Fiasco

👤 **2 - 4**   🕐 **2H**   🎂 **18+**

In Fiasco 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: Cooperative; Silly; Serious; GM-less; Everyone GMs

Content Advisory: Things can get bloody and bad things will most likely happen.

Inspectres

👤 **3 - 5**   🕐 **2H**   🎂 **13+**

Busting Ghosts, Monsters, and the Forces of Darkness is a dirty job, and now thanks to reality TV people can see just how dirty a job it is. You'll be working long, harrowing, and dangerous hours at your very own Paranormal Investigation and Eliminations start up, but at least you also get to be on TV.

Designed by Jared Sorensen
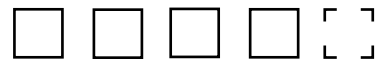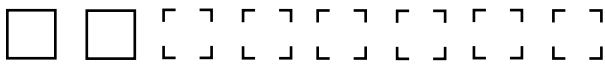
This Game Is: Cooperative; Silly; Scary

Parsely Games


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]CATALOG

DISK VOLUME 254

 A 002 HELLO
 A 004 PARSELY
*B 004 ACTION CASTLE
*B 008 JUNGLE ADVENTURE
*B 008 SPOOKY MANOR
*B 008 SPACE STATION

]RUN PARSELY█


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MEMENTO MORI THEATRICKS
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👤 **2-8**   🕐 **2H**   🎂 **13+**

Re-live the nostalgia and teeth-gnashing frustration of a text-based adventure game, with a real live human taking on the role of your friendly computer parser. Choose from a selection of genres and see if you can make it to the end. Don't forget to CHECK INVENTORY and SAVE GAME!

Designed by Jared Sorensen

This Game Is: Cooperative; Silly

It Wasn't Me!

👤 **4-5**   🕐 **2H**   🎂 **13+**

Together we will build—and solve!—a murder mystery: who died, what are the facts of the case, and why did we all have an appointment with the victim that night?

Designed by Lasse Lundin

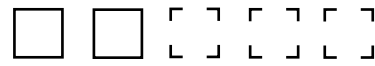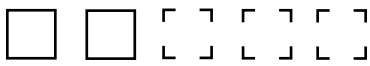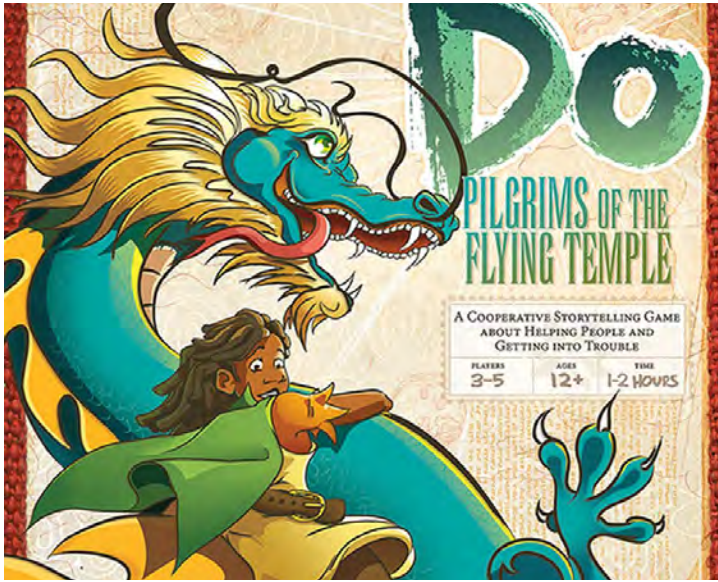**This Game Is:** Cooperative; Silly; GMless; Everyone GMs

GM NICK WEDIG

Do: Pilgrims of the Flying Temple

👤 **2 - 5**   🕐 **2H**   🎂 **ALL**

Pilgrims of the Flying Temple travel from tiny planet to tiny planet, answering letters requesting help. You try to help, but you spend just a lot of time causing problems and getting into trouble.

Designed by Daniel Solis

This Game Is: Cooperative; Silly; GMless

Mesopotamians

👤 **2 - 5**   🕐 **2H**   🎂 **13+**

An evil sorceress has resurrected the rulers of ancient Mesopotamian empires. She wanted generals of her undead army. Instead, you started a rock band. Now you're driving across the United States trying to break into showbiz, one way or another. You wander from town to town, having adventures and hoping that they bring you closer to success.

Designed by Nick Wedig

This Game Is: Playtest; Cooperative; Silly; GM-less

Dread

👤 **2 - 4**   🕐 **2H**   🎂 **18+**

In this surreal fever-dream of a game, your Friend has been kidnapped by an Animal. You, a group of the world's best Hunters, must go into the Wilderness to save them. Nothing is as it seems in the Wilderness, and only your misguided self-confidence can save you on this Dangerous Hunt.
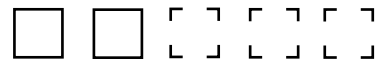
Designed by Epidiah Ravachol

This Game Is: Scary

Content Advisory: This game deals with themes of accepting mortality.

Night Witches

👤 **3 - 6**   🕐 **2H**   🎂 **18+**

We are Soviet women in an all-female Night Bomber Regiment during WWII. We have out-of-repair biplanes to drop bombs out of, when we even have them, railroad ties when we don't. It's dangerous, we'll be flying in the dark that the Soviet army expects us to get lost and die in, but we will succeed anyway. Whether it's the challenges of army life by day or the challenges of war life by night, we're in for a lot of turbulence.

Designed by Jason Morningstar

This Game Is: Cooperative; Serious; Everyone GMs; Historical

Content Advisory: War, Sex/Sexuality, Death

Lady Blackbird

👤 **2 - 5**   🕐 **2H**   🎂 **18+**

You are the passengers and crew of The Owl, a group of smugglers and a runaway Lady bride. You are halfway to your destination to take the Lady Blackbird to her secret lover, the pirate king outside of Imperial reach when you are detained by an Imperial commander and placed in the brig for flying a false flag. Will you escape the Imperial ship or find your way to the lair of the pirate? It's up to you.

Designed by John Harper

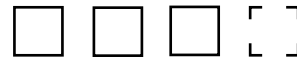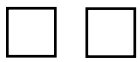**This Game Is:** Cooperative; Character-dependent plot

Downfall

#Feminism Nano-Games

👤 **2 - 2**　🕐 **2H**　🎂 **13+**

👤 **3 - 4**　🕐 **2H**　🎂 **18+**

A story game about the collapse of a society. Create a world you love and then destroy it, together. We'll first make a great world, but one that has a fatal flaw, and then we'll play out how a hero tries and fails to save the world from it.

We'll play:

- First Date by Katrin Førde, a game about a first date that turns sour when the discussion of the orgasm gap comes up.
- Mentioning the Unmentionables, three games about women's bodies, by Kajsa Greger.
- More if we have the time!

Designed by Caroline Hobbs

This Game Is: Cooperative; Serious; Political; GMless

Designed by A Nano-Game Anthology

This Game Is: For players 18 or older; Cooperative; Silly; Serious; Political; GMless

Content Advisory: We're talking about women's bodies in a pretty intimate fashion. The games encourage respectful silliness.
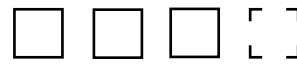
GM ANNA KREIDER

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. It won't go well for them, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. We'll play using either the Heroes of Pinnacle City (superheroes) playset or the Dragon Slayers (D&D) playset.

Designed by Jason Morningstar

This Game Is: Silly; GMless

## The Shab-al-Hiri Roach at Hogwarts

👤 **3 - 4**   🕐 **2H**   🎂 **18+**

Instead of the "default" 1920's New England setting, players will play professors and staff at Hogwarts School for Witchcraft and Wizardry. All of the horrible hijinx of the Shab al-Hiri Roach, but with magic curses, terrible potions, and other magical hazards.

Designed by Jason Morningstar

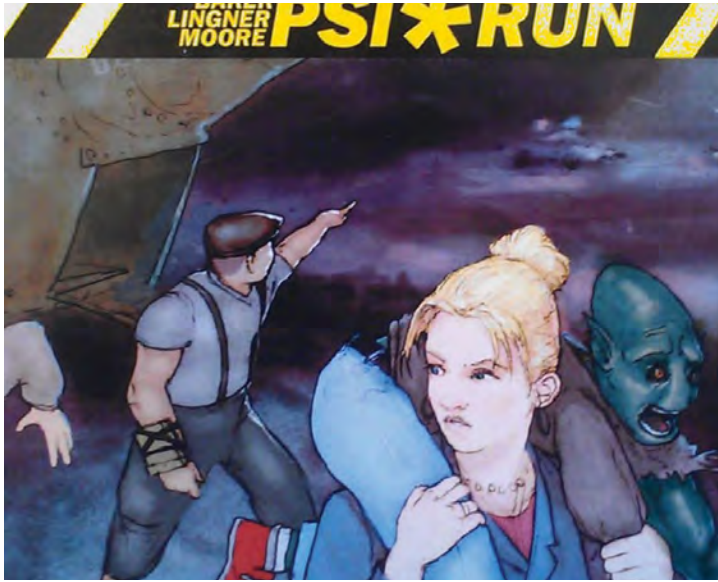**This Game Is:** Competitive; Silly; GMless

Content Advisory: The Roach is a game that deals with adult content and themes. Because Hogwarts is a setting that includes children, care will be taken to avoid content that includes harming children.
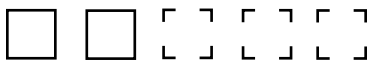
Psi*Run

👤 **2 - 5**   🕐 **2H**   🎂 **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. They took your life. You got away. They want you back. Run!

Designed by Meguey Baker
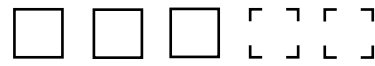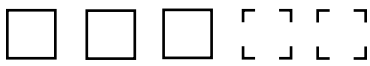
This Game Is: Cooperative; Serious
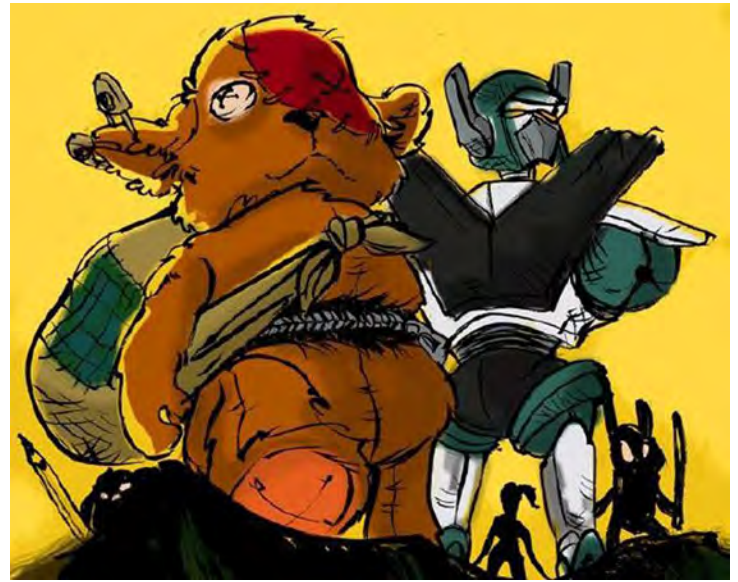
GM | LOWELL FRANCIS

Fate Core

👤 **3 - 5**   🕐 **2H**   🎂 **18+**

MAGIC, INC: Slacker employees in a supernatural corporation desperately strive to avoid budget cuts & real work. Beware the Annual Review of Doom.

Designed by Evil Hat

This Game Is: Cooperative; Silly

Threadbare

👤 **3 - 5**   🕐 **2H**   🎂 **13+**

Threadbare RPG is a role-playing game in which you play a jury-rigged toy in a hazardous world. In the world of Softies and Mekka, you'll try to rescue yourself, patch yourself up, invent new devices, and maybe, just maybe, build a better world out of the broken one you've inherited.

Designed by Stephanie Bryant

This Game Is: Cooperative; PbtA

GAMES ON DEMAND

GM | PETER SMITS

Feng Shui 2

👤 **3 - 6**　🕐 **2H**　🎂 **13+**

From publisher: You are Chi Warriors, heroes belonging to one of several secret factions that battle across time and other dimensions for the fate of the world. Your faction, the Dragons, have fought gang bosses, ancient sorcerers, scheming warlords, and cyborg monkeys from the future. You never know from week to week who's going to make a play for mastery over feng shui and who needs an epic smackdown in response.
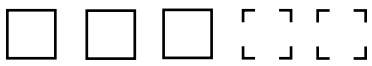
Designed by Robin D Laws

This Game Is: Silly; Serious

Content Advisory: Violence

GAMES ON DEMAND

GM RENEE KNIPE

Beasts of Burden

👤 **3 - 5**   🕐 **2H**   🎂 **13+**

Take on the role of neighborhood dogs (and an 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: Cooperative; Serious; Scary

Content Advisory: Scary situations involving animals, including possible harm to animals.
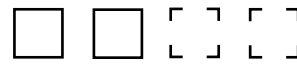
The Warren

👤 **3 - 6**   🕐 **2H**   🎂 **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: Serious

Content Advisory: Scary situations involving animals, including animal harm.

GAMES ON DEMAND

GENCON 2016
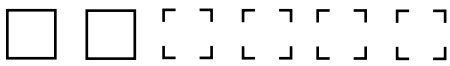
GM WILLOW PALECEK

Itras By

👤 **2 - 6**   🕐 **2H**   🎂 **18+**

Welcome to Itras By, a city in a dream. The game uses improv fundamentals and a deck of random outcomes to guide the story. Take a mix of noir and fantastic elements, with a heaping dose of the strange, filtered through the lens of a dream, and you have the city and game of Itras By.

Designed by Ole Peder Giaever & Martin Bull Gudmundsen
**This Game Is:** Silly; Surreal

Timelines

👤 **2 - 4**   🕐 **2H**   🎂 **18+**

Travel back in time to change your past and correct all those mistakes you wish you could undo. But changing history has a tendency to make things worse, and you're not the only version of you trying to change your past. Originally created for the Threeforged competition.

Designed by Willow Palecek, Bill White, and Chris Longhurst
This Game Is: Playtest; Silly; GMless
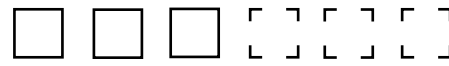
GM RAY OTUS

Rad Hack

👤 **3 - 6** 🕐 **2H** 🎂 **13+**

In the radiation-saturated future, mutants, machines, and marauders strive to build a life in the ashes of the old world. Characters made in-session, missions based on goals set by each play group. Rules take less than 5 minutes to learn, no massive scenario braindump, no heavy mechanics to track/memorize! (Rad Hack is a variation of Black Hack which is based on the original 1970's fantasy rpg.)

Designed by Karl Stjernberg & David Black

This Game Is: Cooperative; Silly; Scary

Cthulhu Dark
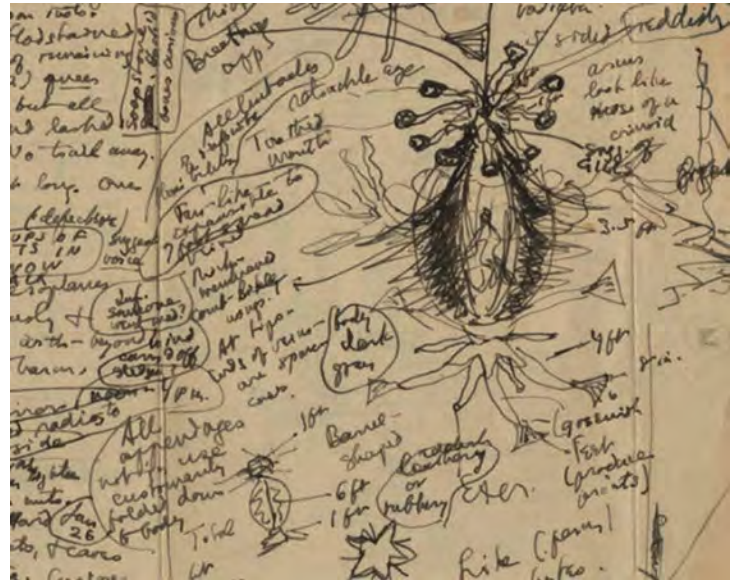
👤 **3 - 6** 🕐 **2H** 🎂 **18+**

Cthulhu Dark delivers everything you want and expect from a Lovecraftian horror game (in the spirit of Call of Cthulhu or Trail of Cthulhu) with only a handful of rules. Characters will be created in-session. Also, the group will choose a setting to explore at the table: members of the Secret Order of Lamplighters in the year 1881 or a team of scientists studying a mysterious alien structure.

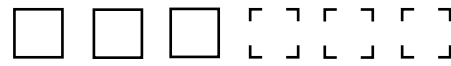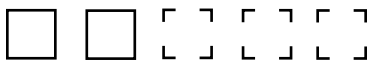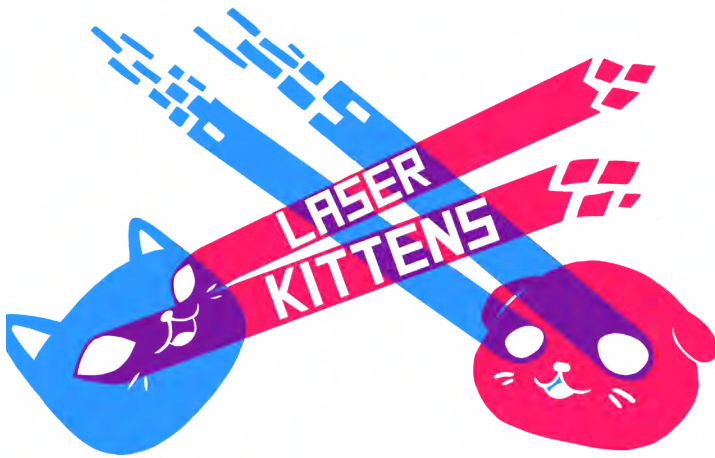Designed by Graham Walmsley

This Game Is: Serious; Scary

GM STENTOR DANIELSON

Laser Kittens

👤 **2 - 5**   🕐 **2H**   🎂 **ALL**

At the Knoll St School for Wayward Kittens, you'll face serious kitten challenges like What Is Outside? or Where Did They Put The Wet Food? while learning to use your unique laser -- a powerful ability the humans don't know about.

Designed by Stentor Danielson and Cheyenne Wall-Grimes
This Game Is: Cooperative; Silly; GMless; Everyone GMs
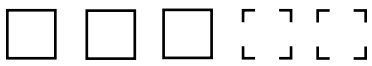
Dread: Dinosaur Edition

👤 **3 - 6**   🕐 **2H**   🎂 **13+**

The King of the Dinosaurs has summoned you to the Dinosaur Court. A great catastrophe is coming, and it is time for all dinosaurs to unite -- or else you might not survive the end of the Cretaceous Period.

Designed by Epidiah Ravachol
This Game Is: Silly

GM EPIDIAH RAVACHOL

Swords Without Master

👤 **3 - 5**   🕐 **2H**   🎂 **18+**

You are neither king nor bound to any king. You are rogues, living beyond society by your wits and your prowess, seeking adventure, fabulous treasure, or secrets untold in a world fraught with peril and wonder. Together we will toil to craft an enthralling short story of sword and sorcery. The game is a fickle one. It will, at turns, aid us in this endeavor and stand against us.

Designed by Epidiah Ravachol
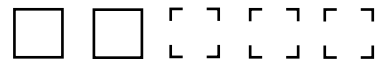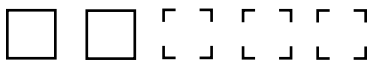
This Game Is: Cooperative

The Quiet Year

👤 **2 - 5**   🕐 **2H**   🎂 **13+**

The apocalypse came; maybe it was man-made, maybe natural, maybe supernatural. Regardless, we have struggled through hard times to put together our community of survivors. Now we have twelve months of relative peace in which to build our community before the Frost Shepherds arrive, though we don't know that yet. Along the way challenges will arise and decisions will have to be made.

Designed by Avery McDaldno

This Game Is: Cooperative; Political; GMless

Fiasco

👤 **2 - 5**   🕐 **2H**   🎂 **13+**

Fiasco is inspired by cinematic tales of small time capers gone disastrously wrong, inspired by films like Blood Simple, Fargo, The Way of the Gun, Burn After Reading, and A Simple Plan. There will be big dreams and flawed execution. It won't go well for them, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination.

Designed by Jason Morningstar

This Game Is: Competitive; Cooperative; Silly; Serious; GMless
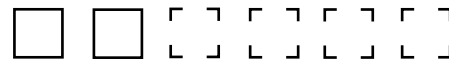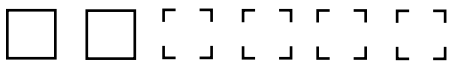
GM CARL KLUTZKE

Once Upon a Time (2nd edition)

Sherlock Holmes Consulting Detective

2 - 6   **2H**   **ALL**

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

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.
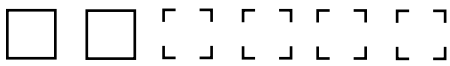
In Sherlock Holmes Consulting Detective, you are presented with a mystery to solve, and it is then up to you to trace the threads of evidence through the byways and mansions of nineteenth century London. You will interview suspects, search the newspapers for clues, and put together the facts to reach a solution.

Designed by Lambert / Rilstone / Wallis

Designed by Edwards / Goldberg / Grady

This Game Is: GMless

This Game Is: GMless

GAMES ON DEMAND

GENCON 2016
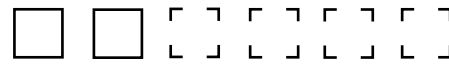
GM | MATT B

It's Not My Fault (Fate Accelerated)

👤 **2 - 6**   🕐 **2H**   🎂 **ALL**

Using a deck of cards, we will create a group of characters (for the Fate Accelerated engine) set in a fantasy world, which we will define as we play. We will then discover that our characters have all gotten into some kind of trouble and it's time to pass the blame.

Designed by Evil Hat

This Game Is: Cooperative
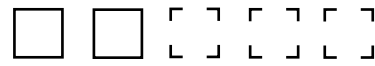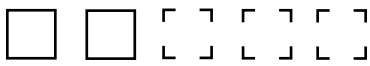
Adventure Maximus

👤 **2 - 6**   🕐 **2H**   🎂 **ALL**

We'll build characters and a story using the provided cards. Characters will range from the elven ranger to the foodkin wizard to the vampire songmaster. We'll run into some baddies while trying to find the stolen treasure.

Designed by Francis James Hogan

This Game Is: Cooperative; Silly

GAMES ON DEMAND
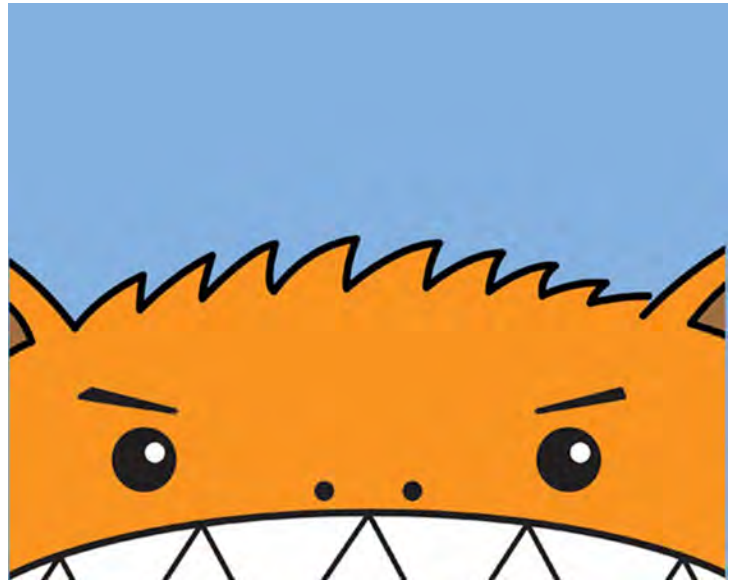
Hollowpoint

👤 **2 - 5**　🕐 **2H**　🎂 **18+**

Hollowpoint is a fast-paced violent action RPG in which the players are Agents out to solve a problem. Specific setting and genre will be chosen at character generation.

Designed by Brad Murray, C.W. Marshall

This Game Is: Cooperative; Action

Content Advisory: Violence, Language

Kobolds Ate My Baby

👤 **2 - 5**　🕐 **2H**　🎂 **ALL**

King Torg (All Hail King Torg!) needs you - yes, you - to go out to the nearby human town and bring back the freshest, tastiest, plumpest human babies you can find - or, the King will be eating you (and Kobold's pretty darn tasty.)

Designed by Chris O'Neill & Dan Landis

This Game Is: Cooperative; Silly

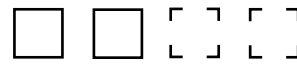**Content Advisory:** We'll be discussing killing and eating human babies. This may disturb some.

GAMES ON DEMAND

GENCON
2016

GM MARK REDACTED

## Masks of the Mummy Kings

👤 **2 - 4**   🕐 **2H**   🎂 **18+**

Your backalley deals and cunning plans bring you undetected to the great entrance to the Ziggurat Tomb. Guarded by fell sorceries, foul traps, and fouler denizens, the challenges of the Ziggurat Tomb will require all of your Might, Wits and Sorcery to overcome. Rewards await at the end of the road; but you will be changed by the journey. Take up your mask!

Designed by Nathan Paoletta

This Game Is: Competitive; Cooperative; Scary

Apocalypse World
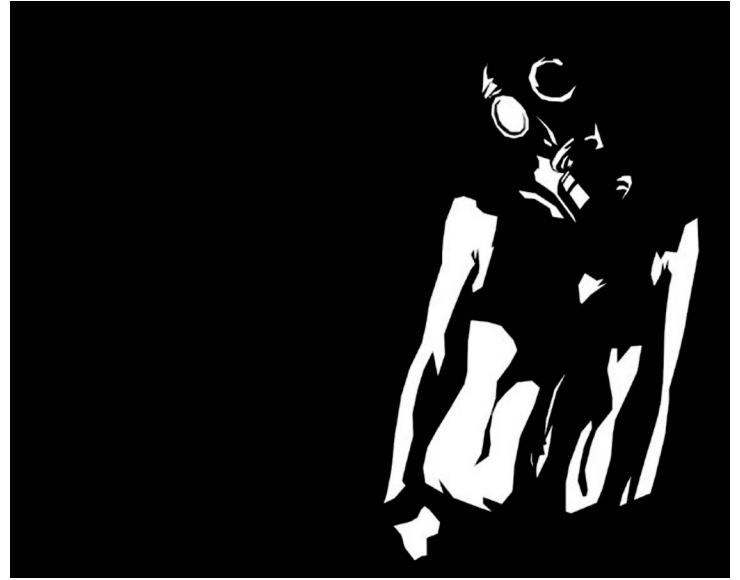
👤 **2 - 4**   🕐 **2H**   🎂 **18+**

It used to be better: enough to eat and enough hope, one nation under somebody, people could lift their eyes and see beyond the horizon, beyond the day. Children were born happy and grew up rich. Now we've got this. Fragile safety, wishful thinking, opportunities spelt in blood and bullets, and a psychic maelstrom always pressing in, that's our world now. What are you going to make of it?

Designed by Vincent Baker

This Game Is: Serious

Content Advisory: Rated R for sexuality, violence, and intense emotional content.
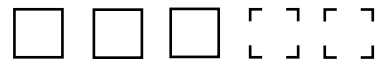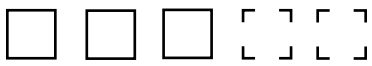
GM BARAK BLACKBURN

Dance 'Til Dawn

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

Players will have several Scenarios available to them, who they play and the world around them will be created by the players using just a prompt and driven by a randomly generated playlist. The goals are to cooperatively and competitively tell a story with an end.

Designed by Barak Blackburn

This Game Is: Competitive; Cooperative; Serious

Content Advisory: This game could produce some unexpected results depending on where the story goes.

The Quiet Year

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

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.

Designed by Avery McDaldno

This Game Is: For players 18 or older; Everyone GMs
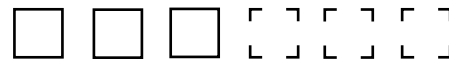
GM BILL WHITE

Dungeon World

👤 **3 - 6**   🕐 **2H**   🎂 **ALL**

A group of experienced adventurers makes their way into the heart of a demon-haunted volcano in search of treasure. But time is running out! Can even they survive the eruption of Mount Purgato?

Designed by Sage LaTorra & Adam Koebel

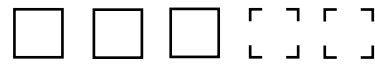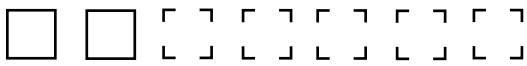**This Game Is:** Fun

Golden Sky Stories

👤 **3 - 6**   🕐 **2H**   🎂 **ALL**

The PCs are "henge," helpful animals who have powers and can transform into human shape. Even though they find the human world mysterious, they are moved by their innate goodness to befriend and aid the people that they meet.

Designed by Ryo Kamiya and Tsugihagi Hon

This Game Is: Cooperative

GM JOSHUA KITZ

Simple Superheroes

👤 **2 - 7**   🕐 **2H**   🎂 **ALL**

Superheroes are everywhere. We've all pondered what superpower we would cherish most. With Simple Superheroes you build your hero using an elegant framework called Talents. And what drives your hero to fight the good fight is called Relations. So come fight a mad scientist, battle giant robots, or stop a powerful magic artifact. But most of all, fight to save the things your hero cares about most.

Designed by Joshua Kitz

This Game Is: Silly; Serious; Heroic

Technoir


high-tech, hard-boiled roleplaying

👤 **3 - 5**   🕐 **2H**   🎂 **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: Cooperative; Serious; Political

GAMES ON DEMAND

GENCON
2016
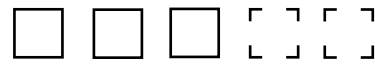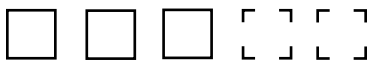
GM BOB SMITH

Fiasco

👤 **3 - 5**   🕐 **2H**   🎂 **18+**

A GM-less no prep RPG about bad decisions and the people who make them.

Designed by Jason Morningstar

This Game Is: GMless

Leverage

👤 **3 - 5**   🕐 **2H**   🎂 **ALL**

Based on the TV show, Leverage is an easy to learn, fast playing RPG about bad guys become good guys helping to settle the score for people who can't do it themselves.

Designed by Margaret Weis Publishing

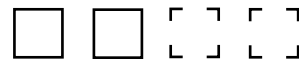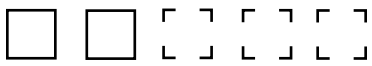**This Game Is:** Cooperative; Silly; Serious

GM ROSS COWMAN

Slammin'

👤 **2 - 5**   🕐 **2H**   🎂 **18+**

A game about flighty, self-obsessed, over-indulged douche bags hooking up with one another night after night at a bar where they hang out. Maybe you'll even hook up with the singer of that band that everybody's talking about. Oh, you don't know that band? Well, they're pretty alright. I mean, their early stuff was better.

Designed by Jackson Tegu

This Game Is: Silly

Content Advisory: Sex, Hipsters

Hot Guys Making Out

👤 **2 - 4**   🕐 **2H**   🎂 **18+**

Hot Guys Making Out is about the relationship between Honoré, a former nobleman, and Gonsalvo, his ward. They are both totally gorgeous and have the hots for each other. Also pretty often there are other people trying to kill them. It is set in a remote village in the Pyrenees during the Spanish Civil War (1930s) but you don't have to know anything at all about the history or setting to play.

Designed by Ben Lehman

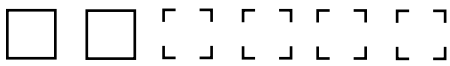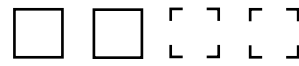**This Game Is:** Serious; GMless

Content Advisory: Sex

GAMES ON DEMAND

GM SCOTT ACKER

It's Not My Fault

👤 **2 - 6**   🕐 **2H**   🎂 **ALL**

It's Not My Fault is a one-shot-in-a-box character and situation generator for Fate Accelerated! With just a few minutes and a few cards you'll create a group of fantasy characters in one crazy, mixed-up predicament, where everybody and nobody is to blame for getting them there.

Designed by Evil Hat

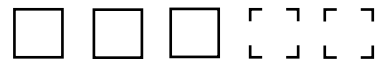**This Game Is:** Cooperative
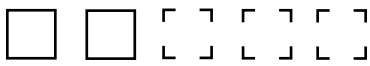
It's Not My Fault I'm Fantastic!

👤 **2 - 4**   🕐 **2H**   🎂 **ALL**

Take your games of It's Not My Fault into the realms of high fantasy with It's Not My Fault I'm Fantastic!

Designed by Evil Hat

This Game Is: Cooperative

GM KRISTIN FIRTH

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 is about characters in the victim's life, how the murder affects them, and the ways they all seem incredibly suspicious.

For beginners or experienced roleplayers.

Designed by Kristin Firth

This Game Is: GMless; Run by Designer

Content Advisory: Violence. Murder.

Dog Eat Dog

👤 **3 - 5**   🕐 **2H**   🎂 **18+**

A game of colonialism and its consequences. It tells the story of the natives of a small Pacific island as they come into conflict with a foreign occupation force attempting to seize it from them.

The game begins when the war ends. As a group, we define the customs of the natives and the outsiders arriving to claim the island. The GM will play the role of the Occupation force. Players play individual Natives, each trying in their own ways to come to terms with the new regime.

Designed by Liam Liwanag Burke

This Game Is: For players 18 or older; Political

GAMES ON DEMAND

Fiasco

👤 **3 - 4**   🕐 **2H**   🎂 **18+**

In Fiasco 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 Morningstar & Segedy

This Game Is: Silly; Serious; Political

Content Advisory: Cartoony violence, adult situations

GM JJ LANZA

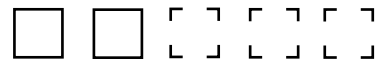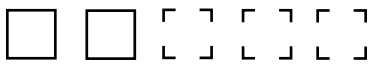## 3:16 CARNAGE AMONGST THE STARS

👤 **2 - 5**   🕐 **2H**   🎂 **13+**

This high-octane Science-Fiction role-playing game for 2 or more players has your Space Troopers killing bugs all across the Cosmos. You'll advance in rank, improve your weapons, slay civilization after civilization and find out who you are through an innovative "Flashback" mechanic. Terra's plan is to kill every living thing in the Universe to protect the home world. See where your tour of duty in the 3:16th Expeditionary Force takes you and your friends. Revel in the kill-happy machismo.

Designed by Gregor Hutton

This Game Is: Cooperative

Content Advisory: Blood and gore of combat killing aliens.
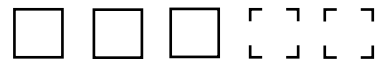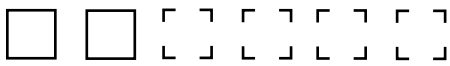
Sorcerers & Sellswords

👤 **2 - 5**   🕐 **2H**   🎂 **13+**

Weird fantasy where sorcerous powers are dangerous/unpredictable to use.

Designed by Ray Otus

This Game Is: Cooperative

GAMES ON DEMAND

GM MIKE GENDREAU

Table #

Quiet Year

👤 **2 - 6**   🕐 **2H**   🎂 **ALL**

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: Cooperative; Silly; GMless

## Dance 'Til Dawn

A STORY-TELLING GAME

👤 **3 - 5**   🕐 **2H**   🎂 **18+**

Players will have several Scenarios available to them, who they play and the world around them will be created by the players using just a prompt and driven by a randomly generated playlist. The goals are to cooperatively and competitively tell a story with an end.

Designed by Barak Blackburn

This Game Is: Competitive; Cooperative; Serious

Content Advisory: This game could produce some unexpected results depending on where the story goes.

GAMES ON DEMAND

GENCON 2016
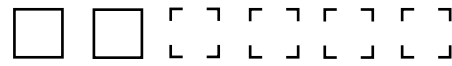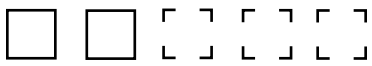
Axon Punk: Overdrive


👤 **2 - 5**   🕐 **2H**   🎂 **13+**

Axon Punk: Overdrive is set in a cyberpunk world 70 years in the future. The goal: produce the experience of reading Gibson's "Neuromancer" while watching "Ghost in the Shell" and listening to all of Janelle Monae's Metropolis Saga. Ultralight mechanics geared toward player improvisation, story-telling and collaboration in a gritty, dystopian world hyper-infused with digital-neural connections.

Designed by Colin Kyle and Cameron Kyle

This Game Is: Playtest; Cooperative; Cyberpunk

Content Advisory: 13+ for cinematic violence and drug use
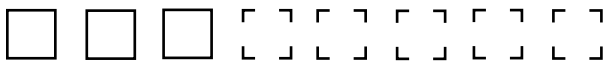
Rockalypse
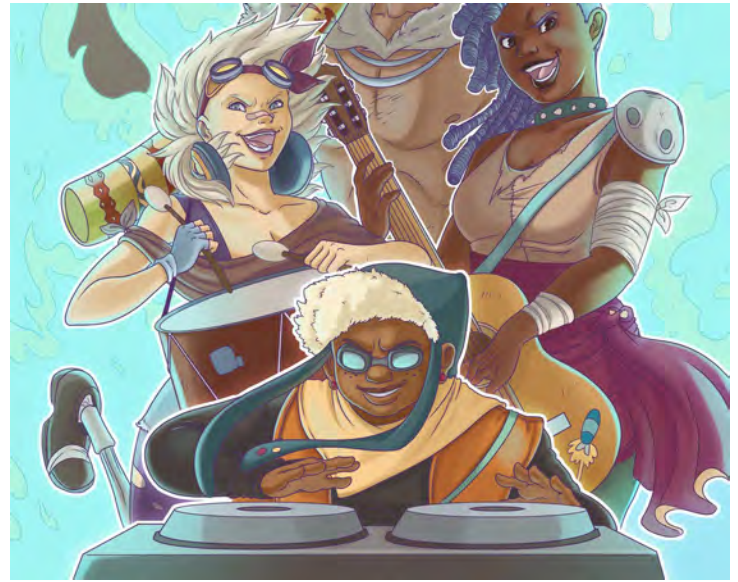
👤 **2 - 6**   🕐 **2H**   🎂 **ALL**

The world has ended, and only music can save what's left. Grab your instruments, form your band, and get ready to fight demons, road gangs, and megacorps using the only real weapon: ROCK!

Designed by Eric Simon

This Game Is: Playtest; Cooperative; Silly

GM JACQUELINE BRYK

CthulhuDark

👤 **3-8** 🕐 **2H** 🎂 **13+**

You've lived in this town all your life. You've gone picnicking near the missile bases. You never thought there could be anything scarier than nuclear war. You were wrong.

Designed by Graham Walmsley

This Game Is: Silly; Scary; Cosmic horror

Content Advisory: Possible warnings for racism, sexism, homophobia, and general early Cold War era terribleness.

Monsterhearts

👤 **4-8** 🕐 **2H** 🎂 **13+**

You have everything an incoming senior of Phillips Academy class of '85 could want. Power, money, fabulous clothes, better looks. The only thing stopping you is your true nature--imagine the scandal if that got out!

Designed by Avery McDaldno

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

Content Advisory: Classism, sexism, racism, sexual themes, assault.