

GM MATT GWINN

Table #

Kayfabe: The Inside Wrestling Game



 **4-8**  **4H**  **13+**

Professional Wrestling from behind the scenes. Players take on the roles of both the writers and the wrestlers and put on a wrestling show from start to finish. Book matches, traverse backstage politics and real life complications, then put on great show for the crowd! Kayfabe approaches wrestling as if it is fake, and players focus on putting on an entertaining show rather than video game style fighting.

Designed by Matt Gwinn

This Game Is: Acting, Improv

Worlds in Peril



 **3-5**  **4H**  **13+**

Welcome to Bastion City, a thriving metropolis on the path to financial and social prosperity. But something's not right; the heroes of the city are disappearing and it is up to you to discover why. Worlds in Peril is a collaborative roleplaying game designed to bring a comic book world to life by combining descriptive, creative and flexible powers with a narrative structure that encourages players to take control of their stories. Powered by the apocalypse!

Designed by Kyle Simons

This Game Is: Investigation, Storytelling, Combat

GAMES ON DEMAND

GENCON
2015



GM PAUL STEFKO

Table #

Psychedemia



 **3-6**  **4H**  **13+**

You play students with psychic aptitudes at a secret military Academy. Your teachers and officers think you can lead humanity against its alien enemies. With your powers, however, you discover the aliens share a constructed reality where they interact peacefully. Humans haven't accessed it before, so the aliens don't know how to communicate with us. You make new friends there, but also new enemies who fear human aggression. Can you find a path to peace?

Designed by Paul Stefko

This Game Is: Combat, Investigation, World Building, Relationships, Storytelling

OVA: The Anime RPG



 **4-6**  **4H**  **13+**

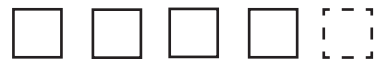
A party of adventures is hired to find a hidden tower in a land of subtle curses. Inside the tower is a tome compiled by an ancient wizard said to hold the remedies for most evil magic. Can your heroes recover the book without losing themselves in the dark enchantments of the region?

Designed by Clay Gardner

This Game Is: Combat, Investigation, Puzzles, Storytelling

GAMES ON DEMAND

GENCON
2015



GM BOB SMITH

Table #

Leverage



3-5 **2H** **13+**

The kids of Thomas Edison Jr High School are up against a demoralized faculty and an administration determined to see the kids pushed off into a for profit charter school. Can they save their school? (Based on the themes of Leverage - The rich and powerful, they take what they want. We steal it back for you. Sometimes bad guys make the best good guys. We provide... "leverage".)

Designed by Mararet Weis Productions

This Game Is: Acting, Investigation, Storytelling

Odd Squad



4-5 **2H** **13+**

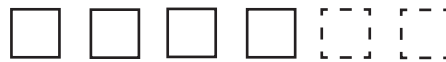
If there's a fire, call the fire department. A robbery? Call the police. But if you find that your dog has been doubled, or that your spouse has shrunk, or that you are somehow caught in a weird time loop, that's when you call Odd Squad. It's a high-tech agency run by kids equipped with the world's most advanced and unpredictable gadgetry.

Designed by VSCA

This Game Is: Acting, Improv, Investigation, Rules Mastery, Storytelling

GAMES ON DEMAND

GENCON
2015



GM CORY O'BRIEN

Table #

Leverage, with Actual Robin Hood



 **3-5**  **4H**  **13+**

Play as the core members of Robin Hood's Merry Men (Maid Marian, Friar Tuck, Little John, Will Scarlet, and Robin Hood himself) as you attempt to right the injustices of King John and the Sheriff of Nottingham by going ... outside the law. Come on, crew, let's go steal a monarchy.

Designed by Cam Banks, Rob Donoghue

This Game Is: Acting, Improv, Investigation, Relationships, Storytelling

FATE Core



 **4-6**  **4H**  **13+**

As part of a crew of seasoned pirates, you are bound to each other by a strict code of conduct. When a government vessels corners you and asks you to return one of their fugitive citizens or else, you must choose between betraying your crew and pissing off a very touchy world power.

Designed by Fred Hicks, Rob Donoghue

This Game Is: Acting, Improv, Combat, Investigation, Storytelling

GAMES ON DEMAND

GENCON
2015



GM

DUSTIN DEPENNING

Table #

Synthicide RPG



 **3-5**  **4H**  **13+**

In this pre-made Synthicide adventure, you and your fellow players take the role of Sharpers: free agent criminals exploring and looting society's corpse. By working jobs, you will make friends and enemies amongst gangs, corporations, and pirates. And the Tharnaxist Church, the only thing resembling law, will stay well out of your way. But that's only if the Church doesn't catch you killing their pride and joy: a synthetic.

Designed by Dustin DePenning

This Game Is: Improv, Combat, Investigation

Synthicide RPG



 **4-5**  **4H**  **13+**

Create your own character back-stories, choose a planet, and choose your own mission and see if the GM can keep up with you.

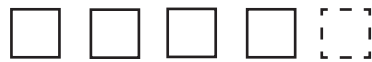
This is a fully improvised Synthicide adventure!

Designed by Dustin DePenning

This Game Is: Improv, Combat, Storytelling

GAMES ON DEMAND

GENCON
2015



GM SEAN NITTNER

Table #

Blades in the Dark



 **3-6**  **4H**  **13+**

Blades in the Dark is a game about a group of daring scoundrels building a criminal enterprise on the haunted streets of an industrial-fantasy city. There are heists, chases, escapes, dangerous bargains, bloody skirmishes, deceptions, betrayals, victories, and deaths. We'll play to find out if the fledgling crew can thrive amidst the teeming threats of rival gangs, powerful noble families, vengeful ghosts, the bluecoats of the City Watch, and the siren song of the scoundrels' own vices.

Designed by John Harper

This Game Is: Acting, Relationships, Storytelling

Night Witches



 **4-5**  **4H**  **13+**

As a member of the 588th Night Bomber Regiment, you'll answer the call of your Motherland in her darkest hour. Can you do your duty and strike blow after blow against the Fascists? Can you overcome discrimination and outright sabotage and rise above your sexist comrades? Are there limits to patriotism – or endurance? Play Night Witches and find out!

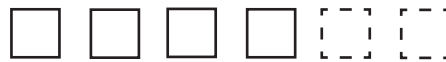
Designed by Jason Morningstar

This Game Is: Improv, Relationships, Storytelling, Real Emotions

Content Advisory: Historical sexism and war-time drama

GAMES ON DEMAND

GENCON
2015



GM NICK WEDIG

Table #

Nameless Horror



 **3-5**  **4H**  **18+**

Now you've done it. You and your friends meddled in affairs beyond the mortal realm. You have gotten yourselves entangled in a deadly situation. Supernatural dangers are hunting you, thirsty for your blood. Only one of you will survive. Will it be you? Consult the oracle deck and find out. In Nameless Horror, players mix cooperation and competition to survive the story. The sinister oracle deck holds the secrets of what is to come. It is up to you to interpret its secrets.

Designed by Nick Wedig

This Game Is: Improv, Storytelling

Psi*Run



 **4-6**  **4H**  **13+**

You awaken at the crash site to discover that you have no memories, and that you have strange, impossible powers. Who are you? What are these supernatural abilities you wield? Who are the people chasing you? Why do they intend you harm? Can you evade capture long enough to find out?

Designed by Meguey Baker

This Game Is: Investigation, Storytelling

GAMES ON DEMAND

GENCON
2015



GM SCOTT ACKER

Table #

Fate Core



 **2-5**  **4H**  **13+**

Gothelrealm University of Esoteric Studies & Arcane Arts. Set in an elite Magical University. You are the children of the powerful hidden rulers of the world (and a few students on scholarship). You may be Wizards, Faerie, Vampires, Werewolves, or other more esoteric monsters. Imagine Dresden Files, Sky High, Grimm, Harry Potter, and other modern fantasy playfully mashed together with Ivy League competition. See you in class.

Designed by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson. Thanks

This Game Is: Investigation, World Building, Relationships, Uncover the GM's plot

Fate Freeport



 **4-5**  **4H**  **13+**

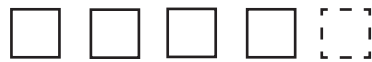
Its coming. The mother of all storms. Batten down the hatches and pray to your gods if you think they'll listen. Strange thing is, this is the wrong time of year for a storm like this. Could this be a harbinger of something more sinister? If so, how do you stop it?

Designed by Brian Engard and Clark Valentine

This Game Is: Investigation, World Building, Relationships, Uncover the GM's plot

GAMES ON DEMAND

GENCON
2015



GM MCGRAVIN

Table #

Fiasco



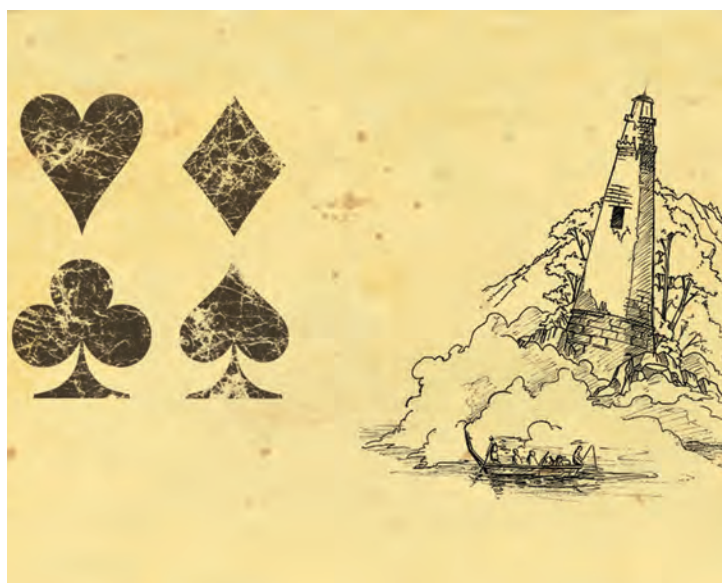
 **3-4**  **2H**  **18+**

Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. During a game you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Designed by Jason Morningstar

This Game Is: Improv, Relationships

The Quiet Year



 **4-5**  **2H**  **13+**

"For a long time, we were at war with The Jackals. But now, we've driven them off, and we have this – a year of relative peace. One quiet year, with which to build our community up and learn once again how to work together. Come Winter, the Frost Shepherds will arrive and we might not survive beyond that. But we don't know about that yet. What we know is that right now, in this moment, there is an opportunity to build something."

Designed by Avery Mcdaldno

This Game Is: World Building, Relationships, Storytelling

GAMES ON DEMAND

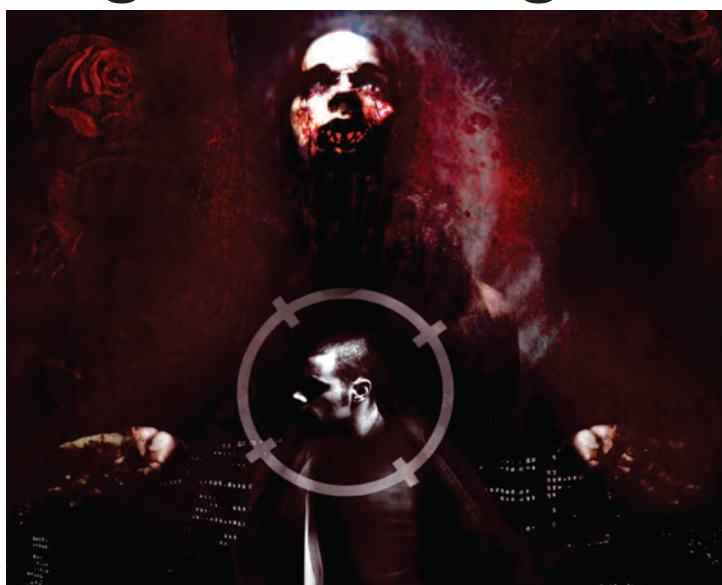
GENCON
2015



GM MIKE G

Table #

Night's Black Agents



 **4-6**  **4H**  **13+**

You are a deadly secret agent, and you've learned that there are monsters pulling the strings of the world. You've damaged their conspiracy, thwarted their plans, but you've never gotten close to an actual vampire. Now, you've got your hands on a vampire's travel plans. You know where he's going, and how he's getting there. You've finally got the edge you need.

Designed by Kenneth Hite

This Game Is: Combat, Investigation

Content Advisory: Action movie violence, crime, and international terrorism, and horror movie elements

Trail of Cthulhu



 **4-6**  **4H**  **13+**

You are a member of a small society, the The Lochmann Psychological Trust. Your mission is to find proof of the supernatural in 1930s London. So far you've found only charlatans. Could medium Sarah Hill, who claims to have real powers, be genuine?

Designed by Kenneth Hite

This Game Is: Investigation, Suspense

Content Advisory: Film noir violence and crime, supernatural elements, and Cthulhu Mythos horror.

GAMES ON DEMAND

GENCON
2015



GM MEERA BARRY

Table #

hAurors



 **3-4**  **2H**  **10+**

Not all Aurors sit in a lofty tower getting the fun jobs like dispelling succubi. Instead you're sent places like East-of-East-of-Worcestershire-on-the-Sauce, doing splinch repair with various minor Ministry of Magic mages. You're a highly-trained investigator specializing in rogue spellcasters... but the owlery is a mess, and last week's howler about wearing green trousers on Sundays has coffee stains.

Designed by M. Barry, based on InSpectres by Jared A. Sorensen

This Game Is: Investigation, Relationships, Storytelling

Howl in the Halflight



 **2-4**  **2H**  **10+**

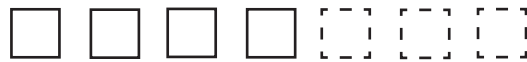
Ever wanted to be a werewolf? Of course you have! Do you like demons? Great -- let's share recipes! "Howl in the Half-Light" brings all the fun of being a werewolf combined with only what angst you want to bring! You make the choices! Well, you, and the single d6...all you need to find success, failure, and what's really at stake. It's usually the fault of plenty of juicy little demons with their fingers in your brain. Isn't it always?

Designed by Meera Barry

This Game Is: Investigation, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM STENTOR DANIELSON

Table #

Laser Kittens



 **3-6**  **4H**  **13+**

Welcome to Knoll St School for Wayward Kittens, where little kittens learn to grow up to be awesome cats. Go on kitty adventures and learn to use the unique power of your laser. Players will share the Class Captain (GM) role and use a card bidding system to resolve challenges.

Designed by Stentor Danielson and Cheyenne Wall-Grimes

This Game Is: Improv, Relationships, Storytelling

Dread: Dinosaur Edition



 **4-7**  **4H**  **13+**

It's the end of the Cretaceous Period, and the King of the Dinosaurs has summoned representatives of all of the species to the Dinosaur Court to discuss the many threats to Dinokind. Can carnivores and herbivores work together to save their species? The core mechanic of this game is a tower of wooden blocks -- pull a block out to succeed at a challenge, but if you knock the tower over you will go extinct!

Designed by Epidiah Ravachol

This Game Is: Improv, Relationships, Storytelling, Physical dexterity

GAMES ON DEMAND

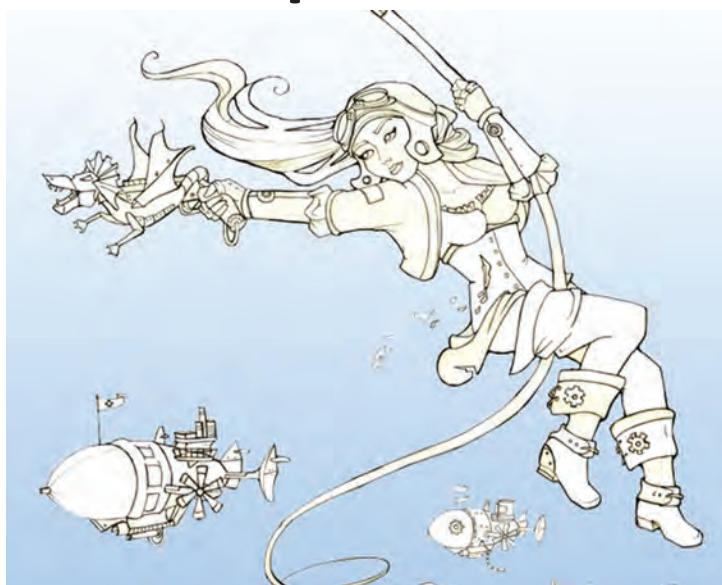
GENCON
2015



GM JOSH ROBY

Table #

Renegade Jennys and Boilerplate Jacks



 **3-6**  **4H**  **18+**

It's 1878 and you are a crew of picaros – scoundrels and outcasts for hire. You travel the world of strange atlantean technology, sleek airships, and strange sorcery, doing what jobs you can find to keep flying another day. Sometimes the jobs make you question what you value, and sometimes (often) you have to deviate from your employer's directives before the day is done.

Designed by Josh Roby

This Game Is: World Building, Rules Mastery, Storytelling, Real Emotions, Action Sequences

Content Advisory: Period Imperialism, colonialism, slavery, racism, sexism, and other injustices.

Jediville



 **4-6**  **4H**  **13+**

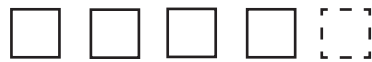
It has been twenty years since the Great Sith War ended and peace won. Deep under the surface of the ice planet Hoth, the daughter of a ruthless warlord possesses dangerous and untrained power. Force-sensitive, Deela Tarkin has been her father Ivar's not-so-secret weapon since she was 8. Ivar's petition for admission to the Galactic Republic has focused scrutiny on his colony and daughter. The Jedi Council has dispatched one of their own to recruit the girl.

Designed by Josh Roby

This Game Is: Relationships, Storytelling, Real Emotions

GAMES ON DEMAND

GENCON
2015



GM CHRIS CZERNIAK

Table #

Tenra Bansho Zero/ Ruined Empire



3-5 **4H** **13+**

The small country of Horom has been occupied by the imperial Azumi. Now a group of covert agents has a chance to side with Azumi's enemies and push the imperialists out but are they trading one occupier for another. A game of intrigue in a setting equal parts tech and magic.

Designed by Junichi Inoue, Andy Kitkowski, Anna Kreider

This Game Is: Combat, Investigation

Tenra Bansho Zero



4-5 **4H** **13+**

Lord Kitan, a young noble, has inherited his father's land after his death. However, his vassals do not trust him and he must prove himself to two of his vassals before they start to war with each other. TBZ is the roleplaying game of fantastic feudal Japan with mecha, samurai, ninja, sorcery, mutant and cyborgs.

Designed by Junichi Inoue, Andy Kitkowski

This Game Is: Combat, Relationships

GAMES ON DEMAND

GENCON
2015



GM DON BISDORF

Table #

Sails Full of Stars



 **3-4**  **2H**  **13+**

When pirates raided a Venusian treetop colony, you were among those captured and carried off in the pirate vessel's hold. In this steampunk-in-space adventure, you must work together with your fellow captives to escape your predicament, before the pirates sell you to the asteroid mines, or simply cast you out into the endless dark between the planets...

Designed by Don Bisdorf

This Game Is: Storytelling

Epyllion



 **3-4**  **2H**  **13+**

The Council has sent you and a few of your fellow dragons to borrow a valuable scroll from the reclusive Graysky clan. The matriarch of the Grayskys has declined written requests to send the scroll to the capital, and the Council hopes that sending official representatives will change her mind. To recover the scroll, you and your friends must learn what secrets are hidden in the Graysky castle.

Designed by Marissa Kelly

This Game Is: Relationships, Storytelling

GAMES ON DEMAND

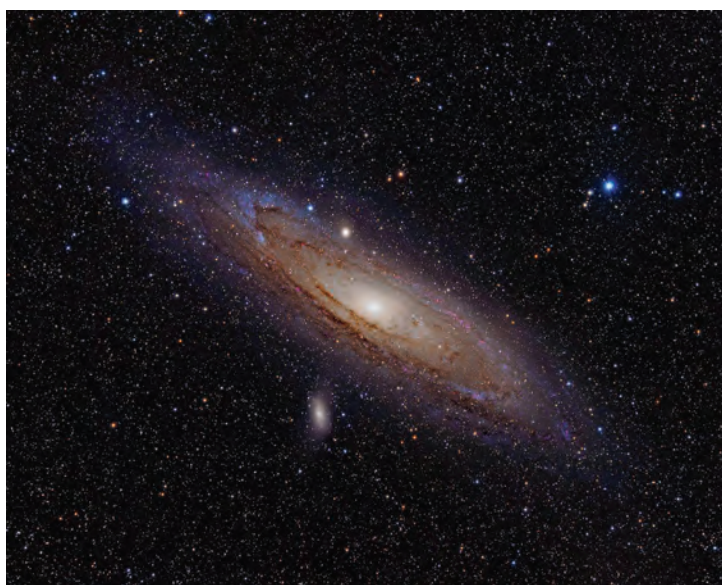
GENCON
2015



GM BILL WHITE

Table #

Andromeda



 **3-5**  **2H**  **13+**

The PCs are powerful figures who command mighty solar-scale tools and planet-shattering weapons carried aboard the space ark in which they've fled the destruction of the Milky Way. With lifespans that encompass the rise and fall of civilizations, they seek to make a new home for humanity in the hostile, alien-dominated Andromeda galaxy.

Designed by Bill White

This Game Is: World Building, Relationships, Storytelling

Tremulus



 **4-5**  **2H**  **13+**

The PCs are smart and inquisitive everyday men and women who have arrived at (or returned to) the creepy town of Bonny Eaves and find themselves entangled in mysterious goings-on. They are driven to uncover the truth, perhaps at the cost of their own sanity.

Designed by Sean Preston

This Game Is: Investigation, Storytelling

Content Advisory: Cosmic horror

GAMES ON DEMAND

GENCON
2015

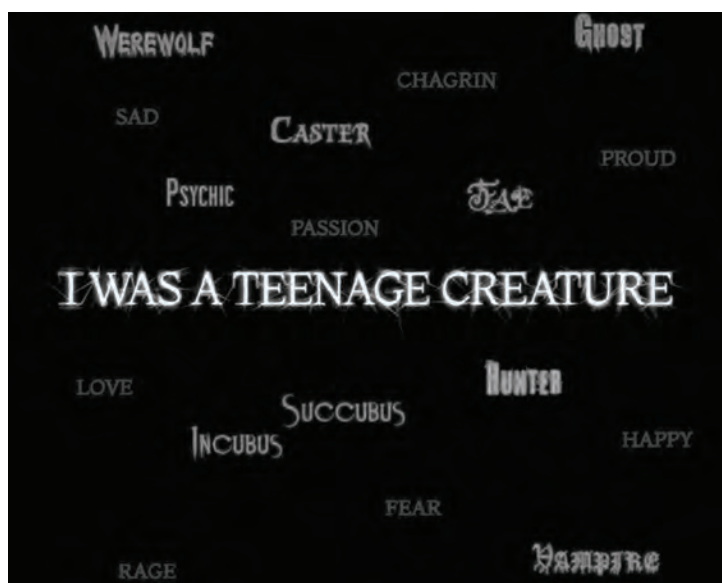


GM

JOSH "NINJACAT" BRINING

Table #

I Was A Teenage Creature



3-6 **4H** **18+**

You are a Teenage Creature in Signal Lakes; it's difficult to come of age, survive high school, struggle with your humanity, & deal with the paranormal all at the same time. **I WAS A TEEN-AGE CREATURE** is a narrative-focused urban fantasy RPG with focus on the characters' feelings. It doesn't matter how strong your werewolf is, or how fast his vampire is, or how beautiful her fae is, what matters is how they **feel**.

Designed by Josh "Ninjacat" Brining

Content Advisory: Teenage sexuality, supernatural elements, violence

FIASCO



2-4 **2H** **18+**

FIASCO is inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. During a game you will engineer and play out stupid, disastrous situations. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Designed by Jason Morningstar

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM KEVIN

Table #

Dungeon World



 **3-6**  **2H**  **13+**

Dungeon World is a tabletop roleplaying game that feels like the fantasy game you thought you were going to play when you first discovered fantasy RPGs. It has an Old School style fantasy adventure feel but with modern mechanics. Fast action and skin of the teeth escapes abound. You'll take on the roles of dwarves, elves, and humans in a world of magic. You'll face dangerous enemies, sweeping plots, and treacherous locations.

Designed by Sage LaTorra and Adam Koebel

This Game Is: Combat, Storytelling

Numenera



 **4-6**  **4H**  **13+**

A world that is filled with all manner of remnants of the eight great civilizations that came before.. A world that is filled with remnants of all manner of remnants of the eight great civilizations that came before it. These remnants have become known as the Numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called "magic" of the past forge their destiny.

Designed by Monte Cook

This Game Is: Combat, Investigation

GAMES ON DEMAND

GENCON
2015



GM KEVIN S.

Table #

Dungeon World



 **3-6**  **2H**  **13+**

Dungeon World is a tabletop roleplaying game that feels like the fantasy game you thought you were going to play when you first discovered fantasy RPGs. It has an Old School style fantasy adventure feel but with modern mechanics. Fast action and skin of the teeth escapes abound. You'll take on the roles of dwarves, elves, and humans in a world of magic. You'll face dangerous enemies, sweeping plots, and treacherous locations.

Designed by Sage LaTorra and Adam Koebel

This Game Is: Combat, Storytelling

Numenera



 **4-6**  **4H**  **13+**

A world that is filled with all manner of remnants of the eight great civilizations that came before.. A world that is filled with remnants of all manner of remnants of the eight great civilizations that came before it. These remnants have become known as the Numenera. Player characters explore this world of mystery and danger to find these leftover artifacts of the past, not to dwell upon the old ways, but to help forge their new destinies, utilizing the so-called "magic" of the past forge their destiny.

Designed by Monte Cook

This Game Is: Combat, Investigation

GAMES ON DEMAND

GENCON
2015



GM ANNA KREIDER

Table #

Propylon: the Door to Heaven



 **3-4**  **4H**  **18+**

You're on one of the first teams getting out and exploring the universe. Your mission: to explore worlds connected to the propylon network, negotiate alliances, and secure technology to defend Earth from alien invasion. As a member of Propylon Team Delta, you're just as likely to see negotiations as fighting. Sure it's a pain, but the really weird shit gets saved for Team Alpha. Shit like alien possession is above your pay grade and you like it that way.

Designed by Anna Kreider

This Game Is: Relationships, Storytelling

The Starlit Kingdom



 **4-4**  **4H**  **18+**

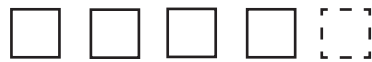
Many, many centuries ago, the people of Earth co-existed with the people of the Moon in peace and harmony. It was thought that this golden age would last forever. Such is the complacency that peace brings. Now the golden age of humanity is crumbling; Earth is equally likely to fall to civil war as declare war on the Moon Queendom. All you know is that you have been called to fulfill a sacred duty and you will uphold that duty even at the cost of your life.

Designed by Anna Kreider

This Game Is: Relationships, Storytelling, Real Emotions

GAMES ON DEMAND

GENCON
2015



GM RICHARD RUANE

Table #

OmegaZone



 **3-5**  **4H**  **18+**

Using the OmegaZone Instant Setting Deck, you create characters, determine the setting, and work with the GM and other players to develop a plot. The players may be inspired by anything from Gamma World or Thundarr the Barbarian to A Canticle for Liebowitz, The World Without Us, or Mad Max.

Designed by Tim Rodriguez

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

WITCH



 **4-5**  **4H**  **13+**

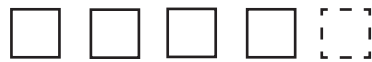
In WITCH you play a member of the Fated, a witch or warlock who has sold their soul to a demon for power. Your story is one of struggle, strife, but also hope. As a member of the Fated you are able to wield magic, living in a darkened world where you must manage your power lest it consume you.

Designed by Elizabeth Chaipraditkul

This Game Is: Improv, Investigation, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM

REYNALDO MADRIÑAN

Table #

BREAK!!



3-4 **2H** **13+**

Your characters are adventurers; a wise Sage, mighty Champion, courageous Battle Princess or a multitude of others. BREAK!! focuses on the new eon of a broken world, where several powerful forces of differing ideals have come to a grinding stalemate. Unravel the secrets of a lost age, investigate ruined empires, unite the downtrodden, battle boss monsters and claim treasures both glittering and arcane.

Designed by Reynaldo Madriñan and Grey Wiz

This Game Is: Combat, Investigation, Exploration

Ryuutama



4-5 **2H** **13+**

Your characters are people from all walks of life on grand adventure! Merchants, Nobles, even Farmers travel together to see new places and even perform a quest or two from various sources. The greatest dangers aren't monsters (though they are no slouch) but the environment itself! Good thing the GM can help you in the form of a mysterious being known as a Ryuuujin.

Designed by Atsuhiro Okada, Andy Kitkowski and Matthew Sanchez

This Game Is: Investigation, Survival

GAMES ON DEMAND

GENCON
2015



GM WILLOW PALACEK

Table #

Apocalypse West



 **3-6**  **4H**  **18+**

The year is 1875, and the apocalypse is here. Gunslingers, magical Gamblers, insane Junkers, holy Saints, and simple Homesteaders are trying to eke out whatever living they can. There are threats on all sides, but the greatest danger might be the player sitting next to you. Powered by the Apocalypse.

Designed by Willow Palecek

This Game Is: Combat, Relationships, Storytelling

Content Advisory: Mature themes, including sex and violence

Exploding Kingdoms



 **4-6**  **4H**  **13+**

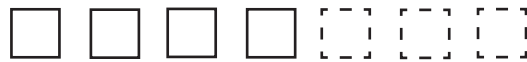
In Exploding Kingdoms you play Titanblades and Explodomancers fighting sorcerers riding dragons and also there are Vanadiums, people who are made out of swords - why are you still reading this?

Designed by Willow Palecek, Abram Busierre, and Sabe Jones

This Game Is: Combat, Rules Mastery, Tactics

GAMES ON DEMAND

GENCON
2015



GM FIRE ROSE

Table #

Demon Hunters



 **3-6**  **4H**  **13+**

You are part of a team in the Brotherhood of Demon Hunters, not necessarily by your own choice though. Mortal Terror has come to your town and you must Save The Day! You might face the Crazy Cat Lady - who is slaughtering Priests and is terrified of Nurses, or you are getting your information from the Hot Sheets (aka supermarket tabloids) to defeat Zombie Elvis! Can you survive the danger? Will you destroy the Evil?

Designed by Dead Gentlemen Productions

This Game Is: Investigation, Uncover the GM's plot, Storytelling

Call of Catthullu



 **4-7**  **4H**  **13+**

In this game, you play as the Cats who are investigating the odd happenings in their home territory. Characters could include Clawdus, the ruling tomcat. His size and volume are impressive, too bad he is clumsy and finds every bit of catnip around. Or Nerissa, a prize-winning Siamese. She may sleep all day, but she is hearing the Will of the Tiger, so she can instruct the rest of her family. You will need to think like a cat, so start checking for Cat-titude!

Designed by Catthullu.com

This Game Is: Improv, Investigation, Storytelling, Cat-titude

GAMES ON DEMAND

GENCON
2015



GM

AARON BERGER

Table #

Torchbearer



 **4-5**  **4H**  **13+**

You play down-and-out adventurers struggling to make a living in a world that has no place for them. Your only option is to delve into dangerous dungeons and fight deadly monsters. You're not a hero, but maybe one day you can become one.

Designed by Thor Olavsrud and Luke Crane

This Game Is: Rules Mastery

Dungeon World



 **4-5**  **4H**  **13+**

Combining high-action dungeon crawling with cutting-edge rules, Dungeon World is a roleplaying game of fantasy adventure. You and your friends will explore a land of magic and danger in the roles of adventurers searching for fame, gold, and glory.

Designed by Adam Koebel and Sage Latorra

This Game Is: Improv, Combat

GAMES ON DEMAND

GENCON
2015



GM RAY OTUS

Table #

Sorcerers & Sellswords



 **3-6**  **2H**  **13+**

Sorcerers & Sellswords is a hack of John Harper's Lasers & Feelings. Characters are part of a company of adventurers, each with a unique calling and style as well as varying (inverse) abilities at Swords or Sorcery. No experience needed.

Designed by Ray Otus

This Game Is: World Building, Storytelling

Goblintown



 **4-6**  **2H**  **13+**

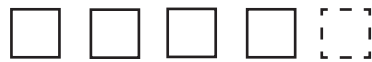
In Goblintown you play out a couple of hours, day, or even a week in the miserable lives of fantasy's most hated race. Players work together to use cunning and self-destructive impulses to save the town. The GM takes advantage of failures to wreck the town and the goblins' resources. The tone is fairly serious. Mortality is high (you may play more than one goblin in a session).

Designed by Ray Otus

This Game Is: World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



GM STEVE SEGEDY

Table #

The Warren



 4-6  4H  13+

The Warren is a game about intelligent rabbits trying to make the best of a world filled with hazards, predators and, worst of all, other rabbits. Rabbits cannot hope to meet these threats head on. Only through speed, wits, and keeping a cool head can rabbits bypass the dangers of the outside world. Inspired by such tales as Watership Down and using a heavily-modified version of the Apocalypse World engine, The Warren is a game about survival and community.

Designed by Marshall Miller

Content Advisory: Animal birth and death are likely

Night Witches



 4-5  4H  13+

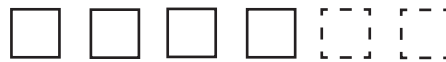
Night Witches is a game about women at war. As a member of the 588th Night Bomber Regiment, you'll answer the call of your Motherland in her darkest hour. Can you do your duty and strike blow after blow against the Fascists? Can you overcome discrimination and outright sabotage and rise above your sexist comrades? Are there limits to patriotism or endurance? This game uses a heavily-modified version of the Apocalypse World engine.

Designed by Jason Morningstar

Content Advisory: Historical sexism and war-time drama

GAMES ON DEMAND

GENCON
2015



GM JUSTIN HAMILTON

Table #

Dungeon World



 **3-6**  **4H**  **13+**

Combining high-action dungeon crawling with cutting-edge rules, this is a roleplaying game of fantasy adventure. You and your friends will explore a land of magic and danger in the roles of adventurers searching for fame, gold, and glory. The rules are easy to learn and always drive the action forward in unexpected ways. Life as an adventurer is hard and dangerous but it's never boring!

Designed by Sage LaTorre & Adam Koebel

This Game Is: Improv, Combat, World Building, Storytelling

Fiasco



 **4-6**  **4H**  **18+**

Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. During a game you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Designed by Jason Morningstar

This Game Is: Improv, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



Table #

GM**MIKAEL
ANDERSSON**

Dudebros & Douchebags



 **3-5**  **2H**  **18+**

Toxic masculinity, the RPG". Play fist-bumping, collar-popping bros out to score, show off, fight, and play status games, while pretending their world isn't crumbling around them. The rules emulate the intricate social norms of bro cliques. Struggle with identity, friendship, and life goals - by destroying them! Hilarious fun, but also horrific and sad.

Designed by Mikael Andersson

This Game Is: Acting, Improv, Relationships, Real Emotions

Content Advisory: Violence, substance abuse, and sexism

The Warren



 **3-4**  **2H**  **18+**

The Warren is a game about intelligent rabbits trying to make the best of a world filled with hazards, predators and, worst of all, other rabbits. It is a game about survival and community - the seasons and the elements do not care that rabbits are only little things, and rabbits cannot hope to meet these threats alone and head on.

Designed by Marshall Miller

This Game Is: Acting, World Building, Relationships, Storytelling, Real Emotions

Content Advisory: Animal birth and death are likely

GAMES ON DEMAND

**GENCON
2015**

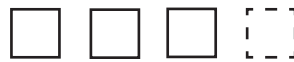


Table #

GM

MIKAEL ANDERSSON

Dudebros & Douchebags



 **3-5**  **2H**  **18+**

Toxic masculinity, the RPG. Play fist-bumping, collar-popping bros out to score, show off, fight, and play status games, while pretending their world isn't crumbling around them. The rules emulate the intricate social norms of bro cliques. Struggle with identity, friendship, and life goals - by destroying them! Hilarious fun, but also horrific and sad.

Designed by Mikael Andersson

This Game Is: Acting, Improv, Relationships, Real Emotions

Content Advisory: Violence, substance abuse, and sexism

The Warren



 **3-4**  **2H**  **18+**

The Warren is a game about intelligent rabbits trying to make the best of a world filled with hazards, predators and, worst of all, other rabbits. It is a game about survival and community - the seasons and the elements do not care that rabbits are only little things, and rabbits cannot hope to meet these threats alone and head on.

Designed by Marshall Miller

This Game Is: Acting, World Building, Relationships, Storytelling, Real Emotions

Content Advisory: Animal birth and death are likely

GAMES ON DEMAND

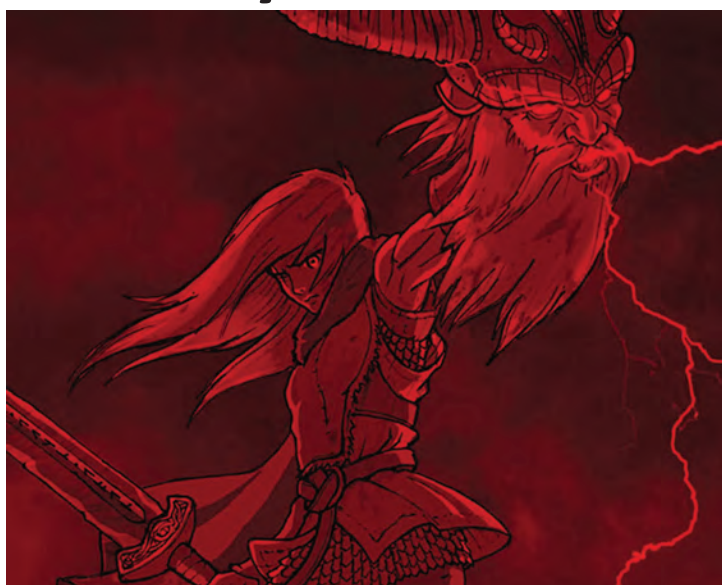
GENCON
2015



Table #

GM GARRET NARJES

Mythender



 **3-4**  **4H**  **18+**

Mythender is a roleplaying adventure game about stabbing gods in the face and sundering every mythic being until there's none left. It's a game about power and temptation, as you are constantly in danger of becoming the very gods you're Ending – and when that happens, your friends will End you.

Designed by Ryan Macklin

This Game Is: Improv, Combat

Content Advisory: Graphic violence

Dark



 **3-4**  **4H**  **13+**

Dark is an action and stealth oriented roleplaying game. You'll skulk through shadows, talk your way past guards, grab as much loot as possible and disappear into the night.

Designed by Will Hindmarch

This Game Is: Investigation, Rules Mastery, Puzzles

GAMES ON DEMAND

GENCON
2015



GM AJIT GEORGE

Table #

Bluebeard's Bride



 **3-4**  **4H**  **18+**

You are a new bride and your husband has left you alone in your new home while he attends to urgent business. He has given you keys to all of the mansion's many rooms, but warns you never to venture into his private chamber. Can you resist the seductive and dreadful mystery that lies behind the keyhole?

Designed by Whitney Beltrán, Marissa Kelly, Sarah Richardson

This Game Is: Relationships, Storytelling, Real Emotions

Content Advisory: Mature themes, including sexism, horror, and domestic violence

Urban Shadows



 **3-4**  **4H**  **18+**

Characters will be based in Bangalore, India, and will be either Indian, or foreigners living in the city. The game will explore the complexities of the city, and the culture.

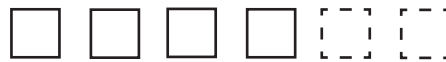
Designed by Andrew Medeiros and Mark Diaz Truman

This Game Is: Investigation, Relationships, Storytelling

Content Advisory: Explores the complexities of culture and life in Bangalore, India

GAMES ON DEMAND

GENCON
2015



GM RENEE KNIPE

Table #

The Warren



3-5 **4H** **18+**

In the shadow of the pyramids dwell jackals, cobras, crocodiles, and cat-loving humans. Between the baking heat of the desert and predator-rich banks of the Sobat River, there are no easy choices for Egypt's gabali bunnies.

Designed by Marshall Miller

This Game Is: Relationships, Storytelling, Real Emotions

Content Advisory: Animal birth and death are likely

Dungeon Crawl Classics



4-6 **4H** **18+**

This is old school role-playing the way you remember it (though maybe not the way it actually was): byzantine dungeons, weird monsters, gory critical hits, and a laughably high body count. Start with a handful of zero level characters and see who survives!

Designed by Joseph Goodman

This Game Is: Combat, Investigation

Content Advisory: Cartoonish violence and gore

GAMES ON DEMAND

GENCON
2015



Table #

GM MORGAN ELLIS

Fate Core



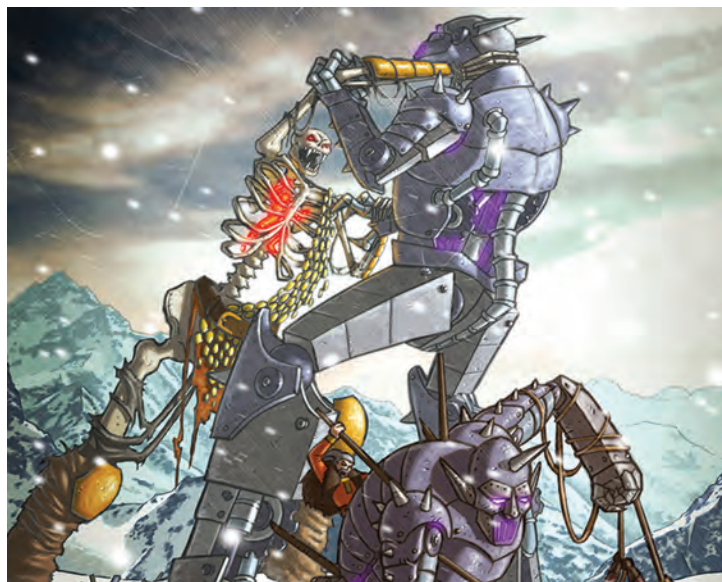
 **3-5**  **4H**  **18+**

This will be a sample of Fate based games the players will decide what setting they want to play. Whether it's published settings like Atomic Robo, The Dresden Files, The Day After Ragnarok, or Bulldogs! Or a Media Property setting like Star Wars, Star Trek, Tron, or TMNT.

Designed by Evil Hat Productions

This Game Is: Acting, Improv, Combat, Investigation, World Building, Relationships, Storytelling

Iron Edda



 **3-4**  **4H**  **18+**

You play the warriors of Midgard defending your homes and holdfasts from Dwarven Destroyers; giant constructs forged of metal and magic. To fight back against foes of such colossal scale, you have bonded your soul to the soul and bones of long dead Frost Giants.

Designed by Tracy Barnett

This Game Is: Acting, Improv, Combat, Investigation, World Building, Relationships

GAMES ON DEMAND

GENCON
2015



GM JJ LANZA

Table #

Nefertiti Overdrive



 **3-6**  **4H**  **13+**

You are the greatest heroes of the 25th Dynasty in Ancient Egypt, protecting the royal family from the predations of the Assyrian Empire. As the Assyrian war machine draws closer to the Egyptian capital of Waset, the Pharaoh's ablest councillor – his cousin, the Princess – becomes a target. As the assassins close in, they face the furious fists, the devious cunning, and the amazing stunts of your legendary warriors.

Designed by Fraser Ronald

This Game Is: Improv, Combat, Storytelling

White Books



 **2-4**  **4H**  **13+**

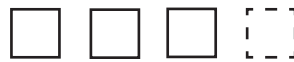
White Books is about a group of heroes and their quest in a dangerous place. The dungeon can be anything the players want: the palace of a vampire, a forest full of hobgoblins, a forgotten spaceship. Depending on the book you choose, you get a different share of GMing time: combat, magic, betrayal... The books guide you in creating an epic adventure that may very well end in everyone's doom.

Designed by Eric Nieudan

This Game Is: World Building, Storytelling, Adventure!

GAMES ON DEMAND

GENCON
2015



GM

HAMISH CAMERON

Table #

The Sprawl



 **3-4**  **2H**  **18+**

You are badass cyberpunk espionage professionals; the extended assets of vast multinational corporations, operating in the criminal underground, and performing the tasks that those multinationals can't do – or can't be seen to do. You are deniable, professional and – ultimately – disposable.

Designed by Hamish Cameron

This Game Is: Action

Content Advisory: May contain graphic violence

Dungeon World



 **3-4**  **2H**  **18+**

You are fighters, wizards, clerics and thieves in a fantasy world who explore fantastic landscapes, seek wondrous treasures, and fight terrifying monsters! There will be a lot of player input into the story and the world.

Designed by Adam Koebel and Sage LaTorra

This Game Is: Combat, Investigation, World Building, Storytelling, Action

Content Advisory: May contain graphic violence and creepy, gross things

GAMES ON DEMAND

GENCON
2015



GM JEFF CROFF

Table #

FATE Core



 **3-5**  **4H**  **13+**

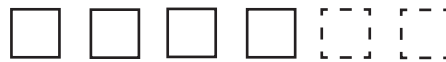
The WisMich sniper has been identified and now the Confederacy is sending in a shadow op to bring her out to stand trial. The catch is no one is gonna like to hear the Confederacy is sticking there nose anywhere near the devastated outskirts of Chicago.

Designed by Leonard Balsera et. al.

This Game Is: Combat, Investigation, Storytelling

GAMES ON DEMAND

GENCON
2015



GM DAN

Table #

Misspent Youth



 **3-5**  **4H**  **18+**

You play teenage kids who are the only hope to overcome The Authority, a villain co-created by the group to tap into the players' outrage at the individual and systemic bullying they've experienced in their lives. You play a group of friends who matter more to one another than anyone else. You play revolutionaries who are trying to make the world a better place at their own expense.

Designed by Robert Bohl

This Game Is: Acting, Improv, Relationships, Storytelling, Real Emotions

Durance



 **4-6**  **4H**  **13+**

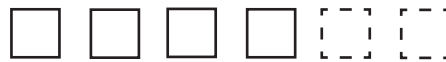
On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority. Within a brutal hierarchy of savagery and servility, convicts and guards alike must make hard choices. Only the shrewdest, the toughest and the luckiest will get a chance to find out. Will you be among them?

Designed by Jason Morningstar

This Game Is: Improv, World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



GM DAN H.

Table #

Misspent Youth



 **3-5**  **4H**  **18+**

You play teenage kids who are the only hope to overcome The Authority, a villain co-created by the group to tap into the players' outrage at the individual and systemic bullying they've experienced in their lives. You play a group of friends who matter more to one another than anyone else. You play revolutionaries who are trying to make the world a better place at their own expense.

Designed by Robert Bohl

This Game Is: Acting, Improv, Relationships, Storytelling, Real Emotions

Durance



 **4-6**  **4H**  **13+**

On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority. Within a brutal hierarchy of savagery and servility, convicts and guards alike must make hard choices. Only the shrewdest, the toughest and the luckiest will get a chance to find out. Will you be among them?

Designed by Jason Morningstar

This Game Is: Improv, World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



GM MARK REDACTED

Table #

Masks of the Mummy Kings



 **3-4**  **2H**  **13+**

You are wanted and mistrustful rogues, known only to one another by your masks; years of backalley bargains, cunning plans, and foul rites have led you to the very brink of the Ziggurat Tomb, where rewards (both metaphysical and material) and fearsome dangers (both sinister and sorcerous) await!

Designed by Nathan Paoletta

This Game Is: Improv

Samsara



 **3-4**  **2H**  **18+**

It's monsoon season in Mumbai's largest slum and nothing will stay buried, not even the dead. Load your shotgun with grave dirt, sharpen your spirit dagger, and get ready to put some psycho-kinetic serial killers back in the ground!

Designed by Dan Bayn

This Game Is: Improv, Combat, Investigation, Uncover the GM's plot

Content Advisory: Graphic violence and forensic horror

GAMES ON DEMAND

GENCON
2015



GM

STEPHANIE BRYANT

Table #

Magical Fury



 **2-4**  **2H**  **10+**

You are a “magical girl” (as in anime), with strange abilities, who shifts into your magical form to fight the forces of evil... and sometimes, other magical girls like yourself.

Note: all PCs are female in this game.

Designed by Ewen Cluney

This Game Is: Combat, Relationships, Storytelling

Content Advisory: Violence, demons, cultists, death. Same sex attraction, gender-bending/non-conformity.

Mermaid Adventures



 **2-4**  **2H**  **10+**

Kaboom! The light from the World Above shifts to red and orange, and that can only mean one thing-- fire! There's a ship above you, and it's sinking fast. You and your mermaid friends aren't even supposed to be here, but can you really let innocent land-people drown?

Note: all PCs are female in this game.

Designed by Eloy Lasanta

This Game Is: Investigation, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015

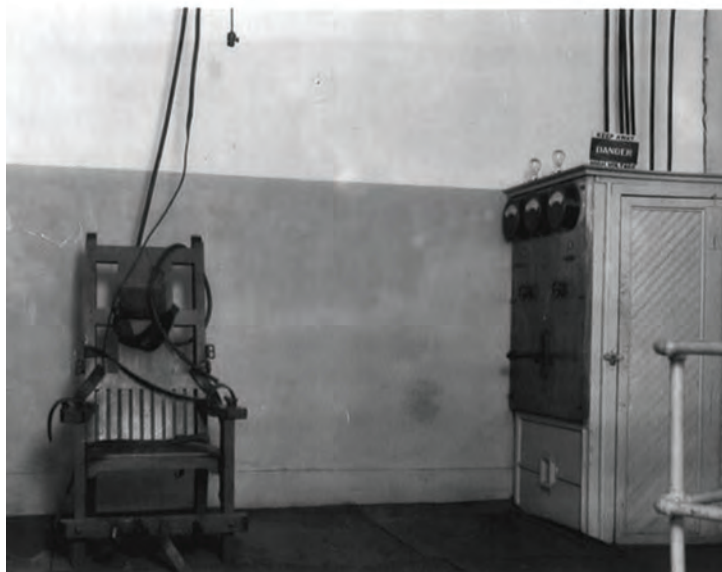


GM

PAUL SHOWALTER

Table #

Dread



 **3-5**  **4H**  **18+**

In 2000 Thomas Clay was convicted and sentenced to death for the murder of Sofia Neumann. A week ago the Supreme Court declined to hear his final appeal. You are all witnesses. Throughout the trial and the appellate process Clay has maintained his innocence....

Designed by Nat Barmore and Epidiah Ravachol

This Game Is: Suspense

Content Advisory: Mature themes, including the death penalty, violent criminal offenders, prison life, wrongful conviction, and horror movie elements

Dungeon World



 **4-5**  **4H**  **13+**

Congratulations! Your group of adventures managed to sneak into the heart of Weeping Keep without being noticed, now you just have to find the treasure and escape alive!

Designed by Sage LaTorra and Adam Koebel

This Game Is: Combat, Mayhem

GAMES ON DEMAND

GENCON
2015



GM WILL HINDMARCH

Table #

Project: Dark

Razed



 **3-4**  **4H**  **18+**

 **4-5**  **4H**  **13+**

Try the last phase of Project: Dark development. Select the treasures you want to steal from sordid lords in a fantastical city, investigate their powers and defenses, then sneak in and take those treasures!

Play survivors in a custom-made post-apocalypse we craft together. Survive for freedom, for salvation, for revenge. It all happens in burnt lands and blasted cities, stalked by alien monsters and callous machines. Civil or wild, steely or mad, we must explore the future we wrought to survive the mistakes we made.

Designed by Will Hindmarch

Designed by Will Hindmarch

This Game Is: Improv, Investigation, World Building, Storytelling

This Game Is: Improv, Combat, World Building, Relationships, Storytelling

Content Advisory: Mature themes, including stress, emotional trauma, and death

GAMES ON DEMAND

GENCON
2015



GM TRE' GRISBY

Table #

The Matrix RPG



 **3-6**  **2H**  **18+**

You have been cooped up in Zion for too long. Time to have your Residual Self Image loaded into the Matrix. In the couple days you have been away from the war you have lost comrades to the Machine hordes. They don't sleep, they don't dream, but they do die. Captain Sun Bear sends a message to you and the rest of his crew to suit up...We've got a message waiting for us in the Matrix!

The Matrix RPG designed by Tre' Grisby

This Game Is: Combat, Storytelling

The Extraordinary Adventures of Baron Munchausen



 **4-6**  **2H**  **13+**

You play a noble. Your goal is to win money wagering that your stories are the best told tonight. Your challenge is your imagination. The Baron keeps everyone gripping their seats in anticipation. You must best him at his storytelling game.

Designed by James Wallis

This Game Is: Acting, Improv, Storytelling

GAMES ON DEMAND

GENCON
2015



GM GIOVANNI LANZA

Table #

Caress of Steel



 **3-6**  **4H**  **13+**

Play as adventurers caught between the forces of Order and Chaos in a world where music makes up the fabric of reality. Do battle against the wicked Necromancer, the fallen Prince By-Tor, or the sinister Anarchist as such heroes like the Spirit of Radio, the Ghost Rider, or the Body Electric.

Designed by Giovanni & JJ Lanza

This Game Is: Combat, World Building, Storytelling

Dungeon World: Eberron



 **4-6**  **4H**  **13+**

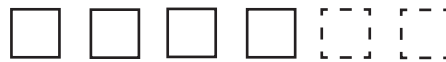
Play as adventurers battling against the Order of the Emerald Claw, the Lord of Blades, or the Dreaming Dark as you travel across the world in search of glory and gold.

Designed by Giovanni Lanza

This Game Is: Combat, Investigation, World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



GM WJ MACGUFFIN

Table #

Demon Hunters



 **3-6**  **4H**  **13+**

Join the Brotherhood of the Celestial Torch to seek out and thwart the minions of evil, and survive long enough to keep the mundanes from hearing about it. You are what stands in the way of innocent people and what wants to eat them while you watch, you know, because it's Tuesday. But you will be tempted to enjoy short-term success at a price. (And no, it's not \$1.99.)

Designed by Dead Gentlemen Productions

This Game Is: Improv, Combat, Investigation, Puzzles, Storytelling

Misspent Youth



 **4-6**  **4H**  **18+**

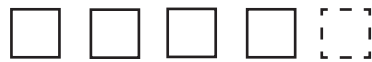
You play teenage kids who are the only hope to overcome The Authority, a villain co-created by the group to tap into the players' outrage at the individual and systemic bullying they've experienced in their lives. You play a group of friends who matter more to one another than anyone else. You play revolutionaries who are trying to make the world a better place at their own expense. Every episode has a beginning, middle, and end, and rules that drive you through a coherent story.

Designed by Robert Bohl

This Game Is: Acting, Improv, World Building, Relationships, Storytelling, Real Emotions

GAMES ON DEMAND

GENCON
2015



GM

JOHN STAVROPOULOS

Table #

ATLAS RECKONING



 **3-4**  **4H**  **13+**

Blazing Sword! Missile Swarm! Rocket Fists! Fuse your mind with a copilot and stand steady between the relentless, giant, monstrous Behemoths and the handful of humanity you protect from certain destruction. Atlas Reckoning is a Pacific Rim and anime inspired game that focuses on the lives and stresses of giant-mech pilots as they struggle to save the world from the monstrous onslaught of the Behemoths.

Designed by Stras Acimovic & Giacomo Vicenzi

This Game Is: Math, Combat, World Building, Relationships

Bluebeard's Bride



 **4-5**  **4H**  **18+**

You are part of a young bride's mind, fresh from the grey drudgery of her cloistered life at home with her mother. Now you have been installed in Bluebeard's castle, although your new husband has left you alone while he attends to urgent business. You have the keys to every room. He has warned you not to venture into his private chamber. Can you resist the pull of your curiosity?

Designed by Whitney Beltrán, Marissa Kelly, Sarah Richardson

This Game Is: Investigation, Relationships, Storytelling, Real Emotions

Content Advisory: Mature themes, including sexism, horror, and domestic violence

GAMES ON DEMAND

GENCON
2015



GM

KRISTIN FIRTH

Table #

Zombie Cinema



 **3-6**  **2H**  **13+**

Nobody knew when it started, or why. Only one thing is certain: now the dead walk. This story game is about the zombie apocalypse and the desperate choices of the survivors. Not only do these characters scramble over each other trying to find safety, but they may also cooperate and even sacrifice themselves so at least a few might survive the story.

Designed by Eero Tuovinen

This Game Is: Storytelling

Content Advisory: Violence

Everyone's A Suspect



 **2-5**  **2H**  **18+**

It's a small town and somebody has been murdered. Everyone is a suspect. Including everyone at this table. Especially everyone at this table.

This game involves dice choices that help you gain cards, which let you add elements to the murder story. One playtester said it was like a "more focused Fiasco game."

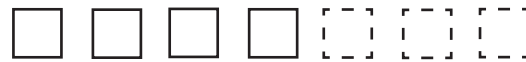
Designed by Kristin Firth

This Game Is: World Building, Storytelling

Content Advisory: Violence. Murder.

GAMES ON DEMAND

GENCON
2015



GM DAN NOLAND

Table #

Hillfolk



 **4-7**  **4H**  **13+**

You play the most influential members of a tribe of Iron Age raiders. Can you find a way to work with the needs and feelings of others? Your interpersonal struggles will affect the fate of the tribe. DramaSystem is a game focused on the dramatic scenes between the characters rather than the procedural scenes between the party and an external threat.

Designed by Robin D. Laws

This Game Is: Acting, Improv, Relationships, Storytelling

Content Advisory: Historical Iron Age themes, including violence and slavery

DramaSystem



 **4-7**  **4H**  **13+**

You play the crew struggling to get the new station up and running. Can you find a way to work with the needs and feelings of others? Your interpersonal struggles will affect the fate of the station. DramaSystem is a game focused on the dramatic scenes between the characters rather than the procedural scenes between the party and an external threat.

Designed by Robin D. Laws

This Game Is: Acting, Improv, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM JEROMY HASTINGS

Table #

Monsterhearts



 **3-4**  **4H**  **18+**

A game about the messy lives of teenage monsters, with all the horror and messy relationships you can pack into it. Based on the Apocalypse World engine, this is a game with emergent story, a structured MC role, and a focus on hard choices. Monsterhearts draws on source material like Buffy the Vampire Slayer, Teen Wolf, Ginger Snaps, Jennifer's Body, and The Vampire Diaries.

Designed by Avery Mcdaldno

This Game Is: Relationships, Storytelling

Content Advisory: Mature themes, including sex, violence, language, and horror

Apocalypse World



 **3-4**  **4H**  **18+**

Somehow, the world as we knew it ended. Now you scrape out a living in the wastelands. How do you survive what's left? Who can you count on? What do you have that others will try to take from you? Players embody archetypal characters of Apocalyptic stories (e.g. Mad Max, Fallout, etc) and attempt to protect what's theirs, take what they must, and survive the horrors of what remains of the world.

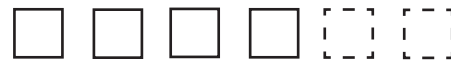
Designed by D. Vincent Baker

This Game Is: Combat, Relationships

Content Advisory: Mature themes, including sex, language, and violence

GAMES ON DEMAND

GENCON
2015



GM SENDA

Table #

One Last Job



 **3-5**  **4H**  **13+**

It's been fifteen years since this crew of magical girls and their varied companions were active fighters for love and justice. After the last, disastrous event, they went their separate ways, eschewing the masks of humanity's saviors for more mundane past times. When the darkness returns to claim Earth, defeating and absorbing all the new magical teens one by one, can they put their past behind them to save the world one last time?

Designed by Grant Howitt

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

All Outta Bubblegum



 **4-6**  **2H**  **13+**

Hitchhiker's Guide to the Galaxy but even more improbable. The Vogon constructor fleet is in the skies—how will you save yourself (and maybe the earth)?

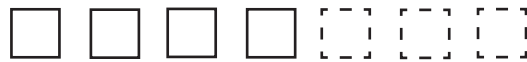
Playing as the heroic yet improbable version of yourself, join together with this random band of con goers to find a way off planet before the Earth is destroyed.

Designed by Michael Sullivan and Jeffery Grant

This Game Is: Improv, improbable

GAMES ON DEMAND

GENCON
2015



GM RAY OTUS

Table #

The Warren



 **3-5**  **2H**  **13+**

The Warren is a game about intelligent rabbits trying to make the best of a world filled with hazards, predators and, worst of all, other rabbits. Rabbits cannot hope to meet these threats head on. Only through speed, wits, and keeping a cool head can rabbits bypass the dangers of the outside world. Inspired by such tales as Watership Down and using a heavily-modified version of the Apocalypse World engine, The Warren is a game about survival and community.

Designed by Marshall Miller

Content Advisory: Animal birth and death are likely

Dungeon World



 **4-7**  **2H**  **13+**

Beloved fantasy tropes with fresh twists. Characters and scenario ideas generated at the table! Character-driven play! Storylines derived from player input, roleplaying, and the results of the dice ... not from pre-concieved ideas of the GM's! Learn how to play this modern take on the classic fantasy RPG.

Designed by Sage LaTorra & Adam Koebel

This Game Is: Combat, Investigation, World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



Table #

GM JEREMY TIDWELL

Companions



 **3-5**  **4H**  **13+**

Something is wrong with the Universe, and you know exactly what it is. We used to live in a balanced Universe, protected by its mighty guardians, the Time Lords. A great war destroyed all but one of them. He was the Earth's defender. He was a god humbled by death. He was your friend. He was the Doctor. And then he died. Now the Doctor's enemies gather and plot, scheming to claim the Universe for themselves. It's a good thing he trained you so well, isn't it?

Designed by Jeremy Tidwell

This Game Is: Acting, Improv, Relationships, Storytelling

Fiasco



 **4-5**  **2H**  **18+**

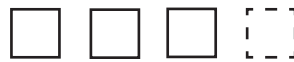
Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong. You'll play ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. During a game you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Designed by Jason Morningstar

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM RON FRAZIER

Table #

Jadepunk



3-5 **2H** **13+**

Ruled by the Council of Nine, Kausao City sits on the world's largest deposit of mystic jade. Its people slave away in the mines outside of the city, barely scraping together the most meager of lives. You are the Jianghu, a loose society of likeminded, yet quarrelsome, individuals and organizations. Though you are few, the Council fears you, for you have the hearts of the people. Unite them, and they will fight with you.

Designed by Ryan Danks, Jacob Possin, Mike Olson

This Game Is: Combat, Investigation

Souls of Scale



3-4 **2H** **13+**

Souls of Scale is a Souls of Steel game about larger-than-life ace wyvern riders fighting together against a formidable enemy. But it's also about how the relationships between those pilots develop as they live, love, and battle. If you want to play a game where Dungeons and Dragons meet Top Gun, where you play wyvern riders in the midst of a war with the goblin empire, this game is for you.

Designed by Elle Addison, Dana Fried, and Yanni Cooper

This Game Is: Combat, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM DREW

Table #

Fate Accelerated



 **3-6**  **4H**  **10+**

Ever wanted to know what evil lurks in the hearts of men? Or swing through the trees as lord of the jungle? Maybe hunt piracy as the ghost who walks? Perhaps hunt the biggest of all game: public enemies even the G-men cannot reach? Join me for a Fate Accelerated Edition game where each player will have their choice from 12 different classic pulp heroes. The game's maturity level will depend on the kind of game the players would like to run.

Designed by Clark Valentine, Leonard Balsera, Fred Hicks, Mike Olson, Amanda Valentine

This Game Is: Cooperative, Silly, Serious

Danger Patrol



 **4-6**  **2H**  **10+**

bzzz...kSSSSSHH -ger Patrol! Repeat, calling all available Danger Patrol! Rocket City is under attack! The nefarious...(kssshh-BEEE)...and causing untold mayhem! ZAP! POW! WA-WA-WA-WA-WA! We need you Danger Patrol! Danger Patrol mimics a Saturday morning cartoon so don't expect a lot of deep and dark introspection. Grab your bubble helmet and strap on your rocket pack. This crisis isn't going to solve itself! Danger Patrol, AWAY!

Designed by John Harper

This Game Is: Cooperative, Silly

GAMES ON DEMAND

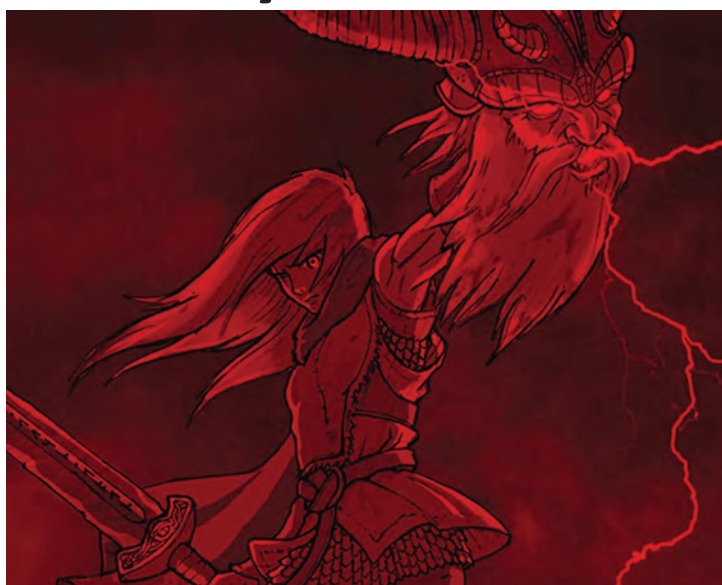
GENCON
2015



GM DAVID LEAMAN

Table #

Mythender



 **3-5**  **4H**  **13+**

Mythender is a roleplaying adventure game about stabbing gods in the face and sundering every mythic being until there's none left. It's a game about power and temptation, as you are constantly in danger of becoming the very gods you're Ending—and when that happens, your friends will End you.

Mythender designed by Ryan Macklin

This Game Is: Combat, Storytelling

A Penny for my Thoughts



 **3-4**  **4H**  **13+**

In A Penny for my Thoughts you play a psychiatric patient with retrograde amnesia. With the help of the game mechanics and the other players you will gradually piece together your lost memories and discover how you lost them.

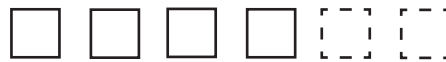
Designed by Sean Nittner

This Game Is: Cooperative, Serious, Scary, GM-less

Content Advisory: Mature themes, including emotional trauma

GAMES ON DEMAND

GENCON
2015



GM CARL KLUTZKE

Table #

Hero of Legend



 **3-4**  **2H**  **13+**

You are rival historians telling stories of the hero of your people, and explaining why your esteemed colleagues are wrong.

Designed by Carl Klutzke

This Game Is: Playtest, Competitive, Gmless, Storytelling, Moral Relativism

Content Advisory: Players will be required to defend moral positions they may not personally agree with.

Once Upon A Time



 **4-6**  **2H**  **10+**

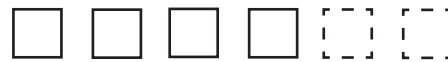
Once Upon A Time is a game in which the players create a story together, using cards that show typical elements from fairy tales. One player is the Storyteller and creates a story using the ingredients on her cards. She tries to guide the plot towards her own ending. The other players try to use cards to interrupt her and become the new Storyteller. The winner is the first player to play out all her cards and end with her Happy Ever After card.

Designed by Atlas Games

This Game Is: Gmless, Improv, Storytelling

GAMES ON DEMAND

GENCON
2015



GM PAUL STEFKO

Table #

Feng Shui 2



 4-8  2H  13+

Heroes from across time and space come together to kick evil in the face. When mayhem threatens the wedding of an heroic cop, your action badasses are there to save the day.

Designed by Robin Laws

This Game Is: Improv, Combat

Wardens of Ouon



 4-6  2H  13+

The unicorn Wardens of the Forest of Ouon maintain the peace between the spirits of the forest and the humans who live on its borders. As beings of both spirit and flesh, the Wardens are attuned to the concerns of both. Play begins with creating the map of the forest, and the locations and paths between them drive the story. Makes use of the Deck of Fate.

Designed by Paul Stefko

This Game Is: Improv, Investigation, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM SEAN NITTNER

Table #

Save Game



 **4-5**  **2H**  **13+**

THE GLITCH HAS COME TO TENDORIA! A vicious computer virus threatens to corrupt the entire internet, and the only ones standing in its way are the characters from your video games. 8-bit heroes battle monsters and corrupted files, it's Wreck-It Ralph meets Lord of the Rings in a fight for the fate of the world! PIXELS ARE FALLING. IT'S UP TO YOU TO SAVE GAME!

Designed by Rob Wieland

This Game Is: Acting, Combat, Investigation, Puzzles

The Warren



 **3-4**  **2H**  **13+**

The Warren is a game about intelligent rabbits trying to make the best of a world filled with hazards, predators and, worst of all, other rabbits. While the rabbits in your games will solve some of their problems and discover things they never thought to try before, they are still bound by their basic physiology and nature. The Warren is primarily a game about survival and community.

Designed by Marshall Miller

This Game Is: World Building, Relationships, Storytelling, Real Emotions

Content Advisory: Animal death & birth are likely

GAMES ON DEMAND

GENCON
2015



GM NICK WEDIG

Table #

Mesopotamians



 4-5  2H  13+

The evil sorceress Azita has resurrected several ancient Mesopotamian warlords to serve as generals of her undead army, leading her conquest of the modern world. Instead, you started a rock band. You do not understand this strange new world, with its technological wonders and modern customs. But you have a set of used musical instruments, an Econoline van and a desire to rock your way to music stardom.

Designed by Nick Wedig

This Game Is: Improv, Storytelling

Psi*Run



 4-6  2H  13+

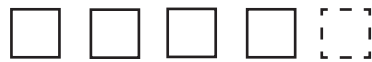
You awaken at the crash site to discover that you have no memories, and that you have strange, impossible powers. Who are you? What are these supernatural abilities you wield? Who are the people chasing you? Why do they intend you harm? Can you evade capture long enough to find out?

Designed by Meguey Baker

This Game Is: Investigation, Storytelling

GAMES ON DEMAND

GENCON
2015



GM SCOTT ACKER

Table #

Blades in the Dark



 **4-5**  **4H**  **13+**

You have been recruited into an elite special ops unit. Set within a modified Duskwall that exists in a post apocalyptic Zelazny's Amber universe. You work for Caine the betrayer and kinslayer. Good luck.

Designed by John Harper

This Game Is: Improv, Combat, Investigation, World Building, Relationships, Puzzles, Storytelling

Don't Rest Your Head



 **4-5**  **4H**  **18+**

A monster has taken up residence in your room, one that won't leave no matter what you do. Of course, no one believes you. Everyone says he's not real, that it's just your imagination. The way he looks at you with a deep, deep hunger -- that's more than just your imagination. You know that when you go to sleep, he will completely devour you. So, you don't sleep, not anymore. One day, he says something different, something... new. He beckons you to open your closet and come inside.

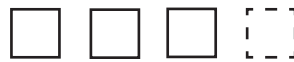
Designed by Fred Hicks

This Game Is: Investigation, World Building, Relationships, Puzzles, Storytelling

Content Advisory: Scary moments involving children

GAMES ON DEMAND

GENCON
2015



GM MCGRAVIN

Table #

Campfire



 **3-4**  **2H**  **13+**

In Campfire, you play a group of kids on a camping trip, as well as the characters in the scary stories they tell around the campfire, stories like those in horror anthologies such as Are You Afraid of the Dark?. In the tradition of slasher flicks, they will also try to satisfy their teenage desires for sex, drugs, and the approval of their peers. But beyond the light of the campfire, in the dark woods, lurks the enigmatic Slasher. In the end, only one of you will get out alive... maybe!

Designed by Travis Scott

This Game Is: Improv, World Building, Storytelling

Content Advisory: Sex, drugs, death, teenage misbehavior, gore, and scary content

Goblin Quest



 **4-6**  **2H**  **13+**

Goblin Quest is a tabletop roleplaying game about slapstick violence, fatal ineptitude, and the greatest adventure of your life. Take on the role of a band of short-lived goblins and come up with a zany scheme to make history for goblin kind! Set in a fantasy world full of monsters, it uses a really simple system focused around improvisation and rationalization to build mad-cap, slapstick scenes that quickly spiral out of hand.

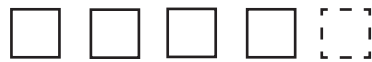
Designed by Grant Howitt

This Game Is: Silly, Cooperative, Everyone GMs

Content Advisory: Slapstick violence, toilet humor

GAMES ON DEMAND

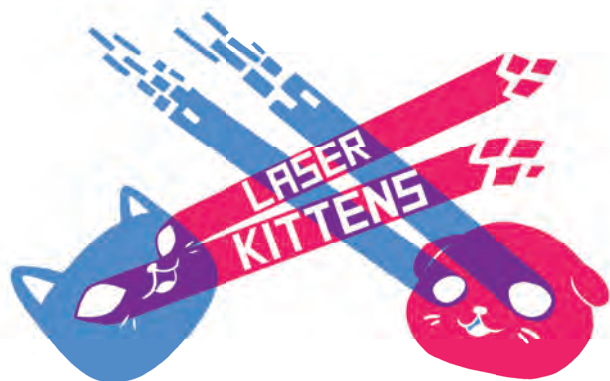
GENCON
2015



GM STENTOR DANIELSON

Table #

Laser Kittens: Quest to The Basement



 **4-6**  **2H**  **13+**

Welcome to Knoll St School for Wayward Kittens, where little kittens learn to grow up to be awesome cats. Go on kitty adventures and learn to use the unique power of your laser. Players will share the Class Captain (GM) role and use a card bidding system to resolve challenges (This is a pregen scenario, for faster play than the 4-hour Laser Kittens game.)

Designed by Stentor Danielson and Cheyenne Wall-Grimes

This Game Is: Improv, Relationships, Storytelling

Fiasco



 **4-5**  **2H**  **13+**

In Fiasco, you'll play a set of characters with every reason to get themselves into an awful mess and betray each other. The game emphasizes improv storytelling and bad decisions by your character. You **might** be able to walk away from what happens, but where's the fun in that? (A variety of settings/scenarios are available -- ask your GM)

Designed by Jason Morningstar

This Game Is: Improv, Relationships, Storytelling

GAMES ON DEMAND

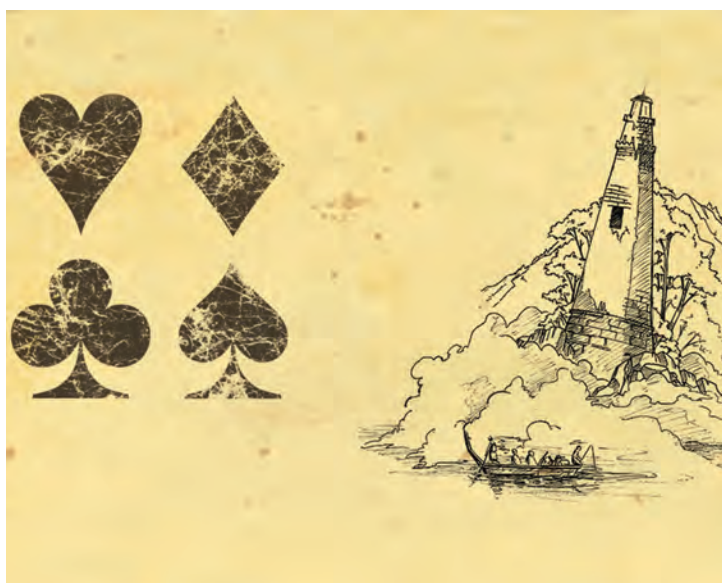
GENCON
2015



GM JOSH ROBY

Table #

The Quiet Year



 **4-6**  **2H**  **13+**

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. Every decision and every action is set against a backdrop of dwindling time and rising concern.

Designed by Avery Mcdaldno

This Game Is: World Building, Relationships, Storytelling, Real Emotions

Posthuman Pathways



 **4-6**  **2H**  **13+**

Technology is changing us. We are transforming into beings both less and more than human. We abandon the frailties of human flesh and our simple creature comforts. We reach for lofty positions in this new society, and leave our former heritage in the rubble of our former world. Our minds and cultures expand, changing how we perceive the world. In this game, you ask wondrous questions and discover terrifying answers. Every question is a path leading to an increasingly alien future.

Designed by Jason Pitre

This Game Is: Improv, World Building, Real Emotions, Storytelling

GAMES ON DEMAND

GENCON
2015



GM CHRIS CZERNIAK

Table #

Spirit of 77



 **4-5**  **2H**  **13+**

A science fair project goes horribly wrong taking the characters to the land of dinosaurs. Spirit of 77 is a brand new role-playing system, based on A. Vincent Baker's "Apocalypse World" set in the world of 1970's pop culture!

Designed by David Kizzia, Bob Richardson

This Game Is: Combat, Investigation, Uncover the GM's plot

Final Girl



 **5-8**  **2H**  **18+**

Something out there is hunting us. The captain of the football team was dragged into a man-hole. The class president was found dead in her shower. Now we're the only ones left. Will any of us make it out of this alive? The Final Girl is a horror movie roleplaying game meant to emulate slashers or any horror movie where the characters are picked off one by one until only one survivor remains to confront the killer.

Designed by Bret Gillan

This Game Is: World Building, Relationships, Improv

Content Advisory: Sex, drugs, teenage misbehavior, death, gore, and scary content

GAMES ON DEMAND

GENCON
2015



GM

BILL WHITE

Table #

Infinite Galaxies

INFINITE GALAXIES

 **4-6**  **2H**  **13+**

The players are space-faring adventurers who travel to alien worlds in search of fame, fortune, and glory. They get in trouble--maybe even despite their best efforts-- and have to get out using their wits, muscle, and firepower.

Designed by Rory McLeod

This Game Is: Combat, Investigation, Storytelling

Torchbearer



 **4-6**  **2H**  **13+**

The PCs are adventurers--rascallions, vagrants, vagabonds, and scoundrels with no place in the respectable world of church and guild. Fortune awaits in the wilds, but so does death. Which will our heroes find first?

Designed by Luke Crane and Thor Olavsrud

This Game Is: Rules Mastery

GAMES ON DEMAND

GENCON
2015



GM JOSH BRINING

Table #

Supernatural



 **4-6**  **4H**  **13+**

Set in the CW's hit show SUPERNATURAL, Players will be a Hunter from Harvelle's Roadhouse. (Sorry, no Winchesters or angels are available Player Characters. Some show characters ARE, though...) Load up your rocksalt shotguns, pack some silver bullets & holy water, & memorize that exorcism, because there's people to save & monsters to kill, & Hunters' luck Sucks Out Loud. Gameplay uses the classic Cortex system, but the emphasis will be on role-playing & the story, not combat or game mechanics.

Designed by Jamie Chambers

This Game Is: Acting, Improv, Combat, Investigation, World Building, Relationships, Storytelling

Content Advisory: Disturbing imagery and some violence

GAMES ON DEMAND

GENCON
2015



GM

RICHARD RUANE

Table #

Misericord(e)



 **4-5**  **4H**  **18+**

Apprentices, lovers, mages, and merchants come together in stories of a village's quests, rescues, rivalries, and intrigues. This is a diceless storytelling system driven by Tarot and the choices of the players. During the game, the players will take on the rolls of members of two different guilds.

Designed by Emily Care Boss

This Game Is: Improv, World Building, Relationships, Storytelling

In a Wicked Age



 **4-5**  **4H**  **18+**

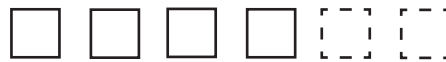
An old-school D&D setting meets the escalating conflicts of Dogs in the Vineyard and takes a slight turn toward Fiasco. In a Wicked Age is a swords-and-sorcery RPG in which the players develop both the story and their characters through by drawing cards from a standard deck and consulting one of the four oracles. You'll draw the cards, create the characters, and push them into conflict with each other and the world around them.

Designed by Vincent Baker

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM WILLOW PALECEK

Table #

Itras By



 **4-8**  **4H**  **13+**

Itras By is a strange city, existing in a dream. The characters are inhabitants of this strange city, pursuing their lives and facing the strangeness of the city. Noir tropes combine with surrealist techniques to create a game experience unlike anything else.

Designed by Martin Gudmundsun and Ole Peder Giæver

This Game Is: Improv, Storytelling

Monsterhearts



 **4-6**  **4H**  **18+**

You play teenage monsters, struggling with your sexuality and your monstrous nature. Sometimes the biggest challenge is a pack of werewolves. Sometimes, it's growing up.

Designed by Avery Mcdaldno

This Game Is: Relationships, Storytelling

Content Advisory: Sex and murder

GAMES ON DEMAND

GENCON
2015

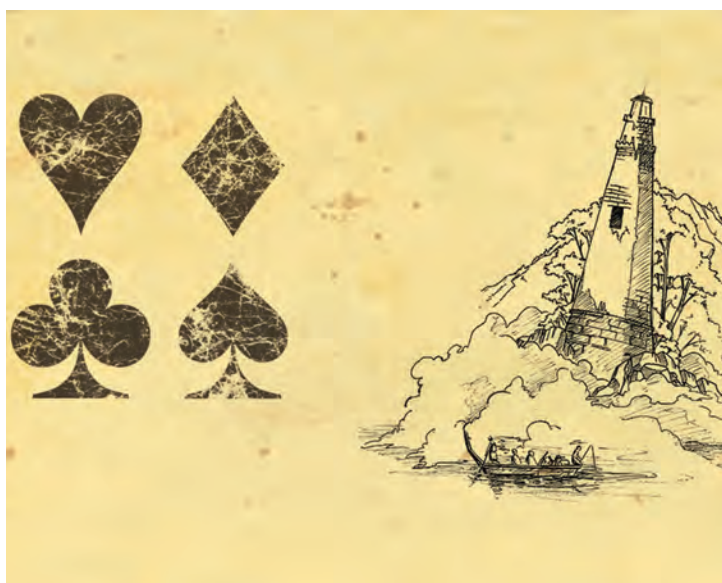


GM

AARON BERGER

Table #

The Quiet Year



 **4-5**  **2H**  **13+**

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. Every decision and every action is set against a backdrop of dwindling time and rising concern.

Designed by Avery Mcdaldno

This Game Is: World Building, map drawing

Fall of Magic



 **3-4**  **2H**  **13+**

We begin by choosing a name and title for our characters. Each turn we chose an area on the map and use the prompt there to inspire the next part of our story. The character of the Magus is shared between us and on your turn you may choose to play as the Magus, advancing us along the road to a new place on the map.

Designed by Ross Cowman

This Game Is: Relationships, Storytelling, Real Emotions

GAMES ON DEMAND

GENCON
2015



GM

MIKAEL ANDERSSON

Table #

Godbropor & Weafætels



 **3-5**  **4H**  **18+**

Dudebros & Douchebags is “toxic masculinity, the RPG”. Godbropor & Weafætels hacks it to cheekily draw parallels between the antics of the modern-day bro to those of noble knights in an archetypal fantasy story. The Brotherhood is out to slay a wicked beast and rescue a fair princess, but must stop at a local watering hole to “stock up” before then. The rules emulate the intricate social norms of bro/knight cliques, which the players must navigate in order to maximize their knight’s glory.

Designed by Mikael Andersson

This Game Is: Acting, Improv, Relationships

Content Advisory: Violence, substance abuse, and sexism

Undying



 **3-4**  **4H**  **18+**

Undying is a soon-to-be-published loveletter to Vampire: the Masquerade by way of Apocalypse World. It focuses play around epic, century-spanning undead intrigue, the vicious humanity spiral, and the effect the predators have on the community around them. Play is diceless, but often competitive, and certainly anything but consequence-free.

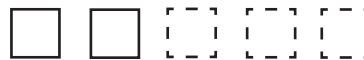
Designed by Paul Riddle

This Game Is: Acting, Improv, World Building, Relationships, Storytelling

Content Advisory: Violence, sex, death, and vampires

GAMES ON DEMAND

GENCON
2015



GM RENEE KNIPE

Table #

Beasts of Burden



4-5 **4H** **13+**

Take on the role of neighborhood dogs (and and occasional cat), defending the sleepy little town of Burden Hill against all manner of supernatural menaces. Haunted doghouses, undead roadkill, and smart-ass witches' familiars are all that stand between you and your evening walk. Based on the award winning comic books by Evan Dorkin and Jill Thompson.

Designed by Michael Sands and Renee Knipe

This Game Is: Investigation, Relationships, Uncover the GM's plot, Storytelling, Real Emotions

Content Advisory: Animal danger, violence, scary moments

Conan Road of Queens



3-5 **4H** **21+**

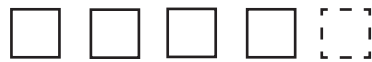
Shadizar the Wicked, capital of the spider-haunted kingdom of Zamora. The drunken tyrant-king seemingly rules with an iron-fist, but the real power dances around him, at the periphery of his glassy-eyed gaze. You are a Courtesan of Shadizar, looking for your opportunity to advance. Fortunately, opportunity just rode in upon the Road of Kings. His name is Conan. Surely he can be used to further your schemes? But the wild Cimmerian follows his heart and little else; if you could but steal it, he would certainly bend to your will. They call it the Road of Kings, but soon everyone will realize it has been named in error.

Designed by Daniel Lewon and Renee Knipe

Content Advisory: Violence, sex, playtest

GAMES ON DEMAND

GENCON
2015



GM MORGAN ELLIS

Table #

Fate Accelerated Edition



 **3-4**  **2H**  **13+**

You will play proactive capable people leading interesting lives. The setting will be chosen at the table from a list of well known media properties converted into the Fate Accelerated system.

Fate Accelerated Edition designed by Evil Hat Productions

This Game Is: Acting, Improv, Combat, Investigation, World Building, Relationships

Inspectres



 **4-5**  **2H**  **13+**

You play Inspectres, members of the premier paranormal investigation and elimination service with their very own start up franchise. It's a combination of Ghostbusters, Dirty Jobs, and Parks and Recreation.

Inspectres designed by Jared Sorensen

This Game Is: Acting, Improv, Investigation, World Building, Relationships

GAMES ON DEMAND

GENCON
2015



GM MARK REDACTED

Table #

Technoir



 **3-4**  **4H**  **13+**

The streets buzz with illusory neon lines animated over the grime, fed right into your eyeballs. But it's all one big corporate lie; beneath those pretty graphics, the city is dirtier than ever, feral and desperate... if you're not one of the lucky few, you're dying or worse for their scraps. It's all linked, from the chip sewn into your jeans, to the DRMed electronics in your cyber-leg, to the e-ink tat under your skin. There's no escaping the mess you're in, not clean, anyway. Get moving!

Designed by Jeremy Keller

This Game Is: Combat, Investigation, Relationships, Rules Mastery, Storytelling

Swords Without Master



 **3-4**  **4H**  **18+**

Rogues! Gather and steel yourselves, for fierce dangers and strange magicks await! Together, we will toil to craft a tale of sword and sorcery!

Designed by Epidiah Ravachol

This Game Is: Improv, World Building, Storytelling

GAMES ON DEMAND

GENCON
2015



GM

STEPHANIE BRYANT

Table #

Dead Scare



 **2-4**  **2H**  **13+**

It's 1956, you live in the suburbs, and your husband didn't come home last night. You'd worry about infidelity, but you have bigger problems right now. Undead problems. And you're pretty sure they're trying to eat your braaaaaaains.

Note: all PCs are female in this game.

Designed by Elsa S. Henry

This Game Is: Combat, Relationships, Storytelling

Content Advisory: Everyday sexism, zombies, violence, gore, possible character death

Best Friends



 **2-4**  **2H**  **13+**

You are a group of women "frenemies." Are you hated for being the prettiest? The smartest? How will you manage to overcome the obstacles you face and still remain friends with your Best Friends in the world. (Content and setting determined by the players)

Note: all PCs are female in this game.

Designed by Gregor Hutton

This Game Is: Acting, Improv, Relationships, Storytelling

Content Advisory: Some PvP conflict (not necessarily violence)

GAMES ON DEMAND

GENCON
2015



GM TRE' GRISBY

Table #

Microscope



 **3-4**  **4H**  **13+**

Everyone works together within the games framework to build a world that works for everyone. There is no winning or losing at this game it is all about creating. Create something new and explore all the facets you didn't even know it had. This game will take every bit of the 4 hours but you will enjoy each minute.

Designed by Ben Robbins

This Game Is: World Building

GAMES ON DEMAND

GENCON
2015



GM GIOVANNI LANZA

Table #

Urban Shadows



 **4-6**  **4H**  **13+**

Play as mortals and those touched by the supernatural in a dark and political city. Try to get ahead (or merely survive) in a dangerous city full of vampire crime lords, werewolf drug dealers, and wizardly cabals.

Designed by Andrew Mederios and Mark Diaz Truman

This Game Is: Investigation, World Building, Relationships, Storytelling

GAMES ON DEMAND

GENCON
2015



GM

WJ MACGUFFIN

Table #

Watch the World Die



 **4-7**  **2H**  **18+**

Players take turns moving around the table (which represents the world), rolling dice to guide them in improvising global stressors or relieving them through political/social action. But everything gets worse. And worse. And worse.

Designed by Tod Foley

This Game Is: World Building

GAMES ON DEMAND

GENCON
2015



GM KRISTIN FIRTH

Table #

The Warren: City Park



 **3-5**  **4H**  **18+**

About intelligent rabbits making the best of a world filled with hazards, predators and, worst of all, other rabbits.

The City Park World is an official playset based loosely on NYC's Central Park and written by the GM!

Designed by Marshall Miller

This Game Is: Storytelling

Content Advisory: Animal death & birth likely

GAMES ON DEMAND

GENCON
2015



GM DAVID LEAMAN

Table #

Psi*Run



 **4-5**  **4H**  **13+**

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. The holes in your memory vie for attention with your startling abilities - stay one step ahead of the Chasers long enough to answer your questions, and hope your psychic powers don't go wild.

Designed by Meguey Baker

This Game Is: Improv, Investigation, Puzzles

Content Advisory: Mature themes, including emotional trauma

GAMES ON DEMAND

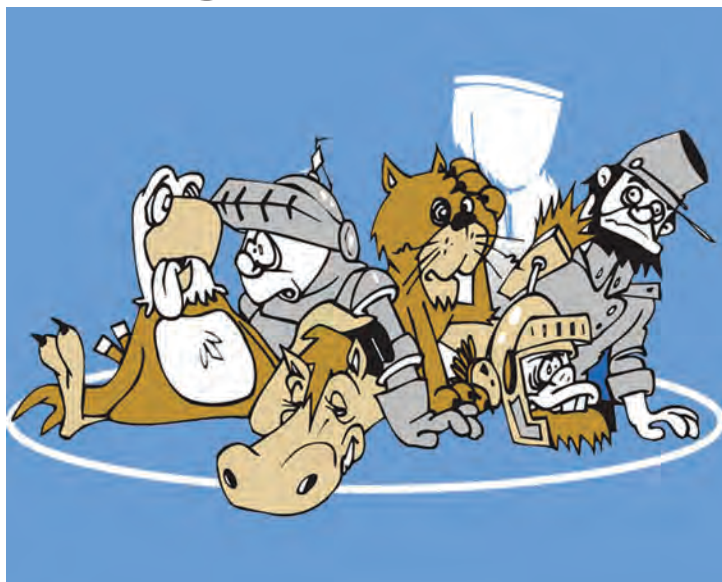
GENCON
2015



GM IRA MORNINGSTAR

Table #

Imagination world



 **3-6**  **2H**  **13+**

Imagination World is a game of random character, pursuing crazy goals, in a strange world. the mechanics encourage wacky solutions to your crazy problems, and know one, not even the GM, knows what will happen next. This is a PG-13 game run by the 14-year-old who created it

Designed by Ira Morningstar

This Game Is: Acting, Improv, World Building, Storytelling, A sense of humor

Dungeon world



 **4-6**  **4H**  **13+**

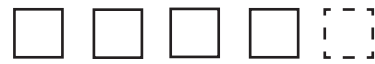
You are average run of the mill heroes, contracted to clear goblins out of a mine. But things are not as they seem, and it is left to the heros do dicide who is on the side of right, and then face down the other side. This is a PG-13 game run by a 14-year-old.

Designed by Sage LaTorra, Adam Koebel

This Game Is: Cooperative, Serious, Improv, Combat, Investigation, Uncover the GM's plot, Storytelling

GAMES ON DEMAND

GENCON
2015



GM LEMMO PEW

Table #

HardWire



 **3-5**  **4H**  **18+**

You play as a team of “Angels”, sentient avatars of artificial intelligence. You live inside the Global Virtual Mesh; a virtual reality replacement for the internet, which humanity uses to escape from the harsh real world of the year 2022. Your digital world is filled with anonymity, lies, secrets and dangers. But of all the giant monsters that you slay in the nodes, do they truly pose a bigger threat than the virtual tourists that treat your existence as a game?

Designed by Lemmo Pew

This Game Is: Improv, Combat, World Building, Relationships, Storytelling, Playtest

Monsterhearts



 **4-5**  **4H**  **18+**

Based on the Apocalypse World engine, this is a game with emergent story, messy relationships, a structured MC role, and a focus on hard choices. Monsterhearts draws on source material like Twilight, True Blood, Ginger Snaps, Jennifer's Body, Buffy the Vampire Slayer, Misfits, The Vampire Diaries, An American Werewolf in London, Cursed, and Sabrina the Teenage Witch.

Designed by Avery Mcdaldno

GAMES ON DEMAND

GENCON
2015



GM MADJAY

Table #

Dungeon World



 **3-4**  **4H**  **13+**

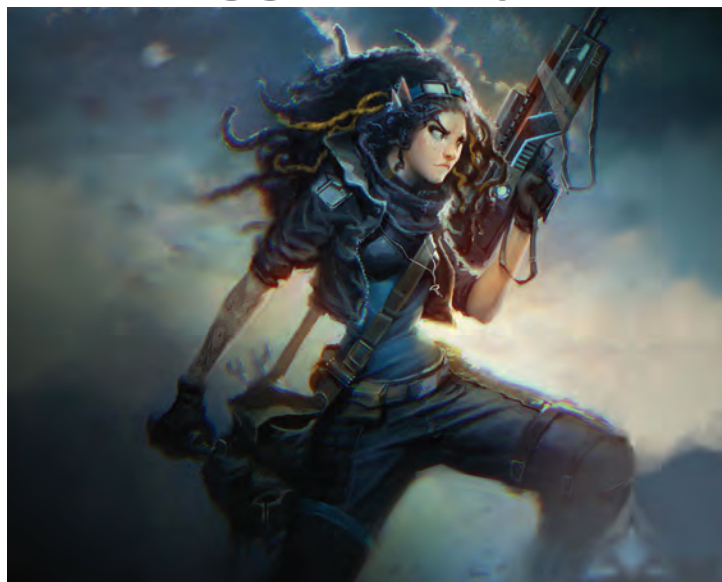
From whence comes the Jabberwocky
No answer comes to mind
but once it comes, crows and cocks
evil comes from behind.
-excerpt from the Last Days of Anglekite, Book IV.

Like dungeons meets dragons and djinn...Oh My!

Designed by Sage LaTorra and Adam Koebel

This Game Is: Combat, Competitive, Serious, Cooperative, Storytelling

Fragged Empire



 **3-4**  **4H**  **13+**

Betrayed by your creators, you are a genetically engineered remnant, emerging from the ruin of genocidal war...

Joined together by unlikely circumstance or need, you and your oddly matched team are trying to make your way in a hostile and mysterious galaxy - if you can just avoid capture.

Like Farscape meets Edge of the Empire.

Designed by Wade Dyer

This Game Is: Cooperative, Serious, Combat, Storytelling

GAMES ON DEMAND

GENCON
2015



GM

JAMES MENDEZ HODES

Table #

Thousand Arrows



 **3 - 6**  **2H**  **10+**

A game of medieval Japanese love, warfare, and magic. You are the samurai on the battlements of her castle, the foot soldier, shoulder to shoulder with his comrades, the courtier stealing through the corridors of the Imperial palace towards a moonlight rendezvous with his lover, the yakuza muscle laying a back-alley trap for the government detective and his deputies, the Daoist sorcerer binding demons and vampires, the Buddhist ascetic fencing with a cackling tengu on the ice of a frozen mountain stream. Lead a rebellion. Command a ninja clan. Write a poem. Fight a duel. Fall in love. Two hours is all it'll take you to rewrite history.

Designed by Brennan Taylor & James Mendez Hodes

Content Advisory: Classism, Violence

AfroFuture



 **3 - 6**  **4H**  **13+**

Agents of the Man threaten your favorite RPG settings: President Andrew Jackson perpetuates racism against orcs and dark elves, King Leopold II terrorizes steampunk with classism and colonialism, and Vivian James stamps on robot rights in cyberpunk. For liberation, the people of the multiverse look to the interdimensional soul machine known as the Mothership, the resurrected historical heroes called PsychoAlphaDiscoBetaElderNauts who pilot it, and you: a culture hero born of song itself, sworn to bring the funk, bring the noise, and stick it to the Man wherever he spreads his agenda of social injustice.

Designed by James Mendez Hodes

Content Advisory: Racism and other forms of systemic oppression

GAMES ON DEMAND

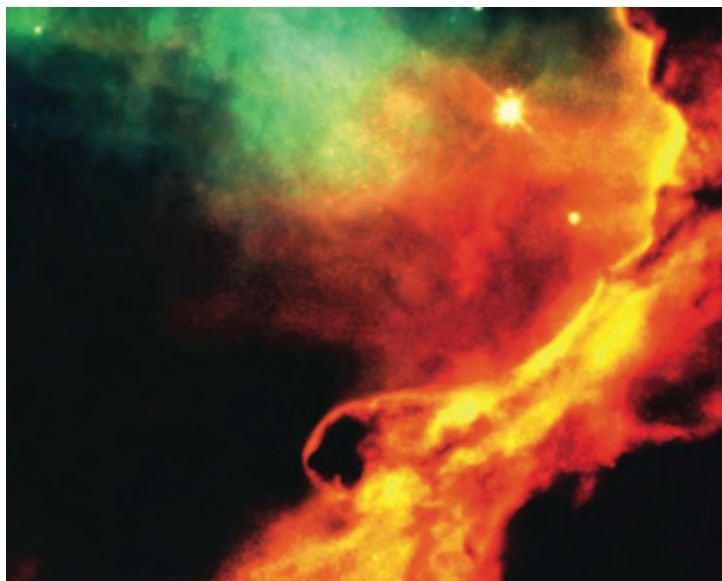
GENCON
2015



GM EVAN TORNER

Table #

Vast and Starlit



 **2-5**  **2H**  **13+**

A group of space convicts has escaped in a craft of unknown origin, and has formed an impromptu crew. Although tensions and danger both run high, the group must nevertheless seek their desired home outside the law... A game that fits on a business card, but one with endless possibilities.

Designed by Epidiah Ravachol

This Game Is: Cooperative, Improv, Storytelling

Shadow Carnival



 **2-5**  **2H**  **18+**

A psychologist hypnotizes his patient to kill others. A woman from the City tempts a married man from the Country. A destitute student makes a deal with the Devil and creates a darker version of himself. A master criminal manipulates modern urban life from behind his curtain. A robotics inventor programs his hostile creation. A wax-work comes to life. Play in a mash-up of German expressionist film plots in this hack of the Norwegian surrealist RPG Itras By.

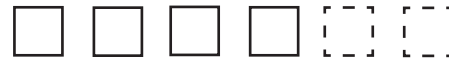
Designed by Evan Torner

This Game Is: Cooperative, Improv, Storytelling

Content Advisory: Implied silent film sex, murder, trivialization of psychological disorders, and other mature content are certainly possibilities.

GAMES ON DEMAND

GENCON
2015



GM

RACHAEL STOREY BURKE

Table #

In a Wicked Age



4-5 **4H** **13+**

In this game, the players choose plot elements randomly from a table, then collaboratively build a plot that incorporates them and play to see how it turns out. Characters are created out of the words of the oracles, and it's up to the players to choose what interests and inspires them. In this wicked age, even the gods themselves may be real.

Designed by Vincent Baker

This Game Is: Cooperative, Silly, Serious, Scary, Political

Monsterhearts



4-6 **4H** **18+**

You play teenage monsters, struggling with your sexuality and your monstrous nature. Sometimes the biggest challenge is a pack of werewolves. Sometimes, it's growing up.

Designed by Avery Mcdaldno

This Game Is: Silly, Scary

Content Advisory: This game features teenagers having sex and murdering people.

GAMES ON DEMAND

GENCON
2015



GM

DERRICK KAPCHINSKY

Table #

Cartel



3-5 **4H** **18+**

In Cartel, you'll take on the roles of members of the Sinaloa drug cartel, trying to move drugs north into El Norte while holding on to power at home. This Apocalypse World hack is a tense telenovella, pitting players against each other in a world where no one can be trusted.

Cartel designed by Mark Diaz Truman

This Game Is: Playtest, Serious, Investigation, Relationships, Storytelling

Content Advisory: Adult content, including murder, violence, drugs, and profanity

Urban Shadows



4-5 **4H** **18+**

Urban Shadows is an urban fantasy tabletop roleplaying game in which mortals and monsters vie for control of a modern-day city, a political battleground layered just under the reality we think we know. Vampires, faeries, hunters, and wizards fight to carve out a piece of the streets and skyscrapers, ready to make deals with all those who have something to offer.

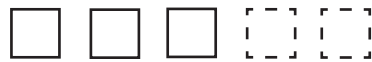
Urban Shadows designed by Andrew Medeiros and Mark Diaz Truman

This Game Is: Serious, Political, Investigation, Relationships, Puzzles, Storytelling

Content Advisory: Mature themes, including violence and the supernatural

GAMES ON DEMAND

GENCON
2015



GM ZACHARY HOLMAN

Table #

Spirit of '77 Cruise Ship Of The Damned



3-5 **2H** **13+**

Join us on a far-out cruise in 1978 as a celebrity guest aboard the maiden voyage of the SS Tangerine. The only thing that might kill the buzz on this groovy vessel is the 100% chance of undead in tomorrow's forecast. Team up with some real cool cats to lay down some iron and make sure things don't come up on the wrong riff in what just might be The Walking Dead meets the Love Boat. Fluency in jive not necessary, but special consideration will be given. Can you dig it? I SAID: CAN. YOU. DIG. IT.(!?) Solid gone, daddy.

Designed by David Kizzia

This Game Is: Cooperative, Silly, Groovy

Atomic Robo TIME FOR SOME ACTION SCIENCE



3-5 **2H** **13+**

Tesladyne Industries is now recruiting for ACTION SCIENTISTS. Applicants should be have mensa-level IQs and must be good shots with a lightning gun. Ideal candidates will have patented two or more doomsday weapons and be experienced in fending off a variety of dimensional invasions. Skill sets related to improbable causality a plus.

Designed by Mike Olson, Morgan Ellis, Brian Clevinger, Jeremy Keller, Adam Jury, and Brian Engard

This Game Is: Cooperative, Silly, Pulp, SCIENCE

GAMES ON DEMAND

GENCON
2015



GM ZACHARY HOLMAN

Table #

Fate Core Limited Special Edition



3-5 **4H** **13+**

This is a scenario designed in real-time by the players and storyteller. Space Opera? Heist Movie? Zombie Apocalypse? Western shoot-out? Samurai duel? Fantasy Dragon-slaying? Sure. But: Samurai Western Heist Zombie Dragon-slaying Space Opera? THIS RIGHT HERE IS WHAT WE ARE TALKING ABOUT. Plenty of creative hooks provided, this is a great into to the Fate Core system or a fun exercise in awesome gaming.

Designed by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson

This Game Is: Cooperative, Silly, Creative

Fiasco Explosion Edition



2-4 **4H** **13+**

In Fiasco, you engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and desire. It's the most fun you can have creating and playing through the cinematic ruination of the character's lives. Today we'll pick a playset, and get to work on building a truly Bruckheimerian scenario; Michael Bay would be proud. This is a great intro for new Fiasco players, or a blast if this is not your first rodeo.

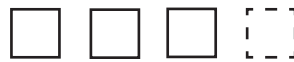
Designed by Jason Morningstar

This Game Is: GM-less, Silly, Creative

Content Advisory: LOTS OF EXPLOSIONS. Probably death. No happy endings.

GAMES ON DEMAND

GENCON
2015



GM KIRA MAGRANN

Table #

A Single Man in Possession of a Good Fortune



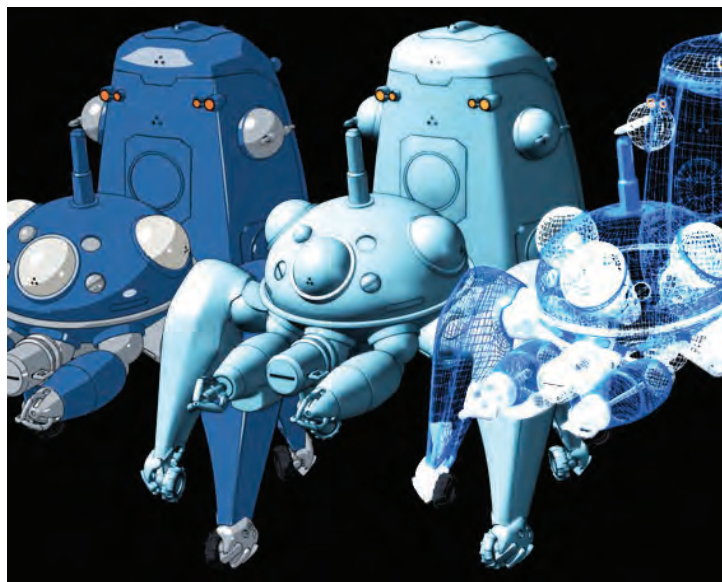
 **3-4**  **2H**  **18+**

It is 1798, the midst of an era of seismic upheaval. Sir Percival Orlebar, the much esteemed keeper of an army of women has breathed his last. With no immediate male heir, Sir Percival's bevy of retainers now live under the horror of a dangerous threat. Enter Weymouth, the heir of the Marquess of Bath. Here is a defender for Hinwick House, if only he can be swayed from his meandering course. So it is that several young women conspire to win his affections and steer him to their cause.

Designed by Melissa Spangenberg

This Game Is: Flirtatious, Gender Roles, Mature, Playtest

Strict Machine



 **3-4**  **2H**  **21+**

The Machine is flawless. Elegant, deadly, brilliant, strong. It is our only... desire... to follow her directives, to maintain ourselves, keep all our functions in pristine condition. Should the Machine want us for her missions, we should be at top performance. Sometimes we wonder, what is this devotion that we feel? Could it be love? A kinky game about the power exchange relationship between a group of futuristic tanks and their cyborg keeper.?

Designed by Kira Magrann

This Game Is: Flirtatious, Gender Roles, Friendly PvP, Mature, Playtest

GAMES ON DEMAND

GENCON
2015



GM SHOE SKOGEN

Table #

D&D Flailsnails The Garden of Statues



4-6 **4H** **13+**

Tatterdemalion is an enormous, ancient caravan, travelling the Road of All Worlds. Stopping here and there in cities far-flung and disparate, it spans everything from junked out spaceships to ancient spice bazaars on its winding route. Sometimes, the enigmatic Elders of the Caravan have jobs for Outsiders like you. The Elders have asked you to investigate a strange wood full of strange music. They call it the "Garden of Statues". What is this forgotten place, and what will you find there?

This Game Is: Dungeons & Dragons

D&D Flailsnails The Moon Marsh



4-6 **4H** **13+**

Tatterdemalion is an enormous, ancient caravan, travelling the Road of All Worlds. Stopping here and there in cities far-flung and disparate, it spans everything from junked out spaceships to ancient spice bazaars on its winding route. Sometimes, the enigmatic Elders of the Caravan have jobs for Outsiders like you. A family has been lost in a marsh the caravan has passed, and the Elders want them found. What secrets and dangers will you find, in a long night under a bright blue moon?

This Game Is: Dungeons & Dragons

GAMES ON DEMAND

GENCON
2015



GM SHOE SKOGEN

Table #

Trash Planet



 **2-6**  **2H**  **10+**

Many centuries ago, the humans - already spreading slowly and meticulously through space - discovered the Wormhole. On the other end of the Wormhole was a paradise. Over time, anybody with the cash went through, taking their infrastructure with them. Not you, though. You're one of the teeming masses, stuck at the old homestead. On the bright side, the rich people left all their junk behind.

Designed by Shoe Skogen

Content Advisory: Occasionally violent shenanigans.

GAMES ON DEMAND

GENCON
2015