

VILLA CON!

SCHEDULE OF EVENTS

MB = Main Building

FH = Felician Hall

REGISTRATION:

9AM - 5PM

MB: Ground Floor, Art Gallery Nook

ANIMATION CLUB FUNDRAISER:

10AM - 6PM (Student Artwork)

MB: Ground Floor, Mission Nook

ANIMATION, FILM & GAME DESIGN STUDENT SHOWCASES:

10AM - 6PM

MB: Ground Floor, Digital Media Art Center

ADMISSIONS, ACHIEVE PROGRAM & SUMMER CAMPS:

10AM - 6PM

MB: Ground Floor, The Commons

ARTISTS & VENDORS

ARTIST ALLEY:

10AM - 6PM

FH: 1st Floor, Lobby & 2nd Floor, Chapel

VENDORS:

10AM - 6PM

MB: Ground Floor, The Commons

FOOD

VILLA CON BISTRO:

10AM - 6PM

MB: Ground Floor, The Commons

FOOD TRUCKS (*Cheesy Chick, House of Munch, Dirty Bird Chicken & Waffles, Venus, Sun Cuisine, & Cater2U Kitchen*):

10AM - 6PM

Outside: Parking Lot Circle

SWEET TREATS (*Sharelle's Place*):

10AM - 6PM

MB: 1st Floor, Lobby

VIDEO GAMING

SUPER SMASH BROTHERS ULTIMATE SIGN-UP:

9AM - 12PM

MB: Ground Floor, The Commons

SUPER SMASH BROTHERS ULTIMATE TOURNAMENT:

1PM - 5PM

MB: Ground Floor, The Commons

PANELS

D&D 5TH EDITION CHARACTER CREATION:

11AM - 12PM

MB: Ground Floor, Room 12

JOYPAD JESTERS:

10AM - 12PM

MB: Ground Floor, Room 13

CHARACTER CREATION:

10AM - 12PM

MB: Ground Floor, Room 14

THE BUFFALO NORTH AMERICAN SCIENCE FICTION CONVENTION:

10AM - 1PM

MB: 1st Floor, Room 102

THE SOLUTION? HEAD CANONING:

1:15PM - 3:30PM

MB: 1st Floor, Room 103

INDIE GAME LEAGUE:

11AM - 12PM

MB: 1st Floor, Room 106

FANDOM MAD LIBS:

12:15PM - 1:15PM

MB: 1st Floor, Room 115

HIDDEN VILLAGE: BUFFALO BLERD PARTY:

10AM - 4PM

MB: 1st Floor, M&T Conference Room

COSPLAY PHOTOGRAPHY & TIPS:

2PM - 3PM

MB: 1st Floor, Auditorium

COMIC BOOK RELIGION (DOT COM):

10AM - 12PM

MB: 1st Floor, Recital Hall

MARVELOUS MUPPET MADNESS 2:

12:15PM - 2:15PM

MB: 1st Floor, Recital Hall

SCIENCE FICTION OF THE 1960'S:

2:30PM - 3:30PM

MB: 1st Floor, Recital Hall

A DRAMATIC FANFIC READING:

10AM - 12PM

FH: 1st Floor, Room 107

SKEPTICISM & PARANORMAL:

5PM - 6PM

FH: 1st Floor, Room 108

GAMES

DUNGEONS & DRAGONS (D&D) - HIGH NOON IN THE GRAVEYARD:

12PM - 3:30PM

MB: Ground Floor, Room 12

SHADOWDARK: INTO THE DARK:

12:15PM - 3:30PM

MB: Ground Floor, Room 13

POKÉMON 5E:

12PM - 3:30PM

MB: Ground Floor, Room 14

GEEK GENIUS TRIVIA:

5PM - 6PM

MB: 1st Floor, Room 102

VARIOUS BOARD GAMES:

10AM - 1PM

MB: 1st Floor, Room 103

GAME PROTOTYPE ROOM:

10AM - 3:30PM

MB: 1st Floor, Room 106

THE SEARCH FOR THE TIDESTONE:

12:15PM - 3:30PM

FH: 1st Floor, Room 107

RIFTS FOR SAVAGE WORLDS:

Registration: 10AM - 12PM

Game Play: 12:15PM - 3:30PM

FH: 1st Floor, Room 108

LEGO CLUB:

10AM - 12PM

MB: 1st Floor, Room 115

HEART OF THE GAME:

10AM - 6PM

MB: 1st Floor, Lobby

COSPLAY CONTEST & BLERD AFTER PARTY

Registration for the Cosplay Contest closes at 1PM. Check-in is from 10AM - 3PM in the entrance to the Auditorium.

COSPLAY CONTEST:

3:30PM - 4:30PM

MB: 1st Floor, Auditorium

BLERD AFTER PARTY (Off Campus):

6PM - 8PM | Must be Age 21+ | \$20 Fee

OSB Buffalo - 517 Main St., Buffalo, NY 14203

GAME & PANEL DESCRIPTIONS

GAMES

VARIOUS BOARD GAMES - RUN BY HEATHER CARMELIA:

Come learn and play various board games: Ticket to Ride, Catan, Wingspan, Point Salad, Splendor, King of Toyko, Queendomino or Kingdomino. There will only be one of each game, so gameplay is first come, first serve.

GAME PROTOTYPES - RUN BY EMILY FAGERSTROM & GAME DESIGN STUDENTS:

Emily will be showcasing a new card game she created. Other Villa students will also showcase their game prototypes.

POKÉMON 5E - RUN BY KADEN KAMPHEY:

Number of Players: 7. Kanto is under danger and a group is needed in order to fix up the issue that have happened. Players from around the world are selected to help out, and your group are the ones selected. Now, you'll be brought through the region that started it all. Get your Pokémon ready folks.

D&D 5TH EDITION: HIGH NOON IN THE GRAVEYARD - RUN BY EDDIE MAS:

Number of Players: 2-8. Will the players be able to help Sheriff Zononi solve the mystery of freshly risen undead in the little town named High Noon? This is a Western Theme story where something is causing a rave in the grave. This game allows players to use their Level 8 characters they have made in D&D 5th Edition Character Creation panel.

THE SEARCH FOR THE TIDESTONE - RUN BY GAYLE PETRI:

Embark on an Indiana Jones Style adventure in a fantasy world! Use your wit and investigation skills to uncover clues and solve the mystery of the hidden location of the fabled Timestone.

SUPER SMASH BROTHERS ULTIMATE - RUN BY JOSHUA KAMLET:

Super Smash Bros is a platform fighter where 2-8 players can compete using a wide variety of characters in a wide variety of stages and game modes. This tournament will be using a competitive rule set with 1 on 1 battles where participants are eliminated until one is left standing at the end.

PANELS

THE BUFFALO NORTH AMERICAN SCIENCE FICTION CONVENTION:

We will discuss the NAScFiC Convention being in Buffalo this next July 18-21. We will answer questions on what we plan on doing, who our guests are, and some of the programming we intend to have.

HIDDEN VILLAGE: BUFFALO BLERD PARTY:

- Introduction | 11:15AM
- Afro-Gauntlet | 11:30AM - 12:10PM
- Blerd Trivia | 12:15PM - 1PM
- Break | 1PM - 2:10PM
- Blerd Owned Business Panel | 2:15PM - 3PM
- Nerdy Black Health | 3PM - 3:30PM
- Closing Remarks | 3:30PM

FANDOM MAD LIBS - HOSTED BY DANNI COOK:

In this story...Goku...goes to...Gotham...with...Godzilla? It's fandom, it's Mad Libs, it's a good time.

COMIC BOOK RELIGION (DOT COM) - HOSTED BY DANNI COOK:

Exploring comic book characters and their religious affiliations through a surprisingly well-kept website from the early internet.

CHARACTER CREATION - HOSTED BY KADEN KAMPHEY:

In this panel, you'll learn the basics of Pokémon 5e before creating your own trainer character; your alter ego in Viridian City. Choose your skill set, assign combat skills, choose your features, and more! Once your character is complete, you'll be ready to start catching, training, and battling Pokémon. Seven lucky characters will be used in another panel later in the day.

JOYPAD JESTERS (GAME DEVELOPMENT TEAM) - HOSTED BY EVAN LEBLANC:

Learn more about our game development process, as well as some of the unforeseen struggles and surprises we encountered along the way. We'll discuss our animation, coding, and more before demoing the game we're working on now. Attendees will be among the first to get a sneak peak.

SCIENCE FICTION OF THE 1960S - HOSTED BY TODD BAKER:

The science fiction field changed tremendously during the 1960's. The discussion will focus on the authors, editors, and filmmakers who made such an impact on the field.

RIFTS FOR SAVAGE WORLDS - RUN BY JAMES SNIDER:

In the "post-post-apocalyptic" world of Rifts Earth, the fierce but benevolent Tomorrow Legion has been working overtime to find and rescue refugees from the brutal assault on the magical city of Tolkeen by the anti-magic fanatics of the Coalition States. Word has come to the Legion's Council of Hope that a group of refugees attempting to settle and establish farms in a sparsely-populated region are journeying dangerously close to the Hivelands, an area occupied by the Xitixix - an invasive, implacable, and deadly species of large alien insectoids. Can a team of powerful specialists employed by the Tomorrow Legion get to the travelers in time to steer them away from certain doom? This adventure uses the Savage Worlds Adventure Edition Roleplaying Game system with the Savage RIFTS setting. Players will have their pick of a variety of pregenerated heroes. The system uses the standard set of "polys" from d4 up to d12, and the GM will bring dice for players to borrow as needed. Previous experience with Savage Worlds is not required.

SHADOWDARK: INTO THE DARK - RUN BY RICHARD ZIMMERMAN:

In Shadowdark RPG, real time comes into play. A torch only holds back the looming darkness for one hour of actual game time! There isn't a moment to spare when your only light source is guttering low..." Shadowdark is an old-school style RPG, where things are simple, fast, and (if you're not careful) deadly. As a band of adventurers, you must work together to save your village from the evil lurking in the nearby abandoned copper mine. If not? Then your home will just be one more swallowed up by the endless Dark. (Characters, dice, and pencils will be provided.)

GEEK GENIUS TRIVIA - RUN BY DR. RYAN HARTNETT:

Teams of 2-6 Players. "Geek Genius Trivia Challenge" is a nerdy trivia game that delves into the realms of comic books, gaming, and animation. Players test their knowledge across these pop culture domains, competing to prove themselves as the ultimate geeky genius. The game features a variety of trivia questions ranging from character origins and story arcs in comic books to iconic moments in gaming and the history of animation.

HEART OF THE GAME - RUN BY DEREK GORLEWSKI:

Vending with "on-demand" Magic: The Gathering games.

DRAMATIC FANFIC READINGS - HOSTED BY ASHLEY MERCURIO:

Join Ashley for several rounds of dramatic readings of the funniest, weirdest, and messed up fanfics the internet has to offer, plus some of those written by Ashley herself over 10 years ago.

D&D 5TH EDITION CHARACTER CREATION - HOSTED BY EDDIE MAS:

New and experienced table-top roleplaying attendees will learn how to make a character for the popular table top role playing game, Dungeons and Dragons 5th Edition. Attendees can look forward to learning how to make their characters with a variety of dice and through playable races, classes, and ability scores. Towards the end of the panel, attendees can participate freely in a one-shot fantasy game where they will be able to practice what they have learned as their newly-created character.

MARVELOUS MUPPET MADNESS II - HOSTED BY JAY RAMOS:

Are you interested in Muppet history? Then don't miss this panel, during which Muppet man Jay Ramos sums up the entire lifespan of Jim Henson's Muppets! This includes the few times the Muppets have said some off color things and, of course, an age-old debate: is Yoda a Muppet? Join for the puppet fun, stay for the Rowlf game!

THE SOLUTION? HEAD CANONING! - HOSTED BY SALEM SALOMAN:

Let's take a deep dive into what headcanoning is in relation to fandom culture. We'll discuss the different headcanons of various characters and how fandom culture has been built around it.

SKEPTICISM & PARANORMAL - HOSTED BY KENNETH BIDDLE:

I and a colleague would get into the testing of alleged real-life superpowers. My organization hosts a \$500K Paranormal Challenge for anyone that can prove, under scientific testing conditions, that they have superpowers, they can win \$500,000. From telekinesis and creating lightning to teleporting and moving clouds around the sky at will, we've tested quite a few potential superpowers.

INDIE GAME LEAGUE - HOSTED BY RYAN SANTIAGO:

This panel is about my Indie Game League art, which I've been creating outside of college. I'll be presenting my artwork and telling the story behind this project. I will also have printed cards of my characters set up on the table.