is coming out soon.

X/Twitter: https://x.com/msquared_art

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

Bluesky: <https://bsky.app/profile/m2art.bsky.social>



B Marsollier

B Marsollier (she/her) is a Canadian illustrator, game designer (100% Modern Ghosts, A Fool's Errand), and award-winning podcaster (co-host, Planet Arcana). B's background is in writing, editing, comic books, and blackjack. B's interests include ghost stories, curation, and high camp.

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

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

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



Reed Mascola

Reed Mascola (he/him) is a Toronto-based game designer and founder of Paranoia Rising Games. He designed and self-published Vigilante, a superhero game with hidden roles, and CATNIP Auction House, which was published by Tin Robot Games. Watch out for other new designs to hit the shelves, including the Rûnebeasts Deck-Building Game and more!

Facebook: <https://www.facebook.com/reed.mascola/>
Instagram: <https://www.instagram.com/paranoiaring/>



Noah Morrison

NL Morrison is an award nominated, Michigan-based, game designer. They're most well known for their flagship TTRPG Print Weaver, where players use their own fingerprints to create their unique and immortal adventurers.

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



Bill Murphy

Bill, part owner and the Lead Creative at BSGames, began his career by helping establish the Canadian HQ for Games Workshop, where he formed a lasting friendship with Scott Kelly. After years in the gaming industry, Bill transitioned into a full-time graphics career, working with notable brands Tommy Hilfiger, Xbox, Molson, Sears, and Mike Weir Golf. His talents soon led him to a role in newspapers, where he redesigned movie ads across Canada and further honed his graphic design skills at The Mississauga News.

Throughout his career, Bill continued to nurture his passion for creativity through his company Purple Alien Illustration and Graphic Design. Here, he combined his expertise in design to solve creative challenges for various clients. Despite his success in the graphic design world, Bill never lost his passion for games. Teaming up with Scott for several years, they both are channelling their passions into BSGames, where the two now work to bring their innovative game ideas to life.

Facebook: <https://www.facebook.com/BSGamesCA/>
Instagram: <https://www.instagram.com/bsgamesca/>
Youtube: <https://www.youtube.com/@bsgamesca8891>



Jake Noorman

Jake Noorman, better known as MTD Jake, is a TTRPG producer, DM/GM, and player. He is also a freelance content creator & producer. Jake spends his time fostering a welcoming and inclusive community of fans and friends, promoting mental health awareness, and telling stories with his friends. He has produced numerous charity livestream events benefiting causes such as 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. Under the banner of MiniTerrainDomain, Jake produces, runs, and plays in numerous TTRPG actual play livestreams. He runs and plays in a variety of systems including D&D 5e, Pathfinder 2e, Kids on Bikes, Call of Cthulhu, and more.

Jake offers services consulting on livestream development, graphic design, production services, and more. He has raised thousands of dollars producing charity-based livestream events, collaborating with industry professionals, livestreaming peers, and celebrities.

In his personal life, Jake loves to be creative. He enjoys 3D printing, painting miniatures, crafting miniature terrain and dioramas, and photographing his creations. He is a father, grandfather, husband, and veteran of the United States Army Infantry.

Twitch: <https://www.twitch.tv/miniterraindomain>
Instagram: https://www.instagram.com/jake_of_the_internet/
BlueSky: <https://bsky.app/profile/mtdjake.bsky.social>
Youtube: <https://www.youtube.com/miniterraindomain>



Roberto Panetta

Roberto Panetta is the creative force behind Rock, Stone & Dice Games, a Canadian board game publisher renowned for crafting whimsical and approachable gaming experiences. Roberto struck gold with his first hit, Gems of Iridescia, a game that masterfully blends exploration, resource management, and market manipulation.

With a passion for world-building, strategy, and just the right amount of chaos, Roberto brings his signature touch to every project.

Threads: <https://www.threads.net/@rockstonedice>
TikTok: <https://www.tiktok.com/@rockstonedice>
Facebook: <https://www.facebook.com/profile.php?id=100094989261677>
Instagram: <https://www.instagram.com/rockstonedice/>
BlueSky: <https://bsky.app/profile/rockstonedice.bsky.social>
Youtube: <https://www.youtube.com/@RockStoneAndDice>
LinkedIn: <https://www.linkedin.com/in/roberto-panetta/>



Jason Pitre

Jason Pitre (he/him) is a Canadian designer, publisher, podcaster, layout pro, and RPG coordinator for the Ottawa-based convention CanGames. He is the president of Genesis of Legend Publishing which has recently released such games as Sig: City of Blades, Palanquin, and Once More Into the Void. You can learn more about him and his games at www.genesisoflegend.ca.

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

Mastodon: <https://dice.camp/deck/@genesisoflegend>

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



Pamela Punzalan

Pam Punzalan is a multi-awarded Filipino queer woman best known for her work on D&D: Journeys Through the Radiant Citadel, Spire: Shadow Operations, Hunter: The Reckoning, Thirsty Sword Lesbians and the up and coming Dagger Isles Supplement for Blades in the Dark. You may also recognize her for her work with Big Bad Con, where she is one half of Special Events - including their uplifting work for POC creatives in tabletop.

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

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



Collette Quach

Collette Quach is an award-winning Chinese-Cambodian narrative designer based in California. With a passion for mythology and their own culture, they've worked on projects such as the Tian Xia Character Guide, the Unbreakable Anthology, and the Uncaged Anthology. They have an interest in making games that incorporate ephemera, physical media, and exploring ourselves.

X/Twitter: <https://x.com/collettequach>

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Joe Raso

Joe loves building engaging stories and getting his hands dirty with all aspects of TTRPG development with writing, editing, and graphic design credits on a host of independent publications. Joe is an avid cottager, a mediocre hockey player, and the world's okayest GM. He continues to brave the wilds of suburbia with his family while trying to squeeze money from electrons.

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



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, Big Dog Big Volcano, and Star Chapters.

Website: <https://buttdown.com/Kurt/>

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Matthew Robinson

Retired game designer Matt Robinson (Origins Award 2002, Game of the Year: Mechwarrior: Dark Age; Director of R&D, WizKids; Director of Design, BioWare) spends his time gaming at local clubs in the Toronto area and discussing design with all who will listen. His current focus is on updating terrific old games to make them more accessible to new players. See his most recent work at [canvaseagles.com](http://www.canvaseagles.com)

Website: <http://www.canvaseagles.com/>



Dora Rogers

Dora Rogers (she/her) is a writer and game designer in Montreal, QC. Her work is interested in domesticity, intimacy, flirtation, femininity, and being gay as hell. She designed Sapphic Slumber Party and Drink My Sweat, and co-designed the Indie Groundbreaker-nominated Alchemists with Allison Cole. She has also written about queerness in Magic: The Gathering at Hipsters of the Coast.

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



Richard Ruane

Richard Ruane is a Philadelphia-based tabletop RPG creator and founder of R. Rook Studio. His work includes "Moonlight on Roseville Beach," which won an ENnie Award in 2023, "Dark Design in Verdigris," "Sherwood," "My Chivalric Bromance," "Barrow Keep," and the upcoming "Silver Age." He's a co-owner at Plus One EXP, where he wrangles operations, logistics, and special projects. He is a member of SFWA, where he serves on the Game Writing Committee.

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

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



Brian Sago

Brian Sago is a writer, artist and teacher. Some days he tries to do all three and forgets to go for a walk. His art leans medieval, typically made using 600-year-old methods with 120-year-old tools. His games poke fun at modern cultural horrors, like corporate training manuals, Santa Claus, and butter-themed agricultural royalty pageants.

He illustrated Pick Me, The Wassailing of Claus Manor, and Dark Designs in Verdigris. He is the author of Pick Me and Butter Princess, a roleplaying game about stealing the 90-pound butter sculptures from the Minnesota State Fair.

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



Chris Sellers

Chris Sellers is a designer and publisher who makes games to help you envision the world you want to live in. They made the best-selling game Raccoon Sky Pirates, about chaos and trash, and they hope to playtest the Toronto expansion at Breakout Con. They're also showcasing the queer sword-and-sorcery adventure-romance Defy the Gods. In it, you confront jealous gods and cruel authorities while exploring your emotional entanglements with each other and spiraling upward toward your most glorious, monstrous self.

Sign up for Chris' newsletter, the Everlasting, Never-ending Game Night: <https://hecticelectron.com/pages/sign-up>

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

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

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Shiraz Sheikh

Shiraz Sheikh is a passionate educator and creator with a multifaceted career spanning academia, game design, and media. As a professor in the Liberal Arts, he teaches a wide range of subjects at various colleges and universities in Toronto and surrounding area. Shiraz is also a game designer and one of the creators of the CATaclysm: The Roleplaying Game.

He is currently developing a board game adaptation of CATaclysm and designing a new multi-genre RPG system. As the founder of Akinji Entertainment, Shiraz channels his creativity into innovative gaming experiences. In addition, he co-hosts the popular podcast The Commanders of the Cosmos, where he dives into geek culture and storytelling with his signature enthusiasm and expertise.

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

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Joe Slack

Joe Slack is a board game designer, publisher, developer, instructor, and the author of the #1 international best-selling book, The Board Game Designer's Guide, along with 4 other books on game design. He has taught Game Design and Development at Wilfrid Laurier University and runs the Board Game Design Course, an online course for new game designers. Joe has 9 published games and has raised over \$200,000 Canadian on 4 successful Kickstarter campaigns.

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



J Strautman

J Strautman (they/them) is a Toronto-based TTRPG designer, professional musician, and award-winning podcaster. They've released two zine-sized games: Contact and Insatiable Cravings, both GMless and monstrous leaning. They tour the world as a professional bass player, and co-host, score, and edit Planet Arcana - a tarot-infused science fantasy Actual Play.

TikTok: <https://www.tiktok.com/@straut.mask.replica>

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

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



Skylar Swift

Skylar K. Swift (@transmisc) is an illustrator, fine artist, and TTRPG designer from Southern California. They've published small, queer, artsy, self-illustrated titles such as *Godling*, *Cabinet of Curiosities* and // electric sheep //.

Raised in Portland, Oregon, Skylar graduated with a degree in Illustration from the Pacific Northwest College of Art, and works during the day in marketing and communications for a transgender services nonprofit. Skylar has also featured on actual play streams for networks such as Nerds with Dice and Bardic Inspiration.

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



Jex Thomas

Jex Thomas (they/them) is a part-time writer, game designer, and founder of Last Pine Press. In their other life, they work in mental health and help parent a dungeon goblin. Their interests include fiction first roleplaying games, labor history, sci fi and horror, loud music, and cats (even though they are allergic). They used to play in bands but feel too old for that now. In a past life, they studied creative writing with a focus on poetry and short fiction.

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

Tumblr: <https://jexjthomas.tumblr.com/>

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



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 award-winning producer/editor/ current GM for the comedy TTRPG podcast *Super Journey Dudes*, and 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.

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

X/Twitter: https://x.com/lil_tungsta

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

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



David Van Drunen

David Van Drunen loves bringing people together with "fun"! For over a decade, David has been designing and developing board games that connect people around the shared feeling of "Wouldn't it be cool if...?"

By mixing the familiar with the unexpected David creates wonderful new games inspired by their Dutch heritage, childhood toys, and nature.

(Design: Block and Key. Gnomes at Midnight. | | Develop: The Wolves. The Networks.)

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



Viditya Voleti

Viditya Voleti is an award winning game writer, designer, and educator; creator of Bloodbeam Badlands, Space Goblins!, and LONGSWORD. His diverse body of work explores all aspects of play and interaction. He's worked on a diversity of projects and clients across the spectrum of the TTRPG industry from Paizo and Evil Hat to World Champ Games Co and Possum Creek. You can find his games at vidityavoleti.itch.io and everywhere @vidityavoleti

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BlueSky: <https://www.bsky.app/profile/vidityavoleti.bsky.social>



Dwight Wade

Dwight aka The Big Bearded Nerd, is a Michigan based stream producer, project manager and mini painter. As 1/2 of Mini Terrain Domain, Dwight has produced several charity streams including Legends of Eleanora and Jasper's Game Day. Dwight also produces an ever growing pile of unpainted minis, but let's not talk about that.

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



Emma Wakelin

Emma Wakelin is a Toronto-based actress, comedian and enthusiastic gamer. A multi-disciplined comedian and actor, she is a graduate of The Second City Training Centre's Conservative Program, and in addition, has studied improv at the Bad Dog Theatre in Toronto and The Annoyance Theatre in Chicago.

As a stand-up comedian, she has hosted a semi-regular comedy variety show at the Social Capital Theatre and has appeared in numerous sketch and improv shows and has taken part in The Ottawa Improv Festival, The Toronto Fringe Festival, Globehead & Theatresports. She has been seen on various television shows and commercials and as a series regular on YTV's 'Extreme Babysitting'. She can currently be heard monthly on 89.5fm CIUT in Toronto on the panel show "Left, Lefter, Leftist" on "The Radical Reverend" and was the Storyteller of the Cyberpunk actual play podcast "Cyberpunk:Independence". She is a 14th level cleric worshipping the deity Gygax.

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



Rhys Yorke

Rhys Yorke crafts immersive worlds across comic books, television, film, animation, and games. His notable works include "Star Trek: Strange New Worlds" and the Emmy-nominated "Blue's Clues & You". His passion for science fiction and fantasy unites these diverse projects, showcasing the transformative power of storytelling. From role-playing adventures to cinematic narratives, Rhys brings a sharp focus on character development and world-building to every project. Whether pioneering narrative design, directing films, or leading tabletop campaigns, he creates experiences that illuminate what it truly means to be human.

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

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



Sebastian Yūe

Sebastian Yūe (they/them) is an award-winning, queer TTRPG designer, writer, and editor based in Canada. They are best known for their contributions to Apocalypse Keys: Doomsday Delights, Cloud Empress: Year One Adventure Bundle, and Pathfinder Lost Omens: Divine Mysteries, and their editing work on the Cosmere RPG, Daggerheart, and UNCAGED: Goddesses. A former competitive fencer, Sebastian brings the might of the pen and the sword to their work.

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

Exhibitors



<https://linktr.ee/antih erogamespublishing>



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



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



<https://brainy.games/>

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



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



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



<https://corkylunn.storenvy.com/>

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



<https://www.facebook.com/profile.php?id=61550121195167>



<https://enjaygames.com/>



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

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<https://fromthegroundupgames.com/>



<https://gallantknightenterprises.ca/>



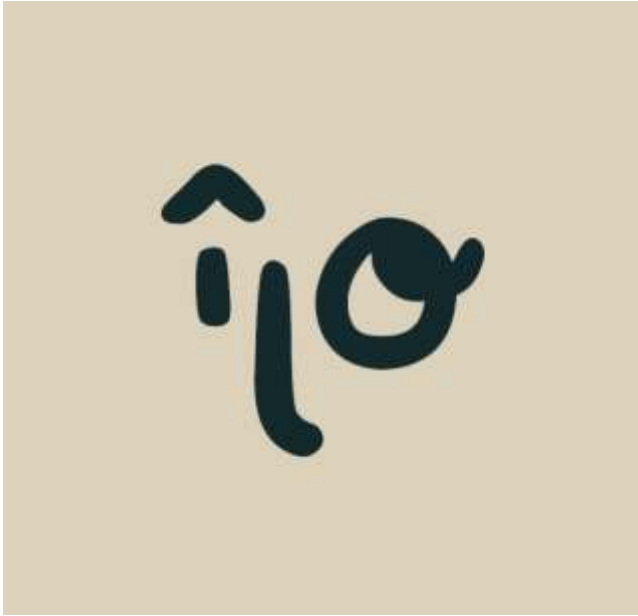
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<https://www.geekygoodies.com/>



<https://goodluckpress.co/>

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



<https://www.indiepressrevolution.com/xcart/>



<https://insideupgames.com/>

Exhibitors



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



<https://legionsrealmsatwar.ca/>

LongPack
GAMES & TOYS

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



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

Exhibitors



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



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



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

Exhibitors

WIZARDS OF THE GRIMOIRE



WORLD WIELDER GAMES

<https://wizardsofthegrimoire.com/>

<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>



Equal Play Initiative

The Equal Play Initiative was born out of the firm belief that all gamers deserve a safe, inclusive, and welcoming game environment to play in. The Initiative is an effort by the wider gaming community, including companies and corporations as well as independent designers to create a convention space that keeps all of its gamers in mind and provides opportunities for increased diversity and safety within the convention space.



Breakout began gathering funding and support from partners to help bring amazing people and tools to our convention. With several amazing sponsors, we were able to provide pronoun stickers, a booth to Toronto Gaymers, and help bring our incredible Guests of Honour to Breakout!

This year, we are hoping to raise enough funds to continue our amazing goals, by continuing with the pronoun stickers, once again providing a space to Toronto Gaymers, bringing a diverse voice to Breakout, and finally, to provide a Quiet Room in the convention space.

You can donate to the Equal Play Initiative, using the form on our website (<https://breakoutcon.com/equal-play-initiative>). If you have any questions, please don't hesitate to contact Pete L. at pete@breakoutcon.com.



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.

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



George Alexander

Tournaments, Operations, Boardgames
Tournament Hall Manager

George was drawn to games from an early age and the passion has only grown. Board games quickly became a favorite activity when he realized there were so many options beyond Monopoly because a friend's older brother showed him Talisman and Diplomacy. Soon he was trying every game he could. By the age of 12 he was DMing games of D&D and making custom rules for Warhammer and Battletech.

He dabbled in competitive MTG which peaked with a top 8 finish in Provincials finish one year. He went on to share his passion for games by teaching games to others at board game cafes and getting involved in events and conventions like Breakout Con. He works on designing games as a hobby in his spare time and aspires to publish a game someday.

Operations Team



Pam Punzalan

Operations
Coordinator of Diverse Engagement

Pam is a Filipino queer woman who wears a lot of hats across games: writer, designer, editor, sensitivity reader, cultural consultant, advocate, and community organizer. She's been nominated by or has received awards from several bodies, including the Ennies, the DJAs, and the Hugo Nebula Awards. Name a tabletop system, and she's probably done something for it. There is also a big chance that whatever she wrote was either incredibly gay, incredibly brutal, or gay and brutal.

Beyond creative work, however, creating more spaces at the table is something that matters deeply to Pam. Before entering the wider tabletop scene in North America, Pam pushed for the recognition of Southeast Asian talent, and built bridges between the various tabletop scenes in the Southeast Asian regions. She later got her break back in 2019 by being a scholar for the San Francisco-based Big Bad Con - a con that she now volunteers at, providing scholarships and in-roads for talent from the Global South.

She's also served as the Executive Director for Dames Making Games Toronto, where she took her experience in tabletop into assisting marginalized digital artists and game workers in Canada.

When she's not any of that, Pam is usually playing a certain critically acclaimed MMORPG, or working her way through her eternal backlog of books, comics, shows, films, or other games. She is also happily married, with fur babies.

Instagram: <http://instagram.com/thedovetailor>

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.

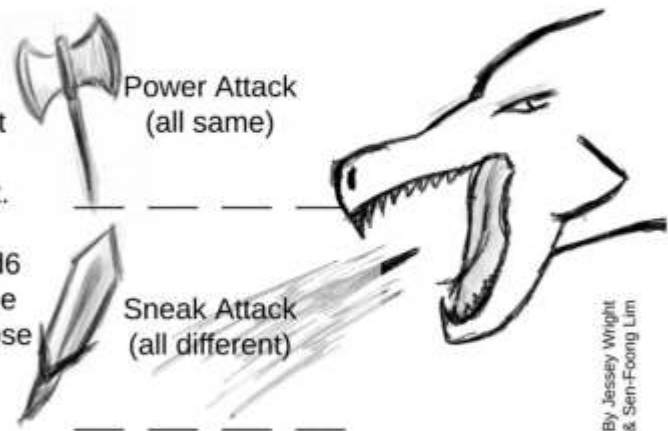
Gameplay: Get a number (either by rolling a d6 or by asking a passerby. If asking, don't ask the same person for a number twice!). Then, choose to explore or search with that number.

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 Jessy 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 areas of the venue without the express permission of the convention organisers.
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 a safe haven to roll dice, move meeples, and enjoy great times with fellow gamers in a safe, welcoming, and inclusive environment.

X-Card

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

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

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

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

Breakout Scheduled Event Sign-up and Waitlist Policy

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

If you have been placed on a waitlist, please arrive 15 minutes before the start of your events and check in with the Admin Desk. The Role-playing Admin Desk is in Civic Hall. The Boardgame Admin Desk is in 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 2025 will be eligible for a full refund up until 11:59 PM EST Thursday, March 6th, 2025. 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!

2025 BREAKOUT TORONTO

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COVER IMAGE BY: BENJAMIN ROBOLY

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