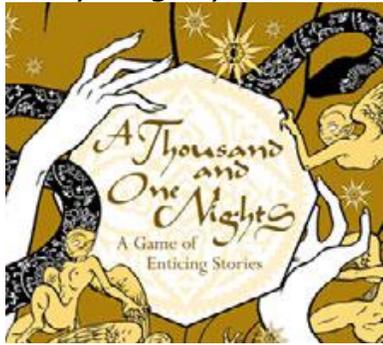


INDIE GAMES ON DEMAND DIRECTORY

» Most games seat 3–5 players for 3–4 hours of play. «

A Thousand and One Nights

by Meguey Baker



In 1001 Nights you play members of the Sultan's Court, whiling away the sultry nights by telling pointed stories to advance your own ambitions.

3:16 Carnage Amongst the Stars

by Gregor Hutton



This high-octane Science-Fiction roleplaying game for 2 or more players has your Space Troopers killing bugs all across the Cosmos.

Always/Never/Now

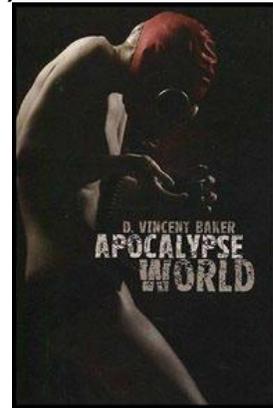
by Will Hindmarch

ALWAYS/NEVER/NOW

Play a portion of the high-action adventure set in a cool, cyberpunk tomorrow featuring exciting ready-made characters in the style of *Lady Blackbird*!

Apocalypse World

by D. Vincent Baker



Apocalypse World features postapocalyptic action, bloodshed and drama amidst the ruins of human civilization.

INDIE GAMES ON DEMAND DIRECTORY

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Archipelago

by Matthijs Holter

Archipelago

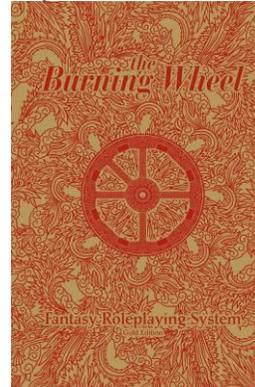


Matthijs Holter

Inspired by Ursula K. LeGuin's storytelling techniques, this game is designed to help players create living settings and experience grand destinies.

Burning Wheel

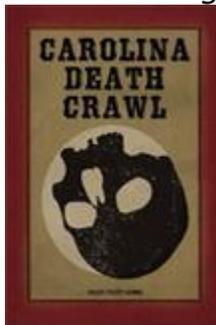
by Luke Crane



Fight for what you believe in! This indie classic features traditional fantasy elements along with core motivations and ethics (Beliefs and Instincts) that connect them to the storyline and to the other PCs.

Carolina Death Crawl

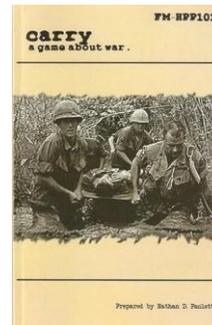
by Jason Morningstar



A swampy southern gothic competitive roleplaying card game (!?) set in 1863. Soldiers behind enemy lines face their personal demons on a journey to safety - a journey that only one will complete. 2-3 hours for 3-4 players.

carry. a game about war.

by Nathan D. Paoletta



carry is a game heavily inspired by the films *Platoon* and *Full Metal Jacket*. The game focuses more on dealing with difficulties than on celebrating violence or exploring tactical and strategic choices.

INDIE GAMES ON DEMAND DIRECTORY

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Contenders

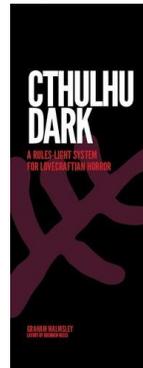
by Joe J. Prince



A ROLE-PLAYING GAME OF BLOOD & SWEAT, PAIN & HOPE. Each player takes on the role of a contender, a pugilist desperate to fight his way out of the gutter.

Cthulhu Dark

by Graham Walmsley



A rules-light Lovecraftian game.

curse the darkness

by Matthew McFarland



curse the darkness uses an original game system based around playing cards. Everything in the game, comes down to this essential choice: light a candle, or curse the darkness?

Danger Patrol

by John Harper



Danger Patrol is a narrative RPG that evokes the feel of old '50s sci-fi serials like Buck Rogers and Flash Gordon. The players each control a hero with distinctive Styles (Alien, Atomic, Robot, Two-Fisted) and Roles (Professor, Flyboy, Detective, Commando, Daredevil).

INDIE GAMES ON DEMAND DIRECTORY

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Deadlands Noir

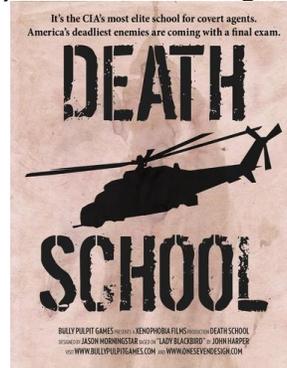
by Clint Black



It includes new rules for handling detective work, the state of the Union and the CSA in the Depression-era, a complete Plot Point campaign, and of course, more monsters and ghouls than you can shake a smoking .45 automatic at.

Death School

by Jason Morningstar



"It's the CIA's most elite school for covert agents. America's deadliest enemies are coming with a final exam." Death School is an over-the-top-eighties-action-movie-themed Lady Blackbird hack.

Do: Pilgrims of the Flying Temple

by Daniel Solis



You and your fellow pilgrim travel from tiny floating planet to tiny floating planet, answering letters that ask for help. You want to help, but you spend just as much time causing problems and getting into trouble.

Dog Eat Dog

by Liam Burke



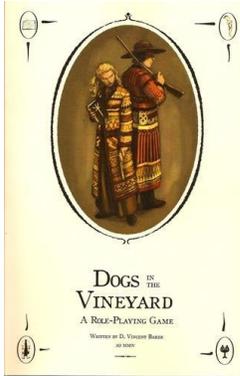
Dog Eat Dog is a game of colonialism and its consequences. As a group, you work together to describe one of the hundreds of small islands in the Pacific Ocean, defining the customs of the natives and the mores of the outsiders arriving to claim it.

INDIE GAMES ON DEMAND DIRECTORY

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Dogs in the Vineyard

by D. Vincent Baker



The game is set in "a West that never quite was". Players are "God's Watchdogs" (Dogs), who travel from town to town delivering mail, helping out the community and enforcing the judgments of the True Faith of the King of Life.

Dread

by Epidiah Ravichol



Explore hostile worlds of your own creation with Dread, a game carved from the intense emotions buried in your favorite horror stories. Requires a tower of Jenga blocks.

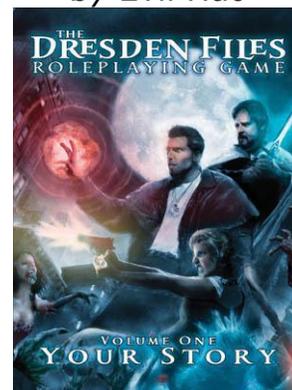
DramaSystem

by Robin D. Laws

DramaSystem sets out to create a substantially unguided experience, creating a very simple framework for extended dramatic storytelling.

Dresden Files

by Evil Hat



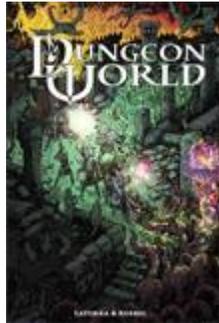
Uses the FATE system to tell stories in the Dresdenverse, with unique city building and magic mechanics.

INDIE GAMES ON DEMAND DIRECTORY

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Dungeon World

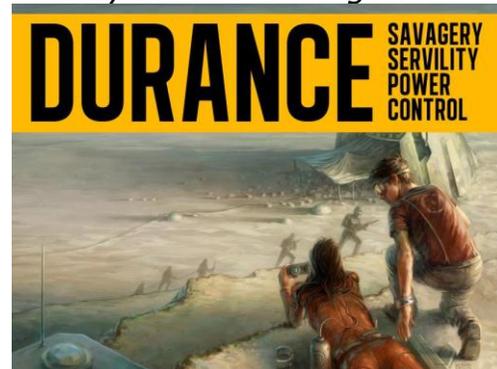
by Sage LaTorra & Adam Koebel



Explore perilous dungeons in this bold new classic game in the vein of *Apocalypse World*! This adventure takes DW into a strange and brutal realm. Are you ready?

Durance

by Jason Morningstar



Power, Servility, Savagery, and Control—on the prison planets, nothing is easy. Experience the harrowing new drama game from Jason Morningstar here.

Eternity

by Mark Diaz Truman



Eternity is a unique tabletop roleplaying game that allows player to tell an epic story in the style of *The Iliad*, *The Bhagavad Gita*, *The Bible*, and many other epics. No GM or preparation is required.

FATE Core

by Evil Hat



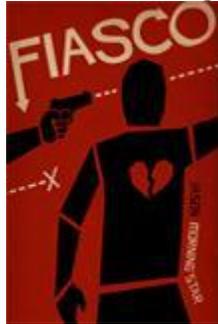
Simply put, Fate Core is the best version of Fate we can possibly make, built upon over a decade of play and design experience by Evil Hat, and with the Fate player community at large.

INDIE GAMES ON DEMAND DIRECTORY

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Fiasco

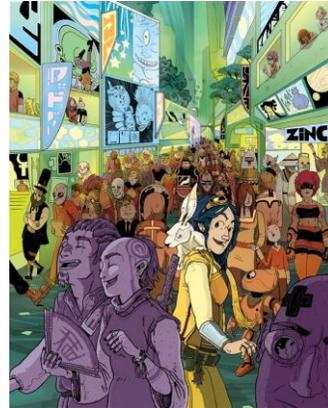
by Jason Morningstar



A game about powerful ambition and poor impulse control. GMless.

Freemarket

by Jared Sorensen and Luke Crane



A transhuman science fiction game set aboard a space settlement in the Saturnian system. It's a world without death, without poverty, without sickness and without any need for laws. *What will you do with forever?* Card based mechanics.

Ghost/Echo

by John Harper



While hunting for loot in the ghost world, your crew was sold out. You've walked right into an ambush, with hungry Wraiths on your heels. It provides only a starting point and a resolution mechanic. You and your friends fill in the rest of the details as you play.

Hillfolk

by Robin D. Laws



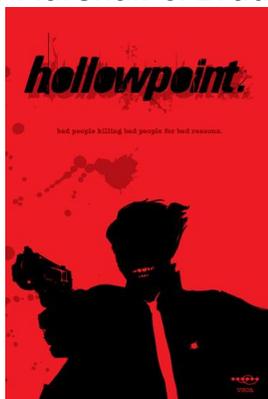
Hillfolk, the new game of Iron Age conflict from acclaimed designer Robin D. Laws, introduces to the roleplaying world his DramaSystem rules engine.

INDIE GAMES ON DEMAND DIRECTORY

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Hollowpoint

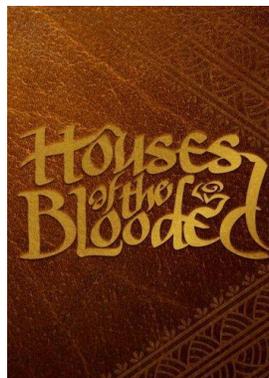
by C.W. Marshall & Brad Murray



Inspired by every ultraviolent action movie you've ever seen, Hollowpoint is about being that good at something that bad. Make no mistake: you will be a very, very bad person.

Houses of the Blooded

by Rob Donoghue, Fred Hicks, & John Wick



A game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors. Only casualties.

Imp of the Perverse

by Nathan Paoletta

A Poe-like gothic investigation game. Characters all belong to the Society for the Moral Advancement of Ladies and Gentleman- an organization that helps them deal with the imp of the perverse that perches on each of their shoulders.

InSpectres

by Jared Sorensen



Fighting the Forces of Darkness so you don't have to. InSpectres is a game about the burgeoning supernatural investigation and elimination market. Start a company and try to stay afloat long enough to cash in those sweet, sweet stock options.

INDIE GAMES ON DEMAND DIRECTORY

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Kagematsu

by Danielle Lewon



Kagematsu is a wayward ronin fleeing a troubled past. He is a defender for the village, if only he can be swayed from his meandering course. So it is that several young women conspire among themselves to win his affections and steer him to their cause.

kill puppies for satan

by D. Vincent Baker



in the game, when you kill a puppy (or other animal), you get points of evil. you spend your evil to do supernatural evil things, like start fires. there must be fifteen different ways to start fires with evil.

Lacuna Part I. The Creation of the Mystery and the Girl from Blue City

by Jared Sorensen



Sinister secret agents with shadowy employers and mysterious pasts. A bizarre landscape built from six billion human minds. Arachnid-headed beings that guard a war-torn borderzone.

Lady Blackbird

by John Harper



Lady Blackbird, her bodyguard, and the crew of *the Owl* must escape the *Hand of Sorrow's* brig...But what other dangers lie in their path?

INDIE GAMES ON DEMAND DIRECTORY

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Marvel Heroic Roleplaying

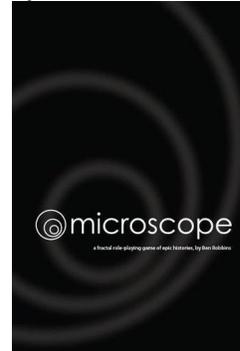
by Margaret Weis Productions



Take on the role of Marvel characters. Make your own choices, engage in world-shaking battles, and seize your own heroic destiny!

Microscope

by Ben Robbins



Want to explore an epic history of your own creation, hundreds or thousands of years long, all in an afternoon? That's Microscope.

Mist-Robed Gate

by Shreyas Sampat and Evan Torner



There are some things that we value more than life. There are things we're willing to scheme and cry and fight and die for. That's what wuxia cinema is about: fighting and dying for the things we care about. That's what Mist-Robed Gate is about.

Monsterhearts

by Joe Mcdaldno



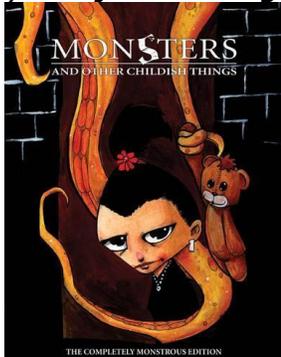
A story game about the messy lives of teenage monsters.

INDIE GAMES ON DEMAND DIRECTORY

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Monsters and other Childish Things

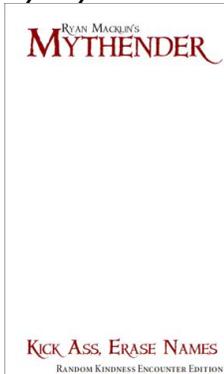
by Benjamin Baugh



Monsters and Other Childish Things is a distressingly fun and funny roleplaying game about kids and the relationship-devouring horrors from beyond time and space who love them.

Mythender

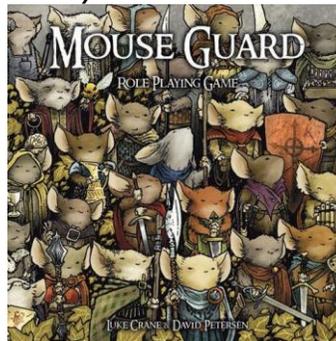
by Ryan Macklin



Mythender is high-action adventure game where you play amazing, Mythic heroes— called Mythenders—who travel the Mythic World to destroy its gods and monsters.

Mouse Guard

by Luke Crane



Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game for the Mouse Guard comic book series! The game is intended for all ages and levels of game-playing experience.

Nights Black Agents

by Kenneth Hite and Robin D. Laws



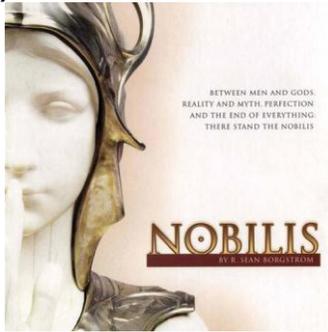
Night's Black Agents brings the GUMSHOE engine to the spy thriller genre, combining the propulsive paranoia of movies like Ronin and The Bourne Identity with supernatural horror straight out of Bram Stoker.

INDIE GAMES ON DEMAND DIRECTORY

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Nobilis

by Jenna Katerin Moran



The player characters are "Sovereign Powers" called the Nobilis; each Noble is the personification of an abstract concept or class of things such as Time, Death, cars, or communication.

Odyssey

by Will Hindmarch



Journey through danger and adventure and see how you're altered in this new GMless story game of ever-changing characters. (Choose from various worlds and play modes!)

Our Last Best Hope

by Mark Diaz Truman



Save Humanity from a terrible Crisis in this GM-less game for 4-5 players. Each brave soul is Humanity's best and brightest, our last best hope against extinction.

Perfect

by Joe Mcdaldno



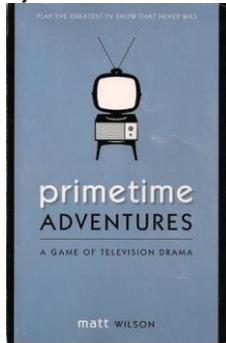
Perfect is a roleplaying game rooted in a world akin to Victorian England, but which is under a harsh and Dystopic reign of terror. Laws are constricting to the point of absurdity, and status and fashion have turned into legally-regulated modes of oppression.

INDIE GAMES ON DEMAND DIRECTORY

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Primetime Adventures

by Matt Wilson



If you enjoy great TV, then you'll love Primetime Adventures, the game that lets you create and play the TV show you always wanted to see, complete with meaningful characters and gripping drama.

Psi*Run

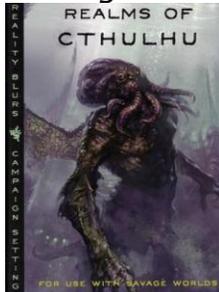
by Meguey Baker



Whoever's after you, you know one thing: they will stop at nothing to capture you and you'll stop at nothing to stay free.

Realms of Cthulhu

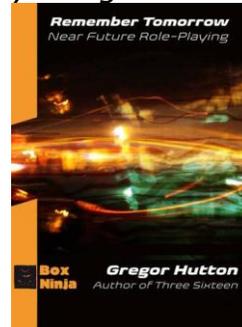
by Savage Worlds



Whether you seek action and adventure battling cultists in sun-drenched jungle temples, a shadowy milieu of dark woods and impossible deeds, or a twisted mixture dredged up from the darkest recesses of imagination.

Remember Tomorrow

by Gregor Hutton



Provides a framework for Story Now play, where players take it in turns to be in Control of the scenes. It's a toolkit for making near-future stories reflecting the short stories and novels of Gibson, McAuley, oon et al.

INDIE GAMES ON DEMAND DIRECTORY

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Sagas of the Icelanders

by Gregor Vuga



Powered by the *Apocalypse World* engine, *Sagas of the Icelanders* brings all the blood and thunder of 10th century Vikings to the table in a freezing deluge of pure awesome. 4 hours for 3-4 players.

School Daze

by Tracy Barnett



School Daze is a tabletop roleplaying game designed to use high school to tell awesome stories. It uses a light system and emphasizes story over dice rolling.

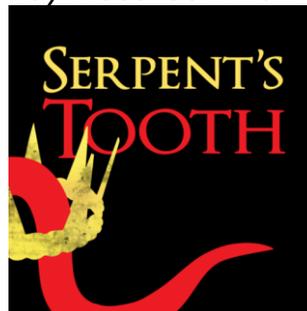
Savage Worlds



Savage Worlds is a Fast! Furious! and Fun! rules system for any genre of roleplaying game! Create your own setting, convert an existing one, or pick up on one of our amazing worlds like *Deadlands*, *Slipstream*, or *Sundered Skies*.

Serpent's Tooth

by Ross Cowman



A dying monarch...a star quarterback...the CEO of a dot-com empire... *Serpent's Tooth* is a tabletop game where you and your friends create a story about a King in the twilight of his rule.

INDIE GAMES ON DEMAND DIRECTORY

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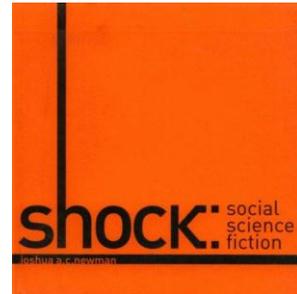
Shadowrun 3e



You may be human or troll, dwarf or elf. You may throw fireballs, pull out your trusty Uzi or slice through computer security with a program as elegant and deadly as a stiletto. No matter what, you get the job done. You're a shadowrunner--a professional. You don't just survive in the shadows--you thrive there--for now.

Shock: Social Science Fiction

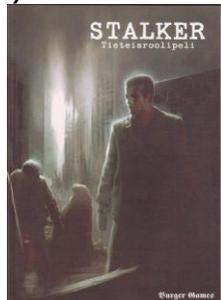
by Joshua A.C. Newman



Shock: Social Science Fiction is a fiction game of culture and future shock. Based on the works of Bruce Sterling, Kim Stanley Robinson, Ursula K. LeGuin, and Philip K. Dick, the game pushes the players to make stories that matter to them — stories about politics, philosophy, love, and death.

Stalker

by Ville Vuorela



Stalkers are adventurers and criminals living outside the society who are looking the remnants and technology of the alien civilization.

Stars Without Number

by Kevin Crawford



Stars Without Number is a retro-inspired science fiction role playing game influenced by the Old School Renaissance.

INDIE GAMES ON DEMAND DIRECTORY

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Table Top Blockbuster

by Brie & John Sheldon

Take your chance against the hard-hitting action in Tabletop Blockbuster - designed to replicate that blockbuster action film feel in any setting.

Tales of the Fisherman's Wife

by Julia B. Ellingboe



Set sometime in a fantasy Japan. When the Fisherman leaves for sea, he gives his wife 6 words to weave a story while they are apart. The Wife creates a story from his 6 words, which she tells him when he returns.

Tenra Bansho Zero

by Jun'ichi Inoue and Andy Kitkowski



Tenra Bansho Zero is a story-focused role-playing game of epic drama and insane action, set in the world of Tenra: A rich world of high magic and technology, of the ancient side by side with the futuristic.

Terrorform

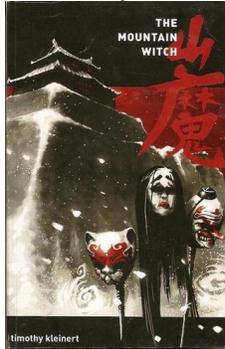
by Tracy Barnett

This game isn't about living a cushy life on an orbital colony while a bunch of pie-fingering bureaucrats try to salvage what's left of their dignity by working to fix the unfixable. This game is about the people who couldn't make it to those colonies.

INDIE GAMES ON DEMAND DIRECTORY

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The Mountain Witch by Timothy Kleinert



A group of ronin samurai are hired for a simple yet terrifying task to assault and kill O-Yanma, the dreaded Mountain Witch of Mount Fuji. But regretful pasts and dark fate conspire against the mission, testing both the courage and loyalty of the samurai.

The Play's The Thing by Mark Diaz Truman



You and your friends tell the story of an acting troupe that is scheduled to perform a new play, but has a lot of disagreements about how that play should go

The Regiment by John Harper and Paul Riddle

WEAPONS

Infantry (1 hour, 1000 points)
The most common weapon is the rifle. The point has a 1000 point value and a 1000 point value. The point has a 1000 point value and a 1000 point value.

Machine Gun (2 hours, 2000 points)
The machine gun is a heavy weapon that is used to provide fire support. It has a 2000 point value and a 2000 point value.

Artillery (3 hours, 3000 points)
Artillery is used to provide long-range fire support. It has a 3000 point value and a 3000 point value.

Heavy Weapons (4 hours, 4000 points)
Heavy weapons are used to provide heavy fire support. They have a 4000 point value and a 4000 point value.

Special Weapons (5 hours, 5000 points)
Special weapons are used to provide special fire support. They have a 5000 point value and a 5000 point value.

Defensive Factors (6 hours, 6000 points)
Defensive factors are used to provide defensive fire support. They have a 6000 point value and a 6000 point value.

LINGUISTIC WEAPONS

Radio (1 hour, 1000 points)
The radio is used to provide communication between units. It has a 1000 point value and a 1000 point value.

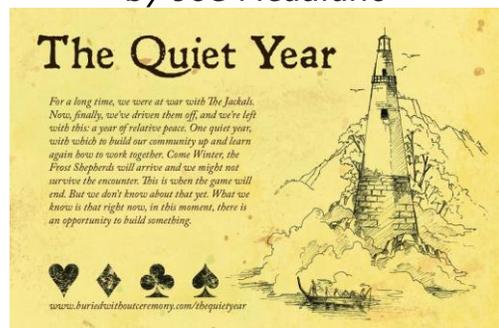
Codebook (2 hours, 2000 points)
The codebook is used to provide secure communication. It has a 2000 point value and a 2000 point value.

Language (3 hours, 3000 points)
The language is used to provide linguistic support. It has a 3000 point value and a 3000 point value.



The Regiment is a WWII tactical narrative RPG that hits a lot of interesting new ground. Using the Apocalypse World engine

The Quiet Year by Joe Mcdaldno



The Quiet Year is a map game. You define the struggles of a post-apocalyptic community, and attempt to build something good within their quiet year. GM-less

INDIE GAMES ON DEMAND DIRECTORY

» Most games seat 3–5 players for 3–4 hours of play. «

Thola

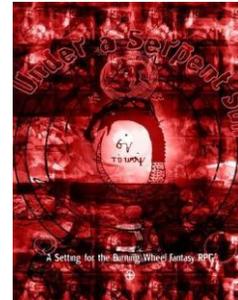
by Jason Morningstar



As villagers in Thola, you balance the demands of both tyrant and partisan, and it isn't easy. A game about occupation from the POV of those occupied. In Playtest! 3 hours for 3-5 players.

Under a Serpent Sun

by Luke Crane and Radek Drozdalski



This setting is designed to play out intense post-apocalyptic scenarios. Unlike most after-the-bomb settings, this one deals with the emotional fallout, rather than the physical or cultural.

Vast and Starlit

by Epidiah Ravichol



A GM-full nano-game of interstellar crime & rebellion.

Vesna Thaw

by Nathan D. Paoletta



Vesna Thaw is a game about two things: giant radiation-powered Robots, and trying to build a new world out of the ashes of the old. It takes place in post-nuclear, post-Soviet Russia.

INDIE GAMES ON DEMAND DIRECTORY

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VICTORIA AUT MORS

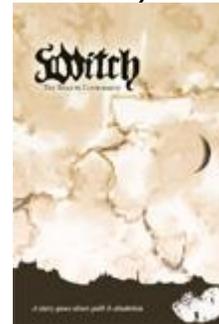
by Jeffrey Fuller



The gods have awoken the elder wyrm, SPURIUS to extinguish the light of humanity once and for all. Lead the armies of humanity against oblivion. Powered by Evil Hat's Fate Accelerated Edition

Witch: The Road to Lindesfarne

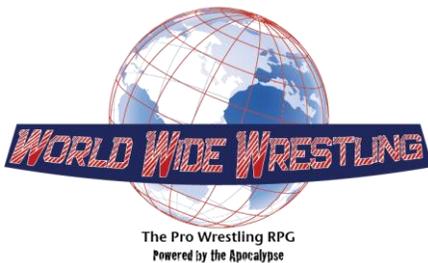
by Kevin Barthaud & Richard Lacy



In 1350 an unholy plague sweeps across Britain. One woman is responsible, and she is your prisoner. 4 hours for 4-5 players.

World Wide Wrestling

by Nathan D. Paoletta



World Wide Wrestling is an in-progress RPG that enables you to create your own professional wrestling franchise. Using the Apocalypse World Engine.

Wrath of the Autarch

by Phil Lewis



Kingdom building powered by Fate! A game of diplomacy, espionage, skirmish, and warfare. The Autarch is coming - will you be ready?

