

# GM ANDREW MEDEIROS

Table #

## Battlestar World



3-4 4H 13+

The Twelve Colonies have been devastated by the Cylons and you're all that's left of humanity. Food stores may be low, water is limited and being rationed, but hope is your most precious resource; and there's not much left of that to go around. With the Cylons ever in pursuit, how will you handle the pressure?

Designed by Andrew Medeiros

**This Game Is:** Acting; Combat; Storytelling; Real Emotions

## The Watch



3-4 4H 13+

Before the Shadow, your people were semi-nomadic, living in clans with an ever-shifting network of alliances and enmities. Although one people, the clans were diverse in tradition, outlook, and custom. Those along the old border were traders, prosperous and widely traveled. And those living furthest from the outside world were mountain herders, solitary and secretive. And then the Shadow came.

Designed by Andrew Medeiros & Anna Kreider

**This Game Is:** Acting; World Building; Relationships; Storytelling

**Content Advisory:** Yes. Themes of toxic masculinity and fighting oppression.

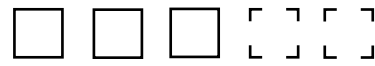


Table #

# GM MORGAN ELLIS

## Iron Edda



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

Viking warriors soul bonded to the skeletons of dead frost giants battle against colossal Dwarven constructs.

Can you defend your Holdfast against the final war of Ragnarok? The War of Metal and Bone.

Designed by Tracy Barnett

**This Game Is:** Improv; Combat; World Building; Relationships; Storytelling

## Atomic Robo The Roleplaying Game



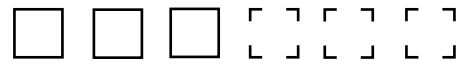
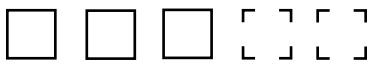
**3-5** **4H** **13+**

You will play Action Scientists, Government Agents, or Misfits of Science in the world of Atomic Robo. Based on Brian Clevinger and Scott Wegener's amazing award nominated comic. Investigate strange science problems around the world. Use the scientific method and violence to solve those problems.

Designed by Mike Olson, Brian Clevinger, Scott Wegener

**This Game Is:** Combat; Investigation; Storytelling





# GM DAVID MILLER

Table #

## Dread: Jurassic Park



**3-5** **4H** **ALL**

Several members of the Jurassic Park team want to get off of the island that is infested with killer dinosaurs and desperate people. You want to get off of the island alive.

Designed by Dread-The Impossible Dream, Scenario- tuxman128 via reddit

**This Game Is:** Acting; Improv; Investigation; suspense, cause and effect

**Content Advisory:** <<Warning>>

## Fate: Saturday Morning Apocalypse



**3-6** **4H** **ALL**

A variety of 80s and 90s cartoon characters work together to save the children of the world from the evil forces of big business! These forces of evil only have one hope, and that is you. Are you the hero that the children deserve?

Designed by Evil Hat Productions

**This Game Is:** Acting; Improv; Combat; Investigation; Uncover the GM's plot; Storytelling; Cartoon Action

**Content Advisory:** <<Warning2>>

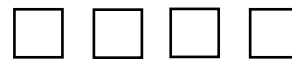
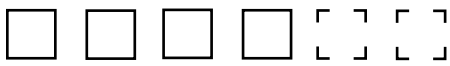


Table #

# GM KAREN TWELVES

## Apocalypse World



4-6 4H 18+

People say that before the Fall, there were Gardens in every town. But now, now we have this. The Garden stands alone in nothing. The trek is long and dangerous, but those who come through our doors will find shelter, and perhaps even peace. Out there, the world is hell. But when you're here, you're family. And we're the only family you've got.

Designed by Vincent Baker

**This Game Is:** Improv; World Building; Relationships; Storytelling

**Content Advisory:** Adult themes, violence, sexual content.

## Dread



4-4 4H 18+

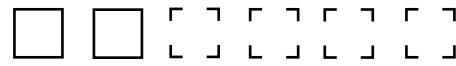
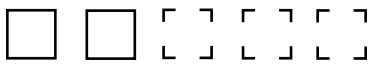
Nuclear catastrophe is always an unmitigated disaster. The only beneficiaries, albeit perversely, are the animals that flourish in areas humans evacuate. This has certainly been the case for the wild boars of Fukushima. Your pack has multiplied so rapidly, you must venture into neighboring farmland to find food. But when the humans start hunting you and your family, how will you protect your kin?

Designed by Epidiah Ravachol

**This Game Is:** Improv; Relationships; Storytelling; Real Emotions

**Content Advisory:** Violence against humans and animals, survival horror, body horror.

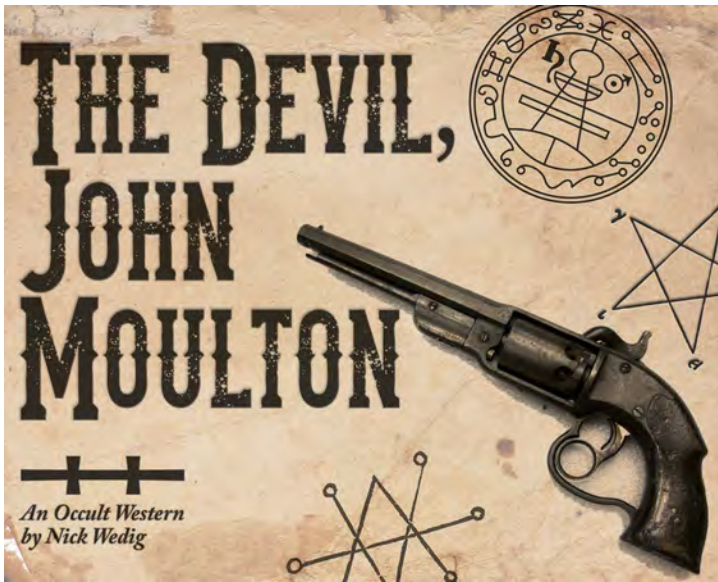




# GM NICK WEDIG

Table #

## The Devil, John Moulton



2-5 4H 13+

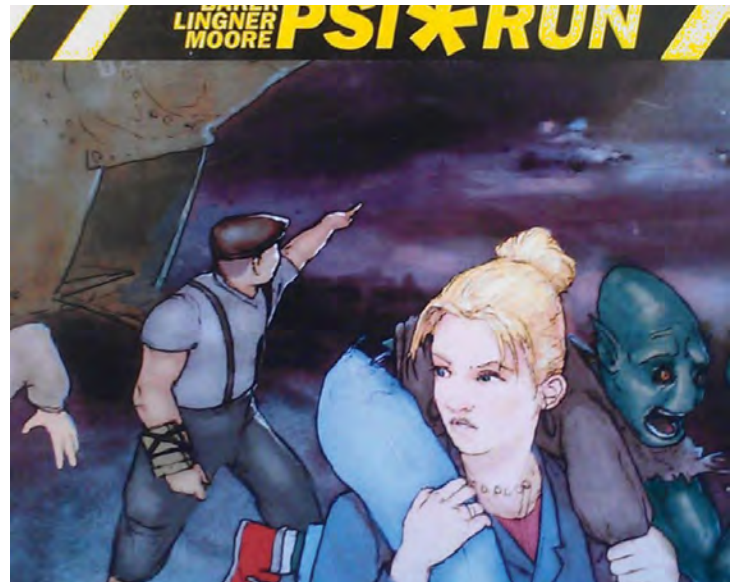
Somewhere out there is your quarry. The man they call 'The Devil John'. The man to whom you sold your soul. Now, you want it back. Each town you ride into finds your quarry's henchmen and minions. Each one is going to bring you a little bit closer to the your final goal. Kill enough warlocks and you might find the man himself. Then, there will be a reckoning.

Designed by Nick Wedig

**This Game Is:** Improv; Storytelling

**Content Advisory:** Game content may include potentially offensive material.

## Psi\*Run

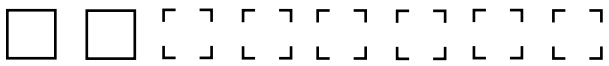


2-6 4H 13+

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:** Improv; Investigation; Storytelling



# GM SPENCER ABBE

Table #

## Quick Ass Game System (QAGS)



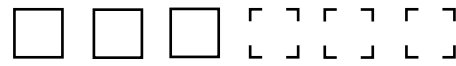
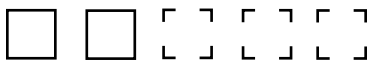
 **2-8**  **4H** 

The transient denizens of a desert motel must band together to confront the worst a table of random adversaries can throw at them. Players receive candy, or “yum yums” that can change the game’s reality...if only you can hold off eating them.

Designed by Steve Johnson & Leighton Conner

**This Game Is:** Improv; Investigation; Relationships; Storytelling

**Content Advisory:** Chocolate-based candy will be provided, so those allergic to nuts and chocolate should be forewarned.



# GM TARA KELLER

Table #

## Lady Blackbird



**2-5** **4H** **ALL**

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, find your way to the lair of the pirate? Will he even take the Lady as his bride? It's up to you.

Designed by John Harper

**This Game Is:** Acting; Improv; Investigation; Relationships; Storytelling

## Epyllion



**3-6** **4H** **ALL**

In Dragonia, you are a clutch of dragons looking to protect the land from the Darkness that has been all but forgotten. Inside everyone, the Darkness waits to take roots in doubt, anger, and sorrow. You will be learning what it means to be a dragon as you investigate rumors, solve problems, and discover what the growing evil in Dragonia is.

Designed by Marissa Kelly

**This Game Is:** Investigation; Relationships; Puzzles; Storytelling



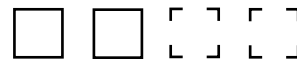


Table #

# GM GARRET NARJES

## Mythender



**3-4** **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.

Designed by Ryan Macklin

**This Game Is:** Improv; Combat; World Building; Relationships

## Project: Dark



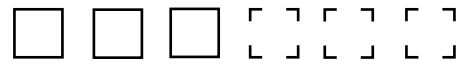
**2-4** **4H** **13+**

You'll play thieves who have been hired to procure something for another individual. Can you get in, get what you need and get out before everything goes sideways and half the city is looking for you?

Designed by Will Hindmarch

**This Game Is:** Improv; Combat; Investigation; Stealth





# GM STEVEN HAMMOND

Table #

## Hollow Earth Expedition



3-6 4H 13+

During the build up to WWII classic pulp heroes struggle against mortal and mystical foes, and their own weaknesses to discover the secret history of the world.

Designed by Exile Game Studio

**This Game Is:** Combat; Investigation; Puzzles

## Feng Shui 2



3-6 4H 13+

In Feng Shui, the action movie roleplaying game, you play heroes of the Chi War, protecting humankind's destiny in a titanic struggle across space and time. Victory depends on your gravity-defying kung fu powers, your ancient magics, your post-apocalyptic survival instincts, or your plain old-fashioned trigger finger.

Designed by Robin D. Laws

**This Game Is:** Combat; Investigation

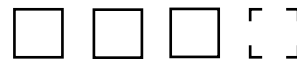


Table #

# GM SEAN NITTNER

## Blades in the Dark



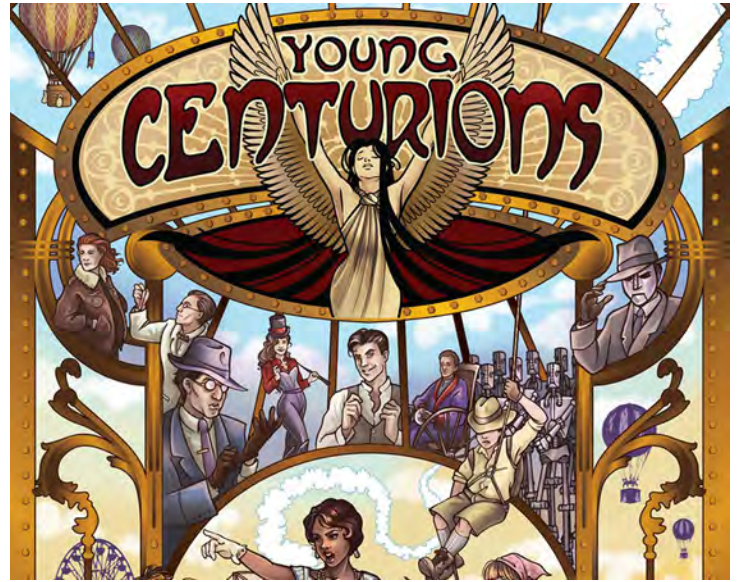
3-4 4H ALL

In Blades you play a group of enterprising scoundrels trying to carve out a place for yourselves inside a haunted city.

Designed by John Harper

**This Game Is:** Combat; World Building; Relationships; Storytelling

## Young Centurions



3-4 4H ALL

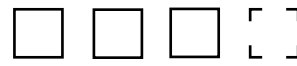
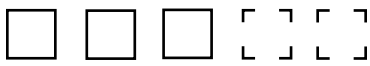
Every hero story has its origins. Bring those tales to life with the Young Centurions RPG! Take on the neighborhood bully or a mad scientist bent on world domination—or both! Discover ancient artifacts and get home before the dinner bell. Join your friends for exciting adventures at home and abroad.

Designed by Carrie Harris and Clark Valentine

**This Game Is:** World Building; Relationships; Storytelling

**Content Advisory:** We're talking about teenagers just before WWI. It's a family friendly game but that might be worth mentioning.





# GM ANNA KREIDER

Table #

## The Watch



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

You are a soldier of The Watch, tasked with defending the new border and reclaiming the land taken by the Shadow. In a short time, you have lost so much that it sometimes leaves you breathless - clan, custom, land, and loved ones. You stand together with your sisters-in-arms in defense of the people, but though the clans were dissolved the old fault lines are always there, hoping to shatter the strength of the people once more.

Designed by Andrew Medeiros and Anna Kreider

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

## The Starlit Kingdom

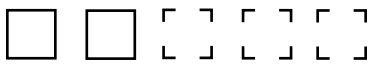


**3-4** **4H** **18+**

Many, many centuries ago, the people of Earth co-existed with the people of the Moon in peace and harmony. This might surprise you, as the Moon queendom was a place rich with beauty and full of wonders, not the least of which were its people, who were blessed with magic and long life. It was thought that this golden age would last forever. Such is the complacency that peace brings.

Designed by Anna Kreider

**This Game Is:** Acting; Relationships; Storytelling; Real Emotions



# GM CHRIS CZERNIAK

Table #

## Worlds in Peril



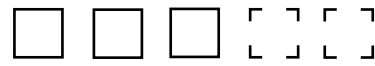
 **2-5**  **4H** 

Dr. Malicious helped change the world and was pushed too far doing so. Your team had to take him down and put him in prison. Now he has escaped and is looking for revenge. Mix of superhero action with personal issues. Super heroes using the Powered by Apocalypse system.

Designed by Adam Bosarge/ Kyle Simons / Jason Faulk

**This Game Is:** Combat; Relationships; Uncover the GM's plot





# GM ALAN DE SMET

Table #

## Mythender



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

Mythender is a game of over-the-top narrative combat and a touch of angst. Mythenders tap into divine power to hunt the gods who oppress mortalkind. That same power endangers their very humanity; Mythenders constantly risk becoming new oppressive gods themselves. Inspired by movies like 300, Beowulf, Final Fantasy VII: Advent Children, and the God of War video games.

Designed by Ryan Macklin

**This Game Is:** Improv; Combat

## Leverage

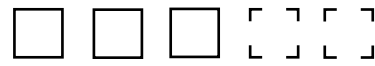


**3-5** **4H** **18+**

An up-and-coming IndyCar drive is being extorted by her employer to throw her first Indianapolis 500. A forged video will destroy her father's career. The Leverage team steal the video and ensure the employer doesn't have a backup plan? Of course they can! But how does it go down?

Designed by Cam Banks, Rob Donoghue, Fred Hicks, Ryan Macklin, Clark Valentine

**This Game Is:** Investigation



# GM LOWELL FRANCIS

Table #

## Before the Storm



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

It's the last few hours of the world as you know it. Tomorrow, the Stormsworn. There's no way out of the coming battle. You sit in the castle hall, yourself and your small band of companions, those you must now trust and rely on. You all have flaws, secrets and regrets, things you ought to tell each other but never have. In these last hours, you have a chance to put that to rights.

Designed by Joanna Piancastelli

**This Game Is:** Improv; World Building; Relationships; Storytelling

## Action Cards



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

Neo Shinobi Vendetta: Keep to the shadows! Your cyber-ninja clan battles the Mega-Zaibatsus and stalks through Neo-Kyoto. You plan, plot, and strike from the darkness. But sometimes things go wrong. Like now. If it is The Illustrious Orbital Mikado's will, you will survive! Action Cards, a card-based Fate hybrid.

Designed by Lowell Francis

**This Game Is:** Combat; Puzzles; Problem Solving





# GM PETER SMITS

Table #

## Planescape



 **3-6**  **4H** 

This story centers around the exploits of the planar delivery service Plane-atary Express, where the players are employees. Hired by the baurier Kale, they form the new “Asset Procurement and Consignment” division; a fancy name for a group cutters who’ll get what you’re after and bring it to you...for a bit of jink of course. You all work as a team while on assignment.

Designed by David “Zeb” Cook

**This Game Is:** Investigation; Puzzles; Exploration

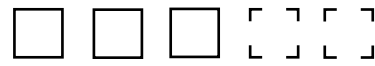


Table #

# GM STEVE SEGEDY

## Fiasco



3-4 4H 13+

Fiasco is GM-full game 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!

Designed by Jason Morningstar

**This Game Is:** Improv; Relationships; Storytelling

## The Sprawl



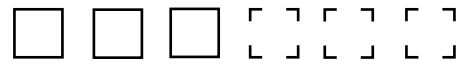
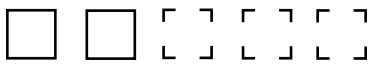
3-5 4H 13+

You are 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 disposable. The Sprawl is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future.

Designed by Hamish Cameron

**This Game Is:** Combat; Investigation; Storytelling





# GM RENEE KNIPE

Table #

## Conan (1985 TSR edition)



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

Between the time when the oceans drank Atlantis and the rise of the sons of Aryas, there was an age undreamed of. Now you too shall tread the jeweled kingdoms of the Hyborian world, carving a destiny for yourself with naked steel.

This game makes use of the TSR's 1985 edition of the *Conan Role-Playing Game*.

Designed by David "Zeb" Cook

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

**Content Advisory:** Blood and gore, most likely.

## Astonishing Heroes of Hyperborea



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

Looking for something weird? Something Old School? No problem! *Astonishing Heroes of Hyperborea* is a mash-up of Dominique Crouzet's masterful OSR ruleset, *Fantastic Heroes & Witchery*, and the Clark Ashton Smith-inspired Hyperborea of Jeff Talanian's *Astonishing Swordsmen & Sorcerers of Hyperborea*.

Designed by Dominique Crouzet & Jeff Talanian

**This Game Is:** Combat; Uncover the GM's plot; Weird, OSR

**Content Advisory:** Blood and gore, most likely.

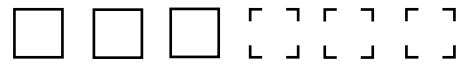


Table #

# GM ADAM STRONG-MORSE

## Heroic Dread



**3-6** **4H** **ALL**

As the Masters of the preeminent school of magic in the land, you stand united as a collegial, friendly body. Isn't it unfortunate that between the political infighting and personal animosities, some of you are barely willing to speak to each other? Let's hope the election of a new Dean isn't too divisive... A role-playing intensive game for 6 pregenerated characters.

Designed by Adam Strong-Morse, based on the work of Epidiah Ravachol and Nathaniel Barmore

**This Game Is:** Acting; Improv; Relationships; Uncover the GM's plot; Storytelling

## TimeWatch/Dungeon World mash-up



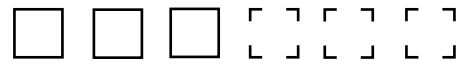
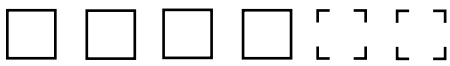
**3-6** **4H** **ALL**

The agents of TimeWatch's Mythic Division must preserve various alternate timelines--alternate timelines filled with the heroes of legend, monsters, and even gods. This time, Rome has disappeared entirely, and Carthage and Etruria war for dominance of the Mediterranean. Figure out what happened, and restore the legends to their proper places!

Designed by Mash-up by Adam Strong-Morse and Sam Sherry; TimeWatch by Kevin Kulp; Dungeon World by Sage LaTorra and Adam Koebel

**This Game Is:** Improv; Investigation; Relationships; Uncover the GM's plot





# GM WILLOW PALECEK

Table #

## Monsterhearts



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

Play a teenage monster, struggling with your monstrous nature, and your own awkward teenage sexuality. Get into messy love triangles, brutal fights with other monsters, and watch your world fall apart around you.

Designed by Avery Alder

**This Game Is:** Improv; Relationships; Storytelling

**Content Advisory:** Sex and murder

## The Mountain Witch



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

Play a ronin, hired to kill the Mountain Witch, driven by the lure of gold, and your own dark past. Can you trust the other ronin? An adventure inspired by Japanese fiction and cinema, where the most important thing is whether or not you trust those by your side.

Designed by Timothy Kleinert

**This Game Is:** Trust and Honor

**Content Advisory:** Samurai Violence

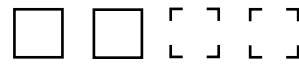
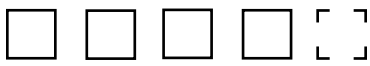
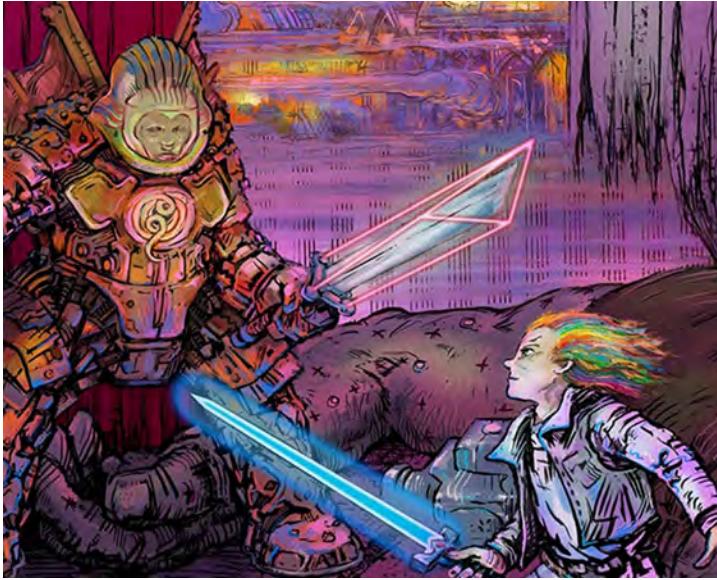


Table #

# GM JAMES STUART

## Space Wurm vs Moonicorn



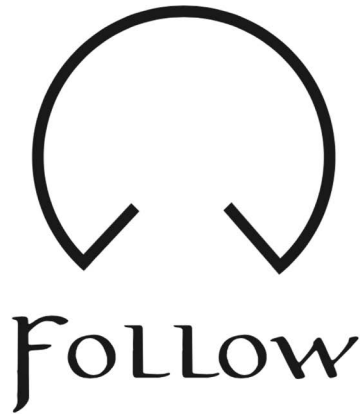
4-5 4H ALL

In Space Wurm vs. Moonicorn, this Monsterhearts-inspired hack takes to the stars in an epic tale of adventure, romance, and rivalry. Surrounded by devoted friends and perfidious foes, Space Wurm and Moonicorn wrestle for control over the fate of the galaxy. The future is in your hands. How will it end, and what will it cost you? Whose side are you on?

Designed by Johnstone Metzger

**This Game Is:** Acting; Combat; World Building; Relationships; Storytelling

## Follow



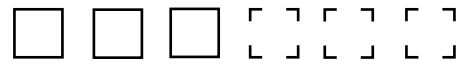
2-4 4H ALL

Follow is a game about working together to achieve a common goal. Slay the dragon. Cure a disease. Get your candidate elected. Can we stay united and succeed or do our differences tear us apart? We create a situation, a quest which needs to be solved, build a cast of characters, and see what they're willing to sacrifice, who needs to be in command, whose demands get pushed to the side, and what really matters deep down. A collaborative GMless game.

Designed by Ben Robbins

**This Game Is:** Acting; Improv; World Building; Relationships; Storytelling





# GM STENTOR DANIELSON

Table #

## Get Ready To Rock



3-6 4H 13+

Your band just hit the big time, but as you head out for your tour, those rock star egos are starting to get out of hand. Chase your dreams and try not to make too many bad decisions. Based on the "Powered by the Apocalypse" system.

Designed by Stentor Danielson and Cheyenne Wall-Grimes

**This Game Is:** Improv; Relationships; Storytelling

**Content Advisory:** May involve Sex and Drugs as well as rock 'n' roll.

## Dread: Dinosaur Edition



3-6 4H 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:** Improv; Relationships; Uncover the GM's plot



# GM EPIDIAH RAVACHOL

Table #

## The Dread Geas of Duke Vulku



 **3-6**  **4H** 

Hoary alchemies sustain the 17 sages whose insatiable appetites for knowledge must be fed. Their hand & shield is the dour Duke Vulku and you, his army of skalds & half-scholars. You have long since freely given yourselves over to the Duke's sorcerous sway. His needs are yours. You are precious to him and he is more so to you.

Designed by Epidiah Ravachol

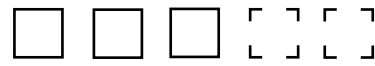
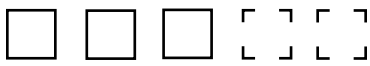
**This Game Is:** Storytelling; Manual Dexterity

**Content Advisory:** Mind-control: The player characters are under the supernatural sway of Duke Vulku who may or may not be the villain of the piece.

# GAMES ON DEMAND

GENCON  
2016





# GM MCGRAVIN

Table #

## Blades in the Dark



3-5 4H 13+

In *Blades* you play a group of enterprising scoundrels trying to carve out a place for yourselves inside a haunted city. Each player chooses a role for their character, and then everyone chooses the role of their Crew together. Consider what you're after, speak to your contacts and case the target to find the perfect Score, decide on a plan and jump into the action.

Designed by John Harper

**This Game Is:** Combat; World Building; Relationships; Storytelling

## Goblin Quest



3-5 4H 13+

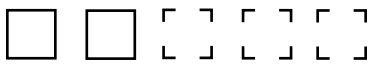
A game about slapstick violence, fatal ineptitude, and the greatest adventure of your life. Play a series of goblins and watch them meet hilarious ends while failing to achieve the most basic tasks. Will they survive the dangerous world and avoid the attentions of brutal orcs, murderous bugbears, mean-spirited hobgoblins and scary wizards? Probably not. But you'll have fun finding out!

Designed by Grant Howitt

**This Game Is:** Storytelling

# GAMES ON DEMAND

GENCON  
2016



# GM COLIN KYLE

Table #

## Axon Punk: Overdrive



 **2-5**  **4H** 

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:** Improv; Combat; Investigation; Relationships; Storytelling

**Content Advisory:** 13+ for cinematic violence and drug use

# GAMES ON DEMAND

GENCON  
2016



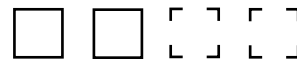


Table #

# GM MARK REDACTED

## Hexnoir



2-4 4H 18+

All the old tales were true. A thousand-year-old truce's end has returned the splendor and horror of magick to a world already straining beneath the grip of corporate control and environmental destruction. You are criminals and operators working in the shadows of this newly dangerous world: what will you pay for a chance at better life?

Designed by Jeremy Keller & Justin Alexander

**This Game Is:** Improv; Combat; Investigation; Relationships; Storytelling

**Content Advisory:** Rated PG-13 for action violence and adult themes

## Swords Without Master



2-4 4H 18+

A game of strange sorceries, brutal violence and astounding wonder by Epidiah Ravachol. Let us tell a tale of swords and sorcery, or rogues living by their wits and prowess, plunging into the unknown, and seizing from it untold treasures!

Designed by Epidiah Ravachol

**This Game Is:** Improv; World Building; Storytelling

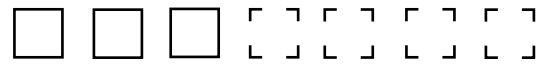


Table #

# GM BARAK BLACKBURN

## Retrostar



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

Emulating 1970s sci-fi television series, from commentary to amazing wardrobe choices, with a disco soundtrack and limited budget, Retrostar will bring you to the future, broadcast with rabbit ears and static.

Designed by Barak Blackburn

**This Game Is:** Acting; Improv; Relationships; Storytelling; Real Emotions

## Capes, Cowls, and Villains Foul



**3-7** **4H** **13+**

Players will play superheroes, how much you can lift is not important, rather, players are given the tools to tell superheroc stories, not restrained by such limitations.

Designed by Barak Blackburn

**This Game Is:** Acting; Relationships



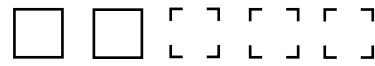


Table #

# GM DAVID LEAMAN

## Mythender



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

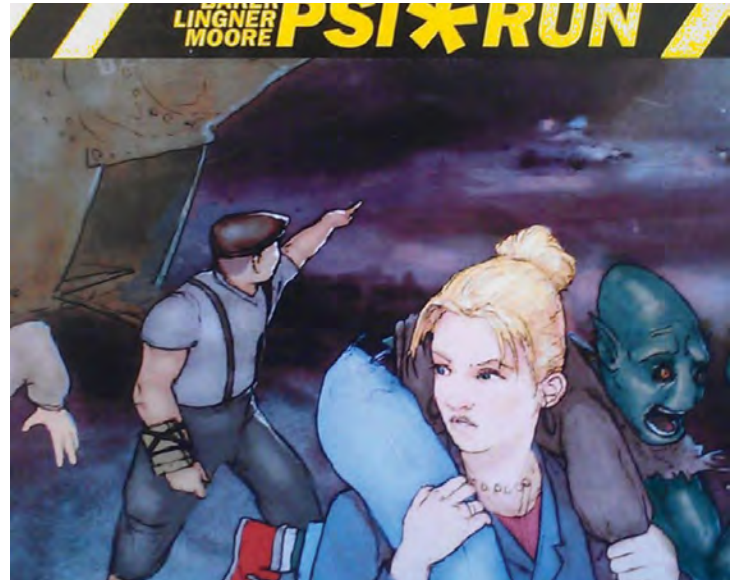
You are a Mythender: a powerful individual whose life has been ruined by the gods, and who has sworn to destroy the gods in return. You wield great power, but run the risk of it turning you into what you hate most: yet another god.

Designed by Ryan Macklin

**This Game Is:** Combat; Storytelling

**Content Advisory:** The GM will use a lot of profanity.

## Psi\*Run

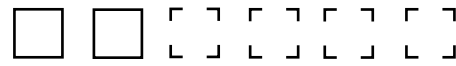
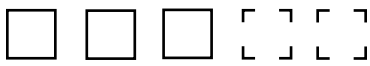


**3-5** **4H** **13+**

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

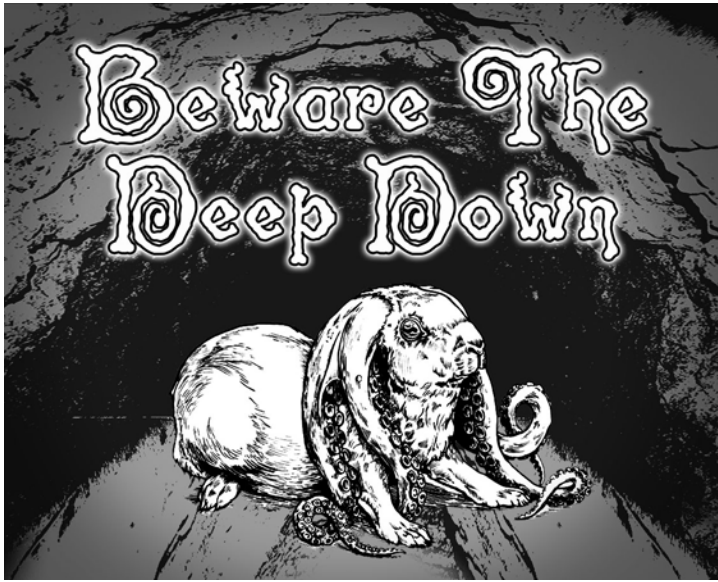
**This Game Is:** Acting; Improv; Storytelling



# GM MATT GWINN

Table #

## The Warren



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

Watership Down meets Call of Cthulhu. You play rabbits living in a high seaside warren poised on the brink of destruction. Surrounded on all sides by enemies and looming dangers, you must work together to ensure the survival of you ancestral home, all while probing the mysteries and dark forces making their way up from the Deep Down.

Designed by Marshall Miller

**This Game Is:** Acting; Investigation; Relationships; Storytelling

**Content Advisory:** Animal Violence, Possible animal death, Horror

## The Hour Between Dog and Wolf



**2-6** **4H** **18+**

2 to 4 players take on the roles of a family of killers, while 1 to 2 players take on the roles of a hero or duo trying to end the family's reign of terror. Explore an existential struggle that is both personal and metaphorical. Experience the world through the eyes of your characters as their inner demons guide them on their dark journey.

Designed by Matt Gwinn

**This Game Is:** Acting; Investigation; World Building; Relationships; Storytelling; Real Emotions

**Content Advisory:** Tone and content determined by players as part of setup, but will contain at least some dark content like murder. Uses the X-Card.



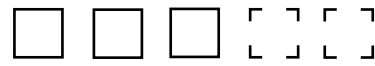
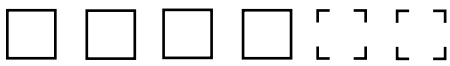


Table #

# GM BILL WHITE

## Trail of Cthulhu



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

You play real-life characters like Hunter S. Thompson, G. Gordon Liddy, and E. Gary Gygax as they find themselves caught up in Mythos weirdness on the streets of Chicago during the Democratic National Convention of 1968. As they probe deeper, they confront a mystery that threatens the very foundations of reality!

Designed by Ken Hite & Robin Laws

**This Game Is:** Investigation; Puzzles; Storytelling

**Content Advisory:** Violence, Politics

## Fate Core

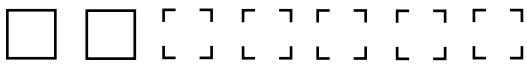


**3-5** **4H** **13+**

The characters are the leaders of a gigantic space ark that has fled the destruction of the Milky Way's galactic civilization. Now they've arrived in Andromeda and find it filled with alien space empires that wish to destroy the interlopers. Can humanity find a new home for itself in a strange new galaxy?

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

**This Game Is:** World Building; Storytelling



# GM JOSHUA KITZ

Table #

## Simple Superheroes




**2-7**

**4H**



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



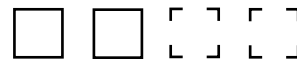


Table #

# GM ROSS COWMAN

## Fall of Magic



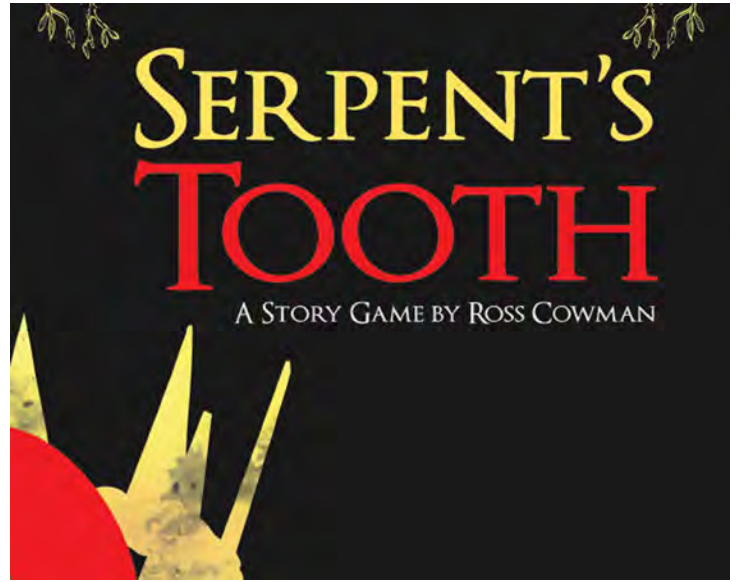
**2-4** **4H** **ALL**

An elegiac fantasy game about loss, travel and discovery, all played out in a slowly unfurling landscape full of genuine wonder and weird surprises. The game marries a peaceful, carefully paced aesthetic with tack-sharp design elements that are smarter than they look. It's hard to get more fantastic or magical than an actual scroll. As a hand-crafted object, Fall of Magic's cloth-map-as-setting powerfully evokes its themes, and sets a lovely bar for production.

Designed by Ross Cowman

**This Game Is:** Relationships; Storytelling

## Serpent's Tooth

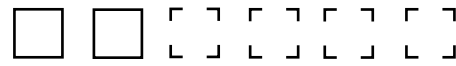
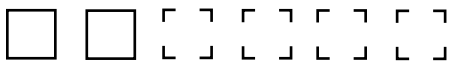


**2-4** **4H** **ALL**

A fast food manager, a star quarterback, the dungeon master, Rulers have many names. In Serpent's Tooth, we create a story about a King in the twilight of their rule. One of us plays the King, the rest of us play members of the court, each with a hidden nature and each able to seize the King's power for their own. Through play we will discover the fate of the King, the fate of the Kingdom, and what power does to the powerful.

Designed by Ross Cowman

**This Game Is:** Storytelling



# GM SCOTT ACKER

Table #

## Don't Rest Your Head



2-6 4H 13+

A monster is in your room, who won't leave no matter what you do. Of course, no one believes this Bad Man, lives in your closet / under your bed. Everyone says it's just your imagination. The way he looks at you with a deep, deep hunger -- that's more than imagination. You know when you go to sleep, he will devour you. So, you don't sleep, not anymore. One day, he says something different, he beckons you to open your closet and come inside.

Designed by Evil Hat Productions

**This Game Is:** Investigation; World Building; Relationships; Storytelling

**Content Advisory:** Yes, scary situations involving children.

## Fate Core/ Accelerated



2-6 4H 13+

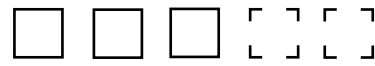
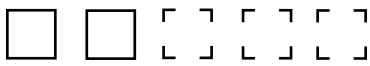
Fate of the Voidsea. In Dragonport your crew of pirates, misfits, and scallywags make a bit of coin, stay ahead of the guard, and avoid getting cursed (again). Head for the horizonstar me lads and steer clear of the Dark.

This uses a custom build of Fate Core/Accelerated with material from Amber Diceless, Jadepunk, Deep Dark Blue and Swashbucklers of the 7 Skies.

Designed by Evil Hat Productions

**This Game Is:** Investigation; World Building; Relationships; Storytelling





# GM KRISTIN FIRTH

Table #

## Everyone's A Suspect



**2-5** **4H** **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:** World Building; Storytelling

**Content Advisory:** Violence. Murder.

## Dog Eat Dog



**3-5** **4H** **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:** World Building; Storytelling



# GM JEREMY TIDWELL

Table #

## Companions



Something is wrong with the Universe, and you know exactly what it is. Once, the Universe was defended by its mighty guardians, the Time Ladies. A great war destroyed all but one of them. She was the Earth's defender, protecting it time and again from alien threats. Her name was the Doctor. And then she died. It's a good thing she trained you so well, isn't it?

Designed by Jeremy Tidwell

**This Game Is:** Acting; Improv; Investigation; World Building; Relationships; Storytelling; Real Emotions

**Content Advisory:** For All, some cartoony violence, some death.

# GAMES ON DEMAND

GENCON  
2016



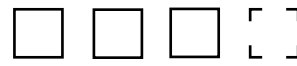
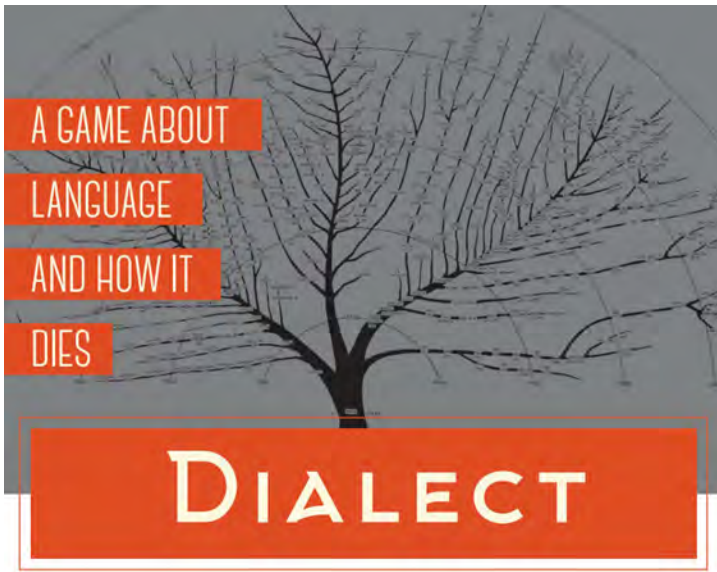


Table #

# GM HAKAN SEYALIOGLU

## Dialect



3-4 4H 18+

In 'Dialect', we follow the story of a community in isolation as seen through their language. We explore how the community's speech evolves as they face challenges, establish values, and contrast themselves from the society they've left behind. We'll embody characters within the Isolation, using this emergent language to express the interactions within the community.

Designed by Hakan Seyalioglu / Kathryn Hymes

**This Game Is:** Acting; Improv; World Building; Storytelling; Language

## Night Witches



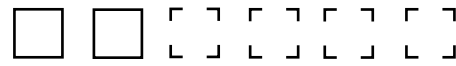
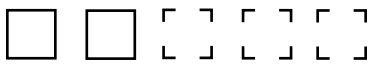
3-4 4H 18+

There was a night bomber regiment in World War Two composed entirely of women. Natural-born Soviet airwomen. These 200 women and girls, flying outdated biplanes from open fields near the front lines, attacked the invading German forces every night for 1,100 consecutive nights. When they ran out of bombs they dropped railroad ties.

Designed by Jason Morningstar

**This Game Is:** Acting; Improv; Combat; Relationships; Storytelling

**Content Advisory:** Sexism is a common theme in this game



# GM GIOVANNI LANZA

Table #

## Caress of Steel



2-5 4H 13+

Play as mighty Champions of Freewill in a struggle to keep the world in balance as both Order and Chaos seek to bring the world under their control. Do battle against epic foes, working together as a band of heroes to overcome incredible challenges.

Designed by Giovanni & JJ Lanza

**This Game Is:** Combat; World Building

## Masks: a New Generation



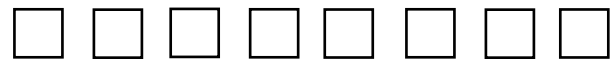
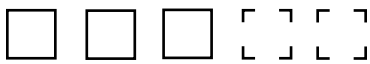
2-6 4H 13+

Play as young heroes discovering who they are as heroes and people, all the while battling villains and saving people from danger.

Designed by Brendan G. Conway

**This Game Is:** Combat; World Building; Relationships





# GM MAD JAY BROWN

Table #

## Symbaroum



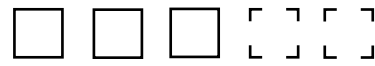
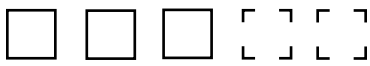
**3-5** **4H** **13+**

-

Explore the vast Forest of Davokar in the hunt for treasures, lost wisdoms and fame. Visit the eleven barbarian clans to trade or to plunder their treasuries. Or survive encounters with famished Arch Trolls, dark-minded Blight Beasts and undead warlords. But whatever you do, never ignore the warnings spoken by the wardens of the forest: tread carefully and do not disturb the ruins of old, for the dark deep of Davokar is about to awaken.

Designed by Järnringin

**This Game Is:** Combat; Rules Mastery



# GM SHANE HARSCH

Table #

## Narosia: Sea of Tears



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

Children are missing in the Village of Gillkas. Has this happened before? Discover the world of Narosia — a world of adventure, where hordes of Fel creatures threaten to escape their Deep-land prisons and demonic Voidspawn stalk the wilds and ruins. Are you prepared to venture forth seeking fame and fortune, courting death, honoring the profession of adventurer, and bringing hope to those without it?

Designed by Shane Harsch

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

## Novapunk



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

Bottle, bottle, who's got the bottle? You meet a very disturbed man who hires you as bodyguards on a business deal. Bottle, bottle, what's in the bottle? And why are some people willing to kill for it? No deposit, no return. Run the shadows of the Sixth Age in this urban fantasy adventure, set in the world of Shadowrun. Powered by NOVA6 — more action, less rules, and a sharper edge than your favorite synthehol.

Designed by Shane Harsch

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



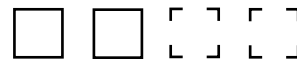
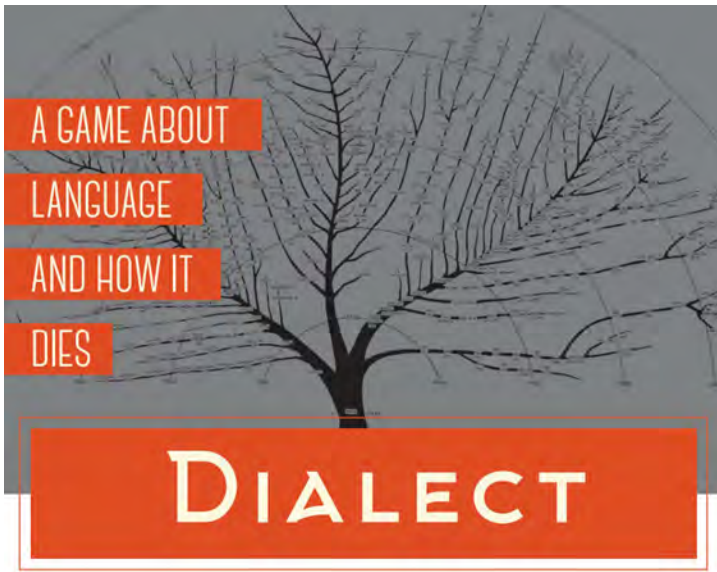


Table #

# GM KATHRYN HYMES

## Dialect



3-4 4H 18+

In 'Dialect', we follow the story of a community in isolation as seen through their language. We explore how the community's speech evolves as they face challenges, establish values, and contrast themselves from the society they've left behind. We'll embody characters within the Isolation, using this emergent language to express the interactions within the community.

Designed by Hakan Seyalioglu / Kathryn Hymes

**This Game Is:** Acting; Improv; World Building; Storytelling; Language

## Fall of Magic



2-4 4H ALL

An elegiac fantasy game about loss, travel and discovery, all played out in a slowly unfurling landscape full of genuine wonder and weird surprises. The game marries a peaceful, carefully paced aesthetic with tack-sharp design elements that are smarter than they look. It's hard to get more fantastic or magical than an actual scroll. As a hand-crafted object, Fall of Magic's cloth-map-as-setting powerfully evokes its themes, and sets a lovely bar for production.

Designed by Ross Cowman

**This Game Is:** Relationships; Storytelling