

2026 BREAKOUT TORONTO

MARCH 19-22, 2026

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



Convention Program

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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.

Continuing with the policy established in 2024, we have decided that there will not be a convention-wide mandatory mask policy this year. 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:

Elgin: (Thursday – Sunday) – Open gaming
Civic Hall: (Saturday) – Bring and Buy auction

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.

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 ten 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: Thursday 10:00 AM – Sunday 5:30 PM.

Registration Desk Hours

The hours of the Registration Desk are:

Thursday 10:00 AM – 6:00 PM
Friday 9:00 AM – 6:00 PM
Saturday 9:00 AM – 8:00 PM
Sunday 9:00 AM – 2:00 PM

Exhibitor Hours

The Exhibitor hours are:

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

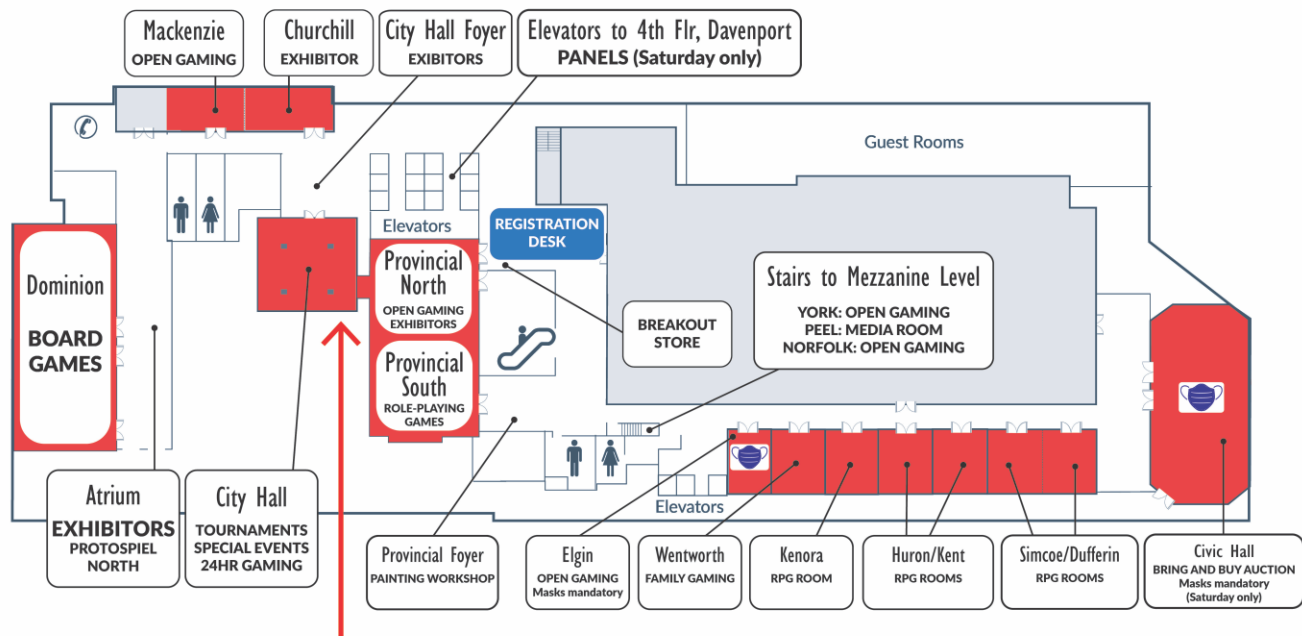
Overnight Convention Hours

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



Late Night Gaming (11 PM - 8 AM) is in City Hall

Dominion Hall – Boardgaming

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

Please be mindful of the seating capacity of the hall, especially on Saturday. A single game requiring more than one table must be pre-approved with the organizers before setup based on availability. Some space may be set aside for organized play, but the majority of table space will be available for open gaming on a first come, first served 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.

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.

Provincial Hall - Roleplaying Games

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

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

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



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!

Mackenzie Room

The Mackenzie Room is an open gaming room.

Churchill Room

The Churchill Room is being used by an Exhibitor to demo their games.

Atrium and City Hall Foyer

The Atrium and City Hall Foyer will feature many of our Exhibitors.

City Hall Room

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

Provincial Foyer

The Provincial Foyer is where the miniature painting workshop is being held.

Elgin Room

This room is a mask mandatory room for open gaming.

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, Huron, Kent, Simcoe and Dufferin Rooms

Kenora, Huron, Kent, Simcoe and Dufferin Rooms are additional RPG rooms.

Civic Hall

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

Mezzanine Level: York Room

The York Room is additional room for open gaming.

Mezzanine Level: Peel Room

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

Mezzanine Level: Norfolk Room

The Norfolk Room is additional room for open gaming.

Boardgame Hall and Library

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

The Breakout Boardgame Library

The current list of titles within the Breakout boardgame library are listed here:
<https://breakoutcon.com/boardgame-library/list>

To sign out a game from our library, speak to one of our boardgame admin desk volunteers, and you'll be asked to sign your name and the time on our sign-out sheet **as well as provide a piece of identification or collateral (Driver's license, student ID, health card, credit card, etc.)**.

If you don't have "official" ID, other types of collateral can be considered by the Hall Manager on a case-by-case basis. The ID or collateral must have the name or some sort of identifying information of at least one person who will be playing the game who will take responsibility for making sure the game is returned intact and on time.

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

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FIND OUT WHAT WE ARE ALL ABOUT IN THE CHURCHILL ROOM

PLAY THE NORTH connects Canadian board game retailers and players with Canadian publishers by creating opportunities to discover, play, and engage with games developed close to home. We support local creators, gamers, and retailers while strengthening the national board gaming community and celebrating the land and communities we all share.



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



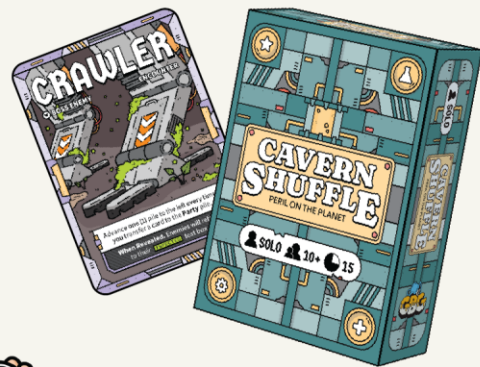
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Events

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.****

Lastly, due to the large number of people in close proximity attending the auction, **we are setting a mask mandatory policy for all those in the auction hall.** Please bring a mask as there will only be a limited supply on hand.

We're excited to be offering a Bring and Buy (BnB) auction at the Breakout event. This feature will be held on **Saturday, March 21st** in the **Civic Hall Ballroom** 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_dOTwoxMNSStUMG7zP0oglvdQw/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 20th 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://forms.gle/39722Yao4c1TrsjH6>

To attend the Bring and Buy 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 20 at 7pm EST.**

No exceptions.

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



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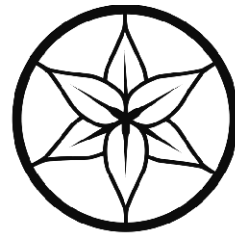


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<https://stillfleet.com/>



**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.fourrealmssofchaos.com/>

They have lined up a series of open-format painting workshop events for Thursday 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 morning, 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

Thursday	10:00 AM – 6:00 PM
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:

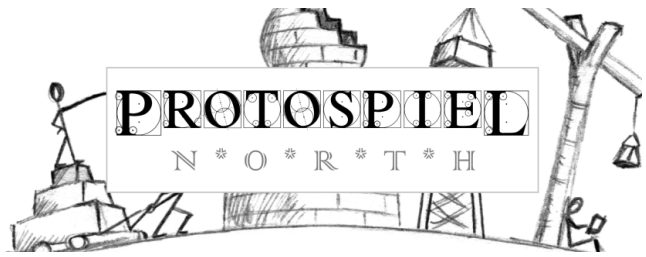
- Breakout does not provide any daycare-like service
- Any child, age 12 or under, must be accompanied by a parent or guardian at all times
- Any child, age 12 or under, playing games must be accompanied by a participating adult
- Parents and guardians are responsible for the well-being and behaviour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

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

Protospiel North

Breakout is very excited to be partnering this year with local tabletop game design convention, Protospiel North (<https://protospielnorth.com/>), 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

Thursday	10:00 AM – 6:00 PM
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

Breakout we will be hosting a Math Trade again this year. You must have purchased a pass for the convention to participate.

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 20 in the Provincial North Hall 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

Thursday, March 19

5:00 pm - 9:00 pm: 7 Wonders, Ark Nova, Castles of Burgundy, The White Castle

Friday, March 20

1:00 pm - 5:00 pm: Dune Imperium Uprising, SETI, Splendor, Wingspan

6:00 pm - 10:00 pm: Azul, Brass Birmingham, Earth, Ticket to Ride

Saturday, March 21

1:00 pm - 5:00 pm: Acquire, Cascadia, Lost Ruins of Arnak, Terraforming Mars

Semi-Finals: 6:00 pm - 10:00 pm

Sunday, March 22

Finals: 12:00 pm - 4:00 pm

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A photograph of Avery Alder, a woman with long, wavy brown hair, wearing a black top. She is holding a long, thin wooden staff horizontally across her right shoulder. The background is a rustic, weathered wooden wall with some faded text, including "404112" and "SERV".

Guests of Honour

Avery Alder

Avery Alder is an award-winning tabletop role-playing game designer hailing from Treaty 6 territory. For the past nineteen years, Avery has been designing games about queer identity, relationships, community, precarity, and the end of the world.

Her work includes *The Quiet Year*, *Monsterhearts*, *Dream Askew*, *Ribbon Drive*, and *Going For Broke*. Her love of game design has also led her into teaching, workshop facilitation, and design consulting.

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

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

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

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

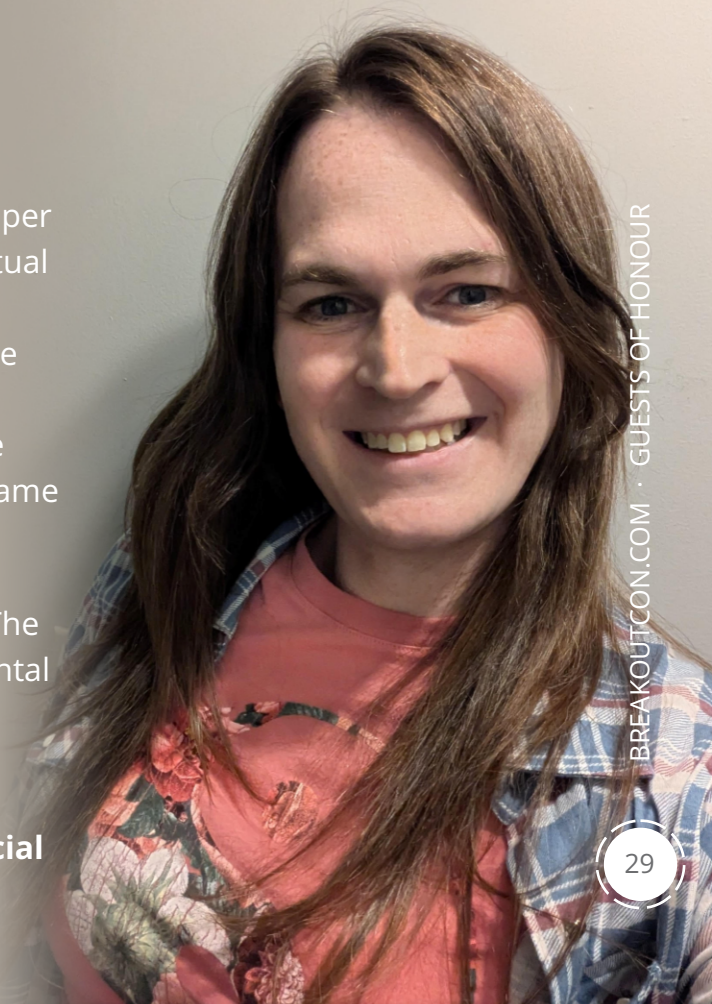
Alara Cameron

Alara Cameron is a board game designer and developer from Ontario, Canada. She often works with intellectual properties, and strives to provide players the opportunity to explore and experience their favourite worlds. Her focus in design and development is on cultivating experiences that create links between the actions players take in the game, the narrative the game presents, and the emotional arc of play.

Some of her recent design credits include *Grendel: The Game of Crime and Mayhem*, *Kingdom Rush: Elemental Uprising*, and *Gods of Midgard*.

BlueSky:

<https://bsky.app/profile/lavendergames.bsky.social>



Industry Guests



Stefan Alexander

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

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



Dillin Apelyan

Dillin Apelyan (mirror pronouns) hosts the One Shot podcast, helms several popular productions including The Atomless, Dorkspawn, and Patchwork Productions, and has appeared on media giants like Dropout and Critical Role. Dillin has also designed several successful role-playing games like HUNT(er/ed) and Metalepsis, and uses every opportunity to share the sprawling world of RPGs.

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

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

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

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

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



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.

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

Twitter: https://x.com/Wizards_DnD

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

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



Colton Balske

Colton Balske is a Canadian Indie TTRPG writer and digital artist. He loves creating memorable experiences that roleplayers can share with their friends. He hopes these experiences will create meaningful face-to-face connections mixed with silliness and laughter. His debut game is Hell's High Rollers, where players are selfish devils at a casual poker game. You can play the game and several free one-page RPGs he wrote at [contron.itch.io](https://coltron.itch.io)

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

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

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



Tim W. K. Brown

Tim is a multiple award winning board game designer from Stouffville Ontario. His games have been sold in over a dozen countries and have been featured in multiple magazines and podcasts. His published games include Wreck Raiders, Order of Invention, Quartex, and Gridstones. Watch for Tim's next game "Twin Sisters" in the next Deck Hand Games Kickstarter later this year!

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

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

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

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



satah cameron

satah is a goth alien cyborg who crashlanded on Earth to edit, design, & podcast about TTRPGs. They're the host & producer of folio, a multi-guest solo game actual play podcast that puts several discrete playthroughs of single-player games in conversation with each other. They make music & music-adjacent sounds as people you meet outside of bars & piloting the animal. You can find the breadth of their work at gaygothvibes.online.

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

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

BlueSky: <https://bsky.app/profile/posatahchips.gaygothvibes.online>



Jigar Chandra

Jigar Chandra is a Canadian tabletop designer who loves exploring wildly different game styles—euro-style efficiency puzzles, social deduction mind games, and push-your-luck chaos, to name a few. He's equally drawn to themes that spark imagination and conversation, from travel and spirituality to wizarding fantasy and sports.

His current focus is OM: The Journey, a gateway-plus route-management experience inspired by personal journeys across India coming to Kickstarter this Spring.

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

Instagram: <https://www.instagram.com/butterthief.games>



Christopher Chung

Chris is the designer of Lanterns: The Harvest Festival, My Little Pony: Festival of Lanterns & (the criminally underrated) Spell Smashers. He's also proud to be the adopted designer & developer of the My Little Pony: Deck-building Game. Yes, he's a brony. Yes, he's proud of it. Yes, Trixie is best pony. No, he cannot be swayed to believe otherwise. He's often open to playing all kinds of Euro games (even the slightly crunchier ones, *if* you have the patience to explain the rules. *hint hint*).

You can probably find him celebrating (or lamenting) the Blue Jays' World Series victory (or defeat), or he's (constantly) lamenting the Maple Leafs.

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

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



Derek Chung

Derek Chung is the award-winning designer, college professor, and psychotherapist behind Nomnivore Games. His mission is a simple yet profound one: to make the unadulterated fun of games accessible to everyone.

As an educator, he teaches the next generation of designers about the intersection of psychology, philosophy, and business in creating great games. As a former globe-trotting psychotherapist, he applies his experience and deep insight into the human condition to design games that are neurodivergent- and physical-disability-friendly. (And when he's not working toward these goals, you can likely find him enjoying a beer while slinging spells in his best dinosaur voice.)

Derek's approach and philosophy around accessible gaming is about giving every player a jetpack to reach the highest shelves of gaming enjoyment, rather than just moving the shelves closer. He firmly believes that if you can't play what you want, how you want, you aren't having all the fun you should, and that's just unacceptable.

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

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

Twitter: <https://www.x.com/nomnivoregames>

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



Justin (JD) Clément

JD Clément is a TTRPG designer from Ontario. He makes games that scream off the page and demand to be played. He uses humour and the absurd to expose the horrors of modern life, and invites you to point and laugh alongside him.

Find his games - HyperMall: Unlimited Violence, GODSTRENGTH, and Don't Kill A Bird With A Baseball - on itch.io.

Website: <https://rat-bastard-games.itch.io/>

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



Elliot Davis

Elliot Davis, aka "moreblueberries", is a Brooklyn-based award-winning 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 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.

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

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

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

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



Asa Donald

Asa Donald (he/him) is the tabletop rpg designer who wrote SPINE: a solo ttrpg about losing yourself in a book and Rust Never Sleeps: a grunge solo ttrpg where the deck of cards is your mech's battery pack. He started by writing OSR-style games and has since shifted into writing solo and experimental games. He's a former academic who spends a little too much time writing and thinking about games if you ask the people closest to him. He still teaches on the side and is passionate about literature and the arts.

Website: <https://www.backwardstabletop.com/spine/>

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



Dungeon Dudes

The Dungeon Dudes, Monty Martin and Kelly McLaughlin, began as Canadian content creation duo posting Dungeons and Dragons advice and video guides back in 2017. After exploding in popularity, the Dungeon Dudes expanded their presence to include videos on character builds, dungeon master strategy, roleplaying tips, and reviews, in addition to several actual play series. All four of their Kickstarters have been wildly successful and in 2023, the Dungeon Dudes were recognized with the ENNIE Judge's Spotlight Award Winner for Dungeons of Drakkenheim.

You can experience their epic actual play series Dungeons of Drakkenheim, Shadows of Drakkenheim, and Fate of Drakkenheim series on YouTube and podcast.

Whether you're a seasoned adventurer or a newcomer eager to learn, their content is crafted to enhance your gameplay and help you make the most out of your TTRPGs.

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

Twitch: https://www.twitch.tv/dungeon_dudes

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

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

Twitter: https://x.com/dungeon_dudes

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

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

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



Robin Ekberg

Robin Ekberg is a TTRPG Writer/Producer, Award Winning GM, and one half of the Dorkspawn video game podcast. They've worked with Darrington Press, Hunters Entertainment, Modiphuis, Many Sided Media, and Paizo.

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

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



Raymond Fisher

Ray Fisher, the Ginger GM (he/they), is a writer, storyteller, and game master from the Waterloo Region. Ray creates short fiction and RPG supplements that blend gritty realism with weird optimism, bringing human emotion and high-energy adventure to the forefront of every project.

Ray is credited as a contributor and playtester on multiple published indie TTRPG releases, valued for sharp narrative instincts, clear mechanical thinking, and collaboration that elevates any table or text they touch.

As a GM, Ray is known for dynamic pacing, fair facilitation, and the ability to make both newcomers and seasoned players feel like they're discovering something genuinely new—whether that's a fresh spin on a familiar system or a moment of unexpected storytelling brilliance.

Ray publishes their own growing library of settings, adventures, and narrative tools on itch.io, funding creative experiments and passion projects (all part of an entirely benevolent plan for eventual world domination).

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

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



Jeff Fraser

Jeff Fraser is a rules editor and game developer based in Ottawa, Ontario. He has edited rulebooks for over 100 published games, including Flamecraft, Divinity: Original Sin, and Castles of Mad King Ludwig, and he codesigned The Fox Experiment with Elizabeth Hargrave. As game editor at Allplay Games since 2024, he has worked on a wide array of fresh titles and revised classics, including Container and Sail Legacy (both coming in 2026).

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



Julian Frid & Jason Ox

Julian & Jason are both improvisors, game designers and founders of the Canadian TTRPG 'Sine' set to be Kickstarted this year. Both are champions of TTRPGs that are character focused, action packed, require tough, meaningful choices but are ultimately rules light and the potential for creativity and humour at the table is high.

Julian is an improv teacher at U of T and founder & member of Toronto comedy darlings Sex T Rex.

Jason is a Game Writer and Narrative Designer with a handful of projects under his belt and a graduate of Professional Game Design offered by U of T.

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

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

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



Pascal Godbout

Pascal designs RPGs under Spotless Dice Games. He has published multiple supplements for Fate of Cthulhu and is the creator of Ringmaster, a Descended from the Queen story game about a dark and supernatural circus. He recently translated Ringmaster in French and is currently working on Remnants of Fate, a sci-fi existential horror game. You can find a review of his latest game, Ringmaster, at Cannibal Halfling Gaming.

Website: <https://www.spotlessdice.games/>

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

Website: https://www.threads.com/@pg_yyz

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



Derek Gour

Derek is a Toronto-based game designer spanning tabletop and video games. His goal is to craft thoughtful games that blur genre lines. Games that have influenced him range from roleplaying classics like Burning Wheel and Apocalypse World to computer strategy gems like Civilization and Crusader Kings.

Derek is the creator of the Hope Inhumanity tabletop card game, and his new project is Wheat and Wrath, a survival city builder with villagers made of straw.

Website: <https://hope-inhumanity.com/>

Website: <https://pastimperfect.ca/>

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

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



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/>

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

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



Ian Howard

Ian Howard is an ENNIE-winning writer, game designer/developer, and publisher working under the banner of Leafy Dragon Games. He is best known for his games One Breath Left, Aurora Decree, Here We Used to Fly (with Kurt Refling), and 5-Star Match. While his work spans a wide variety of styles, Ian has a particular love for sad games about people trapped in circumstances of their own making.

As a publisher, his focus is on solo RPGs as well as the intersection of RPGs and board games. Ian is the Narrative Lead at Button Shy Games, where every day he gets to live out his childhood dream of writing flavor text.

During his free time he enjoys hiking with his family around the Seattle area and watching Red Wings hockey.

Website: <https://leafydragongames.wpcomstaging.com/>

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

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



Scott Kelly

Scott is half of BSGames and also an elementary school teacher. He has been playing board games since he was a child, and is now working on creating his own. Along with Bill Murphy (the "B" in BSGames), he has co-created and published Mathemagician's Duel and Sinoda.

Scott has a folder full of ideas and a backpack full of prototypes, and is looking forward to getting more games out there into the world.

Website: <https://bsgames.ca/>

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

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



James Kerr

James Kerr is a publisher, broadcaster, Indie Groundbreaker nominated table-top RPG designer, and arcade champ from rural Ontario. You may know him from his 2023 diceless martial arts game *Fight to Survive: Role-playing Martial Arts Meets Heart*. Radio James Games is his publishing house, filled with weird indie games.

James is also the Membership Coordinator for the Indie Game Developer Network (IGDN), a non-profit international trade organization that's like a lot of indie TTRPG publishers stuffed into a trench coat trying to sneak into a grown-up movie, and he encourages you to join, too.

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

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

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



Joshua Kitz

Joshua runs Compose Dream Games, an RPG Marketplace and distributor operating in both Canada and the UK that partners directly with publishers. He's known for designing the *Unleashed Engine* (*Simple Superheroes*, *Dungeons Unleashed*, *Supervillains Unleashed*), *God-Killer Prophecy*, and *Fabrication: A game that makes games*.

Come see him at the Compose Dream Games booth and browse hundreds of games by indie designers, or join in a playtest of *Fabrication* or an anniversary game of *Simple Superheroes*!

Joshua has the unique distinction of being the first RPG guest announced at the first Breakout Con in 2016, the same year his first game officially released. Between this and having once lived in Toronto, attending Breakout always feels like coming home.

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

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

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

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



Jonathan Lavallee

Jonathan has been working in and around games for the past twenty years. He began with line license for CyberGeneration and eventually published his own games. He's published a few things for other people, but mostly focuses on his own content. He has just released the updated version of his latest game We Used To Be Friends (a collaborative teenage detective drama game), Behind You! (a collaborative slasher horror game) and Behext (a "take that" deckbuilder) published by Smirk and Dagger games.

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

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

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

BlueSky: <https://bsky.app/profile/firestorm-ink.com>



Greg Leatherman

Greg Leatherman lives in Minneapolis, Mn and is a indie game designer and podcaster. He's played over 35 TTRPGs on his actual play podcast, Very Random Encounters, and talks about table top game experiences on Game Mechanics podcast. He enjoys making games that fill his current pop culture obsessions.

You can find his games, Glitter Hearts and Domeskai Tamers through Japanime games, The Mystery Business through Indie Press Revolutions, which is all linked on his website, Leatherman.games.

Website: <https://www.leatherman.games/>

Instagram: <https://www.instagram.com/Lysander03>

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



Jessie "Aki" Lo

Jessie "Aki" Lo, is a queer, 1st generation Asian-Canadian ENNIE-winning writer, game designer, tabletop performer and all round content creator.

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

Twitter: https://x.com/akinomii_art

Instagram: <https://www.instagram.com/akinomii.art>

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



Marren MacAdam

Marren MacAdam (They/Them), the human behind Marren's Musings, is a Canadian TTRPG designer, writer, and (still) aspirant for title "most games not subtly inspired by Dark Souls in the TTRPG scene". Creator of LORDSWORN, a GMless TTRPG about soldiers sworn to now dead Gods returning home in the apocalypse, IRONBOUND, a pocketmod solo TTRPG of a prisoner escaping a mage's tower with iron-flesh-fused weaponry, THE CROWNLESS, a TTRPG via multiple pocketmod zines heavily inspired by Elden Ring, and (another) PIGEON BORG, a Mork Borg TTRPG about being pigeons in a shitty apocalyptic Toronto.

Their next games are MEGA//STRUCTURE, a dungeon crawler set in a megastructure encircling the husk of Earth after the sun supernova-ed with weird asymmetrical classes, and WHERE THE MOONFLOWERS BLOOM, another dungeon crawler about delving into the body-flesh of a dead moon/god to keep the sun from destroying the world.

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

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



Gwendolyn Marshall

Gwendolyn Marshall is an independent author and game designer, working on products that challenge and supplement D&D, like her ENnie Winning best seller, Ancestry & Culture: An Alternative to Race in 5e, and dozens of other titles. She also develops indie games using OSR and PbtA systems and principles, to explore queer identity, chosen family, and classic adventuring themes.

Apart from gaming, she is a professor of philosophy working on metaphysics and mind in 17th C. Europe, with a focus on women authors. She's also a bi trans woman into games, SF/F, coffee, & punk, and a mom of two teen boys.

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

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

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

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



B Marsollier

B Marsollier (she/her) is a Canadian illustrator, game designer, and award-winning podcaster. She has published one zine-sized game (100% Modern Ghosts), and in 2025 co-released A Fool's Errand with Planet Arcana Games.

B's background is in writing, editing, comics, and blackjack. Her interests include ghost stories, curation, and high camp.

Website: <https://www.planetarcana.com/games>

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

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



Reed Mascola

Reed Mascola is a Toronto-based board game designer and cat dad. He has two of his designs published: CATNIP Auction House from Tin Robot Games and Vigilante (self-publish). This year, he is aiming to release Dracula is Dead from Lime Green Games, and Rûnebeasts: Deckbuilding Game (self-publish).

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

Website: https://www.backerkit.com/call_to_action/fe2995b3-dcef-4c0c-80b7-4572111f19db/landing

Facebook: <https://www.facebook.com/groups/1730046827498216>

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



Brian Mayer

Brian Mayer is an educator, administrator, and consultant on games in libraries and education. He is the designer of the award winning board game Freedom: The Underground Railroad (Academy Games, 2013) and the upcoming expansion Chronicles of Bravery (Academy Games, 2016) He was named a 2015 Library Journal Mover and Shaker and is the author of Create Interactive Stories in Twine (RosenYA, 2019) and co-author of Libraries Got Game (ALA, 2009) along with several books in the Teaching through Games Series (Rosen, 2015).

Website: <https://www.brianmayer.games/>



Spencer Moore

Spencer is a co-designer of Dungeon World 2 and the creator of creator Chasing Adventure. He got into roleplaying games in 2012, and since then has enjoyed being a playing, GMing, and designing and many games and systems.

Website: <https://spencermore.ca/>

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



William Murphy

Bill, co-owner and Lead Creative at BSGames, boasts diverse experience. He began by establishing Games Workshop's Canadian headquarters and later designed for numerous local and global brands, including Mazda, Hyundai, Molson, and Tommy Hilfiger.

Throughout his career, spanning various roles including his own design company, Bill has spent decades tackling complex visual challenges. Now, he brings his extensive experience to the tabletop world with his longtime friend Scott Kelly. Together, they continue to grow BSGames, incorporating Bill's creative visuals throughout. This includes a game, clean in its simplicity, a truly abstract experience called Sinoda, and the delightful Mathemagician's Duel, where wizards battle with the most powerful energy in the universe.

Website: <https://billmurphy.ca/>

Website: <https://bsgames.ca/>

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

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

BlueSky: <https://bsky.app/profile/bill-bsgames.bsky.social>



Jack Panic

Jack Panic is an indie game designer from Oklahoma City, OK, creating micro-RPGs and system-agnostic tools and toys. His games are punchy explorations of genre, with a strong emphasis on mechanics that reinforce the vibe and promote collaborative play.

He is a full-time indie designer who releases a new mini-RPG each month while also developing additional projects, both solo and in collaboration with other amazing humans. His games include INSTANT STARSHIP, QUANTUM NOBODIES, PSYCHO KILLER, THE GAS STATION, DNGN+DRGN, HOW'S MY DRIVING, and more.

Website: <https://dngn.club/>

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

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

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



Jason Pitre

Jason Pitre (He/Him) is owner and primary employee of Genesis of Legend Publishing. He acts as a game designer, writer, editor, layout professional, and lover of coffee. Jason works as a bureaucrat and law nerd by day, working on games in the evenings.

Jason is also the mind behind the RPG Design Panelcast which shares recorded panels and seminars about game design. He has also occasionally done freelance work for companies such as Pelgrane Press, Green Hat Designs, Aviatrix Games, and Rowan Rook & Decard.

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

Website: <https://dice.camp/@genesisoflegend>

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



David Plamondon

David Plamondon is the Team Guide for Pe Metawe Games, based out of Edmonton, Alberta. David is Cree with a lifelong passion for games, and for building inclusivity in the tabletop hobby.



Avalyn Ramsay

Avalyn Ramsay is an award winning TTRPG designer best known for the mecha game Beam Saber. She's been a podcaster since 2014 on shows such as You Don't Meet In An Inn, Beam Saber: The Cenotaph, and CalazCon: A Mega Game Actual Play, in addition to guesting on other shows. She's also a contributor to Ariadne & Bob, Eldritch Automata, and Eat God (plus whatever future freelance work she's invited to).

Her own games (such as In The Air Tonight, The Pack, and Adorned With Curses) can be found on Itch.io, Indie Press Revolution, or DriveThruRPG. Time Passes is her upcoming game about heroes dealing with a generational threat.

Website: <https://austin-ramsay.itch.io/>

Mastodon: <https://dice.camp/@AustinRamsayGames>

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



Joe Raso

Joe is the Lead Producer at Ghostfire Gaming. He 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.

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

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

Twitter: https://x.com/_Joe_Raso

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



Helena Real

Helena Real (she/her) is a Chilean trans writer, TTRPG designer, editor, and translator. She's the co-designer of *Dungeon World 2*, the upcoming sequel to the acclaimed PbtA game. She has designed other TTRPG materials for various games and systems since 2015, including *7th Sea: Second Edition*, *Bluebeard's Bride*, and *Avatar Legends*, among various others.

She also authored two Fate Worlds: *The Way of the Pukona* and *Ngen Mapu*. *Pukona* won the "Best Setting" award at the Indie Groundbreaker Awards 2019. She also received the 2020 IGDN Diversity Sponsorship.

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

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



Kurt Refling

Kurt Refling is an award-winning game designer based in Ottawa, Ontario. Publishing small storytelling RPGs as *A Smouldering Lighthouse*, Kurt has released over 15 games including *Sock Puppets*, *Here We Used to Fly*, and *The Hourglass Sings*. Designer Ian Howard describes Kurt's games as "whimsical, funny, artful, elegant, and suffused with loving reverence for all the quirks and foibles that make us human." Which made Kurt blush, to be honest.

In his spare time, Kurt writes a lot of poetry, cooks a lot of vegetables, and loves a lot of people.

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

Website: <https://buttondown.com/kurt/archive>

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



George Ruitter

Outset is a privately held wholesale supplier of toys, games, and puzzles based out of Victoria, BC and founded by its president, David Manga, in 1996. Since then, Outset Media has produced high quality games and puzzles that promote learning, fun, and family time. Outset Media designs, distributes, and manufactures its products. In addition to its own games and line of Cobble Hill puzzles, Outset Media also distributes the products of other companies.

In Canada, Outset distributes a large line of toys, games, and puzzles for our US and European partners. In the United States, they wholesale all Outset Media manufactured games and puzzles. In 2003, Outset adopted the slogan "Because games matter," and in an age of the Internet and video games, David Manga believes traditional games encourage family interaction and communication. Thank you for learning more about Outset!

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

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

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

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



Christoph Sapinsky

Christoph Sapinsky is a tabletop roleplaying game designer from Vancouver, BC, Canada, who started gaming in the 1980s with a sega master system and red box D&D. By 2002, he was a game designer in the video game industry.

More recently, Christoph combined his passion for tabletop RPGs with his game design expertise to create Free Spacer as Random Alien Games. He kickstarted that game in September 2018 and 11 months later, he fulfilled all backer orders. Since 2017, Christoph has been the co-manager of the RPG Room at Terminal City Tabletop Convention. His focus there is working with the RPG community, scheduling games, and promoting Gamemasters' love for TTRPGs.

During the pandemic, Christoph began work on a game that would use the Free Spacer core mechanics to make a game of scholarly spellcasting. Thaumaturgy is coming along and if you want to know more come chat with Christoph at the con!

Linktree: <https://linktr.ee/xophra>

Facebook: <https://www.facebook.com/christoph.sapinsky>

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

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



Shiraz Sheikh

Shiraz Sheikh is a game designer, storyteller, and educator with a passion for building immersive worlds that bring people together. He is the co-creator and CEO of Akinji Entertainment Inc., the studio behind CATaclysm: The Roleplaying Game, a tabletop RPG that blends epic adventure with heartfelt whimsy.

Through his work, Shiraz champions collaborative storytelling and community-driven creativity, working alongside a dedicated team of volunteers and fans known as “the Horde.” In addition to designing games, Shiraz teaches at the college level, where he explores topics ranging from world history to global sustainability.

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

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

Twitter: https://x.com/akinji_ent

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



Matt (Shirky) Shirk

Shirky is an indie game-designer and musician from Wyomissing, Pennsylvania. Shirky combined his two passions into Rock & Roll Brouhaha, his debut game as a designer. Shirky’s vision for Rock & Roll Brouhaha is a platform where indie musicians can showcase themselves to an entirely new audience—gamers around the world. Shirky has contributed other design and development concepts to an upcoming card game titled Holla Hustle.

Shirky gravitates to card and board games with immersive themes, inventive mechanics, and splashes of dark humor.

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

Facebook: <https://www.facebook.com/people/Rock-Roll-Brouhaha/61566794887663/>



Joe Slack

Joe Slack is a board game designer, publisher, instructor, and the author of the #1 international best-selling book, *The Board Game Designer's Guide*, along with four 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 nine published games, including four successful Kickstarter campaigns.

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

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

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

Instagram: <https://www.instagram.com/jslack22/>



J Strautman

J Strautman (they/them) is a Toronto-based RPG designer, professional musician, and award-winning podcaster. They've released two zine-sized games: *Contact* and *Insatiable Cravings*, both GMless and monstrous leaning; and in 2025 co-released *A Fool's Errand* under Planet Arcana Games. They tour the world as a professional bass player, and co-host, score, and edit Planet Arcana - a tarot-infused science fantasy Actual Play.

Website: <https://www.planetarcana.com/games>

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

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



Si Sweetman

Si Sweetman is a freelance illustrator, concept artist and art director. He has been contributing art to games, professionally for 13 years and has acted as interior and cover illustrator for more than a dozen indie tabletop roleplaying games. In addition to designing his own game, *Kitchen Colosseum*, he has contributed art to projects like *Armour Astir: Advent*, *Girl by Moonlight*, *Exquisite Biome*, *Pale Dot*, *Netrunner* and *Friends at the Table*.

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

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



Chris Tung

Chris Tung is the co-founder of the anime/gaming streetwear brand Pink City as well as a Producer/Editor/GM of the comedy TTRPG podcast Super Journey Dudes. He is the showrunner of Blink Space Blues, the world's highest production Lancer RPG show, and Wizards of WUBRG, a brand new roleplaying Magic: The Gathering actual play. Known for his wacky homebrewed concepts (including a popular Pokémon themed campaign), Chris aims to use his years of experience in the film industry to elevate actual plays to cinematic heights, while also injecting stories with humour and heart as both a GM and a player. Find him online @lil_tungsta.

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

Twitter: https://x.com/lil_tungsta

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

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

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



David Van Drunen

David Van Drunen loves bringing people together with "fun", and for over a decade has been designing and developing games that connect people around exciting experiences. Beginning their career in video games, David transitioned to tabletop mixing the familiar with the unexpected to create games inspired by architecture, Luchadors, and family traditions.

As a designer with ADHD and dyslexia David encourages fellow neurodivergent designers to trust your guts, take breaks, and try something completely unexpected.

(Designs: Block and Key. Gnomes at Midnight. || Developed: The Wolves. The Networks.)

Website: <https://theartlion.myportfolio.com/>



Rhys Yorke

Rhys Yorke is a storyteller whose credits include visual and narrative design for Star Trek: Strange New Worlds, The Expanse, Blues Clues and You, Ubisoft and Funcom. His fantasy writing debut, Souls for the Taking (co-authored with Ed Greenwood), marries the lore of the Forgotten Realms with poetic, character-focused prose. Based in Canada, Rhys draws on folklore and myth for his upcoming graphic novel, Daughter of the Wolf, and a new adaptation of Alice in Wonderland.

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

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

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

Exhibitors



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



<https://boardgame2go.com/>



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



<https://changelinggaming.ca/>

Exhibitors



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



COMPOSEDREAMGAMES

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



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



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

Exhibitors



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



<https://firestarter.games/>



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



<https://gallantknightenterprises.ca/>

Exhibitors



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

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



**GOOD
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PRESS**
EST 2021

<https://goodluckpress.co/>



<https://gravyboatgames.com/>



<https://shop.hauntedtable.games/>

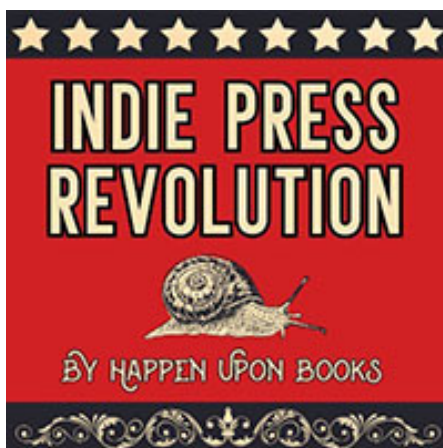
Exhibitors



<https://heliostabletop.ca/>



<https://ilo307.com/>



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



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

Exhibitors



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



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



<https://legionsrealmsatwar.ca/>



<https://machiavelliprincess.etsy.com/>

Exhibitors



McFadden

Board Game Tables

<http://mcfaddentables.ca/>



<https://meanhyenagames.com/>



<https://outsetmedia.com/>



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

Exhibitors



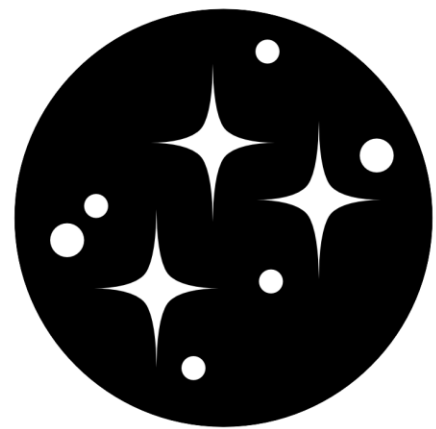
<https://rattiincantati.com/>



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



<https://springwoodcottageresort.ca/>



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

Exhibitors



<https://www.weirdplace.net/>

WIZARDS OF THE GRIMOIRE

<https://wizardsofthegrimoire.com/>



Mentorship Program



Join us for this year's Mentorship Program! The Mentorship Program allows new designers to bring their games to breakout and have them playtested by industry insiders and game designers. This new program is focused on helping new designers get professional feedback on their games and to help them meet industry experts to network with.

Each game will be played with an industry guest for two hours, including a feedback session on the experience. There is also space for an optional break of fifteen minutes if you and your mentor wish to take it.



Safety Tools

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

Mandatory Safety Tools

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

The X-Card

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



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

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

Open Tables

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

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

Additional Safety Tools

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

Cut and Brake

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

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

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

Lines and Veils

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

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

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

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

Open Door

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

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

Script Change

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

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

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

Support Flower

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

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

The Support Flower was designed by Tayler Stokes and is based on the tool Support Signals by Jay Sylvano. More information about it can be found at <http://www.gamestogather.org/wp-content/uploads/2017/02/SupportFlower-A5-PrintJ.pdf>

Hand Queues

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

Hand Queues was designed by Tayler Stokes. For a full list of hand queues, you can find it here: <https://the-act-apart.itch.io/hand-queues>



The Breakout Team

Executive Team



 pete@breakoutcon.com

Pete L., Owner

Executive, Logistics & Operations, Website, Boardgames

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

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



 chris@breakoutcon.com

Christopher Ono

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

Christopher Ono is an architectural designer and manager whose love of boardgames, graphic design and history has translated into a variety of activities within the table-top gaming community. He is founder and current organizer of the Canucks Amuck monthly wargaming meet-up, does freelance graphic art and scenario design work for game publishers and has been a member of the Toronto Area Boardgaming Society steering committee since 2013.

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



 yvonne@breakoutcon.com

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.



 christian@breakoutcon.com

Christian Malleck

Executive, RPG, Events Schedule, Volunteers

Christian has been playing tabletop RPGs for more than 20 years, starting with D&D and Pathfinder before diving deep into countless indie games. He ran a professional GMing service for five years and now designs games as Knock Thrice Games.

He’s passionate about introducing people to the hobby and helping them discover their own love of play. Christian also wrote a long-running blog with advice for GMs and players, and he continues to champion other creators in the community.

Outside of gaming, Christian is Head of Human Resources at a Canadian charity and a busy parent of four, who are often his most enthusiastic players. He believes strongly in Breakout Con as a safe, inclusive, and fun space to explore RPGs in new ways.

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 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.

Find David on Instagram @onceuponadiepodcast

Operations Team



George Alexander

Tournament Hall Manager

George was drawn to games from an early age and the passion has only grown. Board games quickly became a favourite 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.

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-4Oow5GMaO6sxxkVjFRjoQ-5CeX4hrBS04A9tdVkZ1C9IF8Q/viewform>

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

Violence

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

There will be no appeal and no second chances.

Inclusivity

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

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

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

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

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

X-Card

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

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

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

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

Breakout Scheduled Event Sign-up and Waitlist Policy

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

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

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

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

Refund Policy

Passes for Breakout 2026 will be eligible for a full refund up until 11:59 PM EST, Wednesday, March 11th, 2026. 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!

2026 BREAKOUT TORONTO

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