



Lavecon 2019 Timetable



Timetable at a Glance

Items in red – additional charge/ticket option may apply
 Themes: **Computer Games**, **Board & Card Games**, **RPG LRP & Cosplay**,
Books, Writing & Audio

General Event Info	Main room	Panels, Talks & Workshops	Lounge, Artemis, Games Room & VR Room	LAN Room
		Panel Room 1		
Friday Night			Ambassadors reception	
Ongoing activities	Competition: Raffle Cosplay		Planetary landings: Lego Asmodee Games ED: Battle Cards Boardgame Lounge Retro Lave	
9.30am Doors Open!	10am Welcome from Lave Radio Team, Highlights for the Day/Weekend Completion Launch: Abraka Drabble 11am Presentation: Spidermind Games – BattleCards		10.30am Elite Miniatures	10am LAN Room Opens 10.15 Star Sovereign Tutorial 10.30am Totally Accurate Battle Simulator: Demo 11.15 Star Sovereign Tutorial 11.30am Totally Accurate Battle Simulator: Demo
12 – 2pm Lunch	12.30pm Panel: Streamers Panel	12.30pm Talk: Future Civilisations	12noon Artemis 1pm Elite Miniatures 1 - 6pm VR Games 1pm Artemis	1pm Star Sovereign - Game Begins
	2pm Panel: Frontier Developments Talk and Q&A 3.30pm (or end of Q&A) Photo of Everyone outside!		3pm Elite Miniatures	2pm Totally Accurate Battle Simulator: Competition 1
	4.30pm Lave Radio: Veterans		4pm Artemis 5pm Elite Miniatures 5pm Artemis	4pm Totally Accurate Battle Simulator: Competition 2
6.30 – 9pm Dinner	6pm Sagittarius Eye: New Project 8pm The Big Quiz		6pm Artemis	6pm Fantasy Strike Competition
	10pm Hutton Truckers 11pm Dockers / Late Night Podcast		8.30pm RPG: Call of Cthulhu	8pm Battletrax: Network Multiplayer 10pm Local Multiplayer Games. Midnight Star Sovereign - Game Ends

Sunday Programme

General Event Info	Main room	Panels, Talks & Workshops		Lounge, Artemis, Games & VR	LAN Room
		Panel Room 1	Panel Room 2		
Ongoing activities	Traders Competition: Raffle Cosplay Competition			Planetary Landings: Lego Asmodee Games ED: Battle Cards Boardgame lounge Retro Lave	
8 – 10am Breakfast 9.30am Doors open	10.30am Welcome back – Today's Highlights (11am Competition: Abraka Drabble – deadline for entries) 11am Presentation: Phoenix Point	11am Panel: planning an Elite: Dangerous Expedition	9.30am Workshop: Creative Writing 11.30am Workshop: Audio Post-Production	11am Artemis 10 - 4pm VR Games	10 am LAN Room Opens 10.15am Totally Accurate Battle Simulator: Competition 3
12 – 2pm Lunch	1pm Abraka Drabble readings	1pm Panel: Multiplayer Game Design		12noon Artemis 1pm Artemis	
	2.30pm Podcast: Lave Radio Live			2pm Artemis 3pm Artemis	2pm Totally Accurate Battle Simulator: Competition 4
6pm Event Close	4.30pm Prizes, Awards and Raffle Closing Speeches Hard Drive Handover.				5pm Games End