



Games Capstone Presents:

LAN PARTY!!

Awesome at Halo? Kick butt at Bomberman? Leave everyone in the dust in Project Gotham? Beaten everyone you know at every game you can find? Then you've come to the right place!! Come try ours!

The Games Capstone students have braved terrible weather, social isolation, and countless hours of lack of sleep to bring you what you've always wanted. **Games!!** What other class can bring you endless hours of mindless fun? What other class can bring you the satisfaction of creaming your opponents? What other class can make you forget all about your finals? You can't miss this.

Need more reason to come? We'll have **free food**. (None of that incredibly unhealthy pizza stuff though.) Who knows... we might even give out prizes to the top players. So... Come. Here's everything you need to know:

Who? YOU!

What? Games Capstone "Colloquium"... in other words, a LAN party!

When? Thursday, June 2nd (3:30-5:30). Come anytime within that two hour period.

Where? Games Lab in Sieg 324.

Why?

- Eat free food.
- Find out what CSE 481 and developing games is all about.
- See what awesome games can be developed in only ten weeks!
- Enjoy bonding time with other like minded games nerd.
- Cause Games are just cool.

How? Walk over here... duh.

Can't make it? No problem.

Download the games at <http://games.cs.washington.edu>. Play at your own leisure or join one of the ongoing games on Thursday 3:30-5:30. Don't miss out.

Questions? Email me at bma@cs.washington.edu or Professor Zahorjan at zahorjan@cs.washington.edu