

2011 SPONSORS



STEVE JACKSON GAMES



UK GAMES EXPO



BIRMINGHAM

3rd - 5th June
EVERYTHING ABOUT GAMES

EUROPE'S
LARGEST
DICE SHOP

www.thediceshoponline.com



THE
DICESHOP
ONLINE

UK GAMES EXPO

Contents

04 Gaming is in their blood - Triple Ace

Explore the story of how Fighting Fantasy became such a hit and how close it came to never happening.

06 Bringing board gaming back to the UK

Gary Mitchell, author of *Space Vixens From Mars* explores the world of Sci-Fi miniature wargames.

10 Head to Head

Matt Leacock and Martin Wallace go head to head revealing what makes them successful games designers

12 War for Edath

Read about the War for Edath card game. Not a CCG but a game of strategy and tactics using both cards and optional battle mats.

15 Industry Spotlight

Cubicle 7 have been an Expo Sponsor and attendee since the first year. Read how things have changed for them over the past 4 years.

16 - 17 Trade/Sponsors

Need to find an exhibitor or want to know who is supporting the UK Games Expo - look no further.

18 - 19 Maps

The centre pages contain the maps of the show. The Clarendon Suites are larger than they seem so make sure you don't miss out.

22 Notes from a noobie board games designer

Bringing a game from concept to finished product by our own Richard Denning.

24 Seminars/Workshops

Don't miss out on the chance to meet and hear some fantastic guests and speakers.

26 Around the world in 80 Years

Explore the history of the World Cup through the eyes of the maker of World Cup 2010

27 Counting Coup

Every boy loves Cowboys and Indians - read about the true Indian warriors here and then perhaps try the demo in the purple zone.

29 Expo Awards

Time to cast your vote for this years best new games.

32 Why we must encourage everyone to play more games

Why playing games is important and how you can encourage others to join our great hobby.

COVER ARTWORK

"This illustration was based on the main antagonist's ship in Fighting Fantasy: Stormslayer. When I read the brief about how the ship is suppose to be this bulbous fish-shaped flying machine that changes weather, the first thing that came into my head was a puffer fish. I then expanded on the idea by using elements of a porcupine fish, a close relative of the puffer, for spines that shoot out lightning."

Emerson Tung is an illustrator based in the Bay Area of San Francisco. He is originally from Malaysia, and is now pursuing his Bachelors of Fine Art in Illustration at the Academy of Art University in SF. He loves illustrating science fiction and fantasy subjects, especially robots. You can see more of his work at www.emersontung.com.

Welcome to UK Games Expo 2010 – our 4th annual games convention. I am in a reflective mood so I thought I would look back at what we hoped to achieve with UK Games Expo and how well I feel we have done.



In 2006 Patrick Campbell and I along with 2 others organised a small games convention in Birmingham called Game 06. It was interesting to run but was purely a tournament convention with Flames of War, Warmachines and Dungeons and Dragons Minis events and had little trade and no public participation and I felt that we could achieve far more. I had heard of the great German convention Essen Spiel and the giant US conventions Gencon and Origins and hankered after something a little like that. We visited Essen that year and were astonished by it: halls full of games companies demonstrating their games to thousands of eager players and – here is the thing – not just gamers, not just men and boys, but families.

Returning to the UK, we said to ourselves WHY can't we have that type of event here? I had been to many Wargames conventions but none had that buzz of families enjoying the event alongside the gamers. So we constructed our own take on what we saw there. We wanted tournaments for the dedicated gamer, rooms for roleplayers to "belly up" and roll their dice, tables for the board gamers and as many companies willing to engage the public and show them their games as we could shoe horn in. To all that we added costumed groups, arcade games, children's tournaments and evening gaming rooms. We wanted Expo to be an experience for many hundreds for an entire weekend.

We did not anticipate the enthusiastic response from the board game companies and players that we had in that first year. We had hoped for 1000 attendees and we now believe that we had 1400+. Year Two and Three saw that rise to 2500+. We are now not only the biggest board game convention in the UK but also the biggest roleplaying one too. We also offer Wargamers their popular tournaments. We also have a number of great Wargames participation games this year. Expo is all about participation.

This year, of course, we are well on into the recession. I would be foolish not to accept times are tough. Despite all that – or maybe because of it – I look forward to the 2010 show. We have worked hard to bring you many great features. A highlight is the visit by Steve Jackson and Ian Livingstone, the creators of Fighting Fantasy. I for one will be lining up to get a copy of one of their books signed. We also welcome Tobias Stapelfeldt of German board game company Eggertspiele, authors MD Lachland, Stephen Deas, Gavin Smith and artist Neil Roberts as well as game designer Alessio Cavatore. Don't miss the talks and workshops by them (see listings in this program).

There are many, many games to try out all round the venue but be sure to check out the Dungeons and Dragons Gold Zone. Try your luck at the Passport – get it stamped around the convention and hand it back in to maybe win £100 worth of vouchers valid on certain trade stands. Oh, and don't forget to vote on your favourite games in the awards.

All the crew wish you an exciting UK Games Expo.

Richard Denning

GAMING IS IN THEIR BLOOD!

With well over 150 digital products and 20 print books released over the last three years, Triple Ace Games is a flourishing role playing games company based in the UK, this exciting, creative collective has grown from strength to strength, flying the British flag and carving a path of their own in an American dominated industry.

Triple Ace Games began publishing during the summer of 2008, with many of the creative team discussing the plans for the new venture at UK Games Expo. The creative team headed up by Robin Elliott and Paul “Wiggy” Wade-Williams, had previously been working with US publisher Pinnacle Entertainment Group. Although being involved in the creation of some great products, like *The Savage World of Solomon Kane*, *Rippers*, and *Slipstream*, the future for these budding entrepreneurs was to produce the games they wanted to make.

Robin Elliott, Production Director at Triple Ace Games explains, “Part of the downside of being employed by another company was not always being able to use the many ideas that we had in our minds.” Taking a gamble, they set-up Triple Ace Games with very little money but lots of ideas. Robin continues, “We took advantage of the blossoming online market and focussed on making electronic products we could quickly

release and without huge financial investment. The gamble paid off, but I do remember how feverishly we worked in that first couple of years—it boiled down to a new product every week!”

Moving Forward

Three years down the road the team are still working hard. Paul Wade-Williams, TAG’s Creative Director, describes the situation: “We like to keep moving forward trying new ideas. Some are more successful than others, but the way we work allows us to test new ideas very easily—I guess it’s all down to the internet. We can reach our fans so easily and they let us know if we are doing something wrong.”

Triple Ace Games cannot be described as slackers. Looking at their lively website, www.tripleacegames.com, shows all the evidence of a prolific rate of releases. In such a short period of time they have created many fantastic settings and much support for those settings in the form of adventure and GM source material.

The majority of the products have been designed to use the *Savage Worlds* rules set from Pinnacle Entertainment. It’s not surprising they opted to use this system, as it’s a major part of their gaming background. Many of Triple Ace Games’ settings have been written by Paul—or Wiggy as he prefers to be called—including the futuristic horror of *Necropolis 2350*, 1930’s pulp adventure series *Daring Tales of Adventure*, and *Hellfrost*, lavishly detailed, Nordic-inspired fantasy world undergoing a magical ice age.

Along side these core brands is Dave Blewer’s *Sundered Skies*, a dark fantasy setting located in a world of floating islands, and Kevin Anderson’s *Wonderland No More*, a dark twist on the famous *Alice’s Adventures in Wonderland* by Lewis Carrol.

New Worlds

In 2010, Triple Ace Games ventured away from the *Savage Worlds* system to bring out a brand new swashbuckling RPG, *All For One: Régime Diabolique*. The game uses the *Ubiquity* system developed by American publisher Exile Games Studio.

Wiggy describes *All For One* as, “In two words, swashbuckling horror.” What more do you need to know? “There’s a lot of leeway in that genre mix, though,” he continues. “With a simple tweak of the game mechanics you can run something really dark and gritty with few supernatural elements, or camp it up to the level of *Buffy the Vampire Slayer*.”

“The core rules make the assumption you’re a King’s Musketeer. There are a dozen sample characters in the rulebook, and while they are all Musketeers, each has a unique slant. So we have an alchemist, a duelist, a former artillery gunner, an aspiring officer, and a messenger, for example.”



The TAG Team. From left to right Robin Elliott, Dave Blewer, Paul ‘Wiggy’ Wade-Williams, Dave Styles & Kevin Anderson. Photo: Kat Hepburn

“All for One is very much se where the horrors people fe Magic is a real and potent p much tied into manipulatn don’t have mystical powers rather mystical knowledge. mage casting a “fireball” spe for example, doesn’t draw o his own inner energy or son nameless force; he summon elemental to do his bidding

League of Advent

Wiggy, the setting’s author, “Leagues of Adventure is no to be a historically accurate roleplaying. It freely blends fiction to create an exciting semi-fictional world, Sherlock Holmes and Professor Lidenbrock are not works of fiction, but living, breathing members of society. Dastard villains like Professor James Moriarty and Fu Manchu pl civilized societies. Huge airs already ply the skies.

The militaries of the world a experimenting with tanks a submarines. Mad inventors boundaries of science ever f their wondrous inventions. Forgotten settlements like Machu Picchu can be found decades before their historic discovery. Beyond the realr civilization lie places once t mere fables.”

Free RPG

At this year’s Expo Triple Ac together with UK Games Ex releasing a free quick start v Leagues of Adventure. The l contains characters, quick s a couple of adventures. To c for this free book all you ne to do is sign up for one of t many RPG sessions over the weekend.

Triple Ace Games intends to continue its work in the RP industry, but it also has aml expand into other table top especially card games and b Whatever happens, I am su winning combination of exp talent will continue to bring games to the eager player—

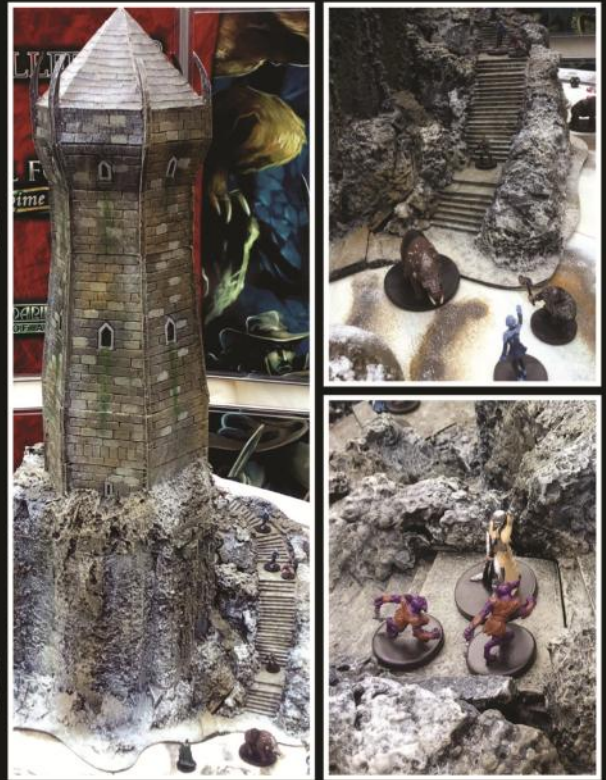


WELCOME TO
HELLFROST
ICEBLADE KEEP

DEEP IN THE ICEBLADE MOUNTAINS LIES A DARK TOWER

ICEBLADE KEEP HAS BEEN OVERRUN BY EVIL

AS THE HELLFROST SPREADS OVER THE LANDS OF RASSILON, DARK CREATURES ROAM FREELY!



TAKE UP THE CHALLENGE AND RECLAIM THE KEEP!

GAMES RUNNING ALL WEEKEND VISIT TRIPLE ACE GAMES BOOTH 10 IN THE WARWICK ROOM (GREEN ZONE)



WWW.TRIPLEACEGAMES.COM

Spreading the word - Bringing

It is a reasonable assumption that if you are reading this article you love playing analogue games (games where you sit around a table), they may be wargames, role play or some form of modern board or card game. In all probability you are an enthusiast, or are travelling as the long suffering partner of an enthusiast; you might have travelled a fair distance with the aim of meeting up with old friends, seeking out that game you have been looking forward to buying for what feels like forever and or just to sit down and play games. At this year's UK Games Expo you have the opportunity to play games with people you have never met before, explained at times by enthusiasts and games manufactures alike with no hard sell. It's fun, it's social and provides a mental challenge that keeps us coming back for more - yet still most people in the UK don't get it, don't find it either interesting or 'cool' or just don't know about it.

The Right Games

Look at the games you have and consider what has worked well with non gamers and what hasn't? Start with your families and friends; if they have been reluctant to play games with you maybe you are asking them to play games you want to play rather than games they might want to play. Consider broadening your collection to include more games that would work well with the dynamics of your social circle. Often a good starting point is the games you might dismiss as light weight "fillers", these often work best as the hook to capture the imagination of those around you. Think what would create a great gaming experience, think social, humour, no exclusion, little or no luck, short playing time, a level playing field (so avoid knowledge based games) and rules you can explain in seconds not minutes. Sounds hard to achieve? Here are several games we use to great effect.

Straw (by AEG)
Simple numbers card game.

Quoridor (by Gigamic)
A maze game for up to four players.

Cloud 8 (by Out of the box)
A risk management game with a great feel.

High Society (by Eagle Games)
A bidding war with clever twists.

Dixit (by Libellud)
A game of subtle descriptions and double meanings.

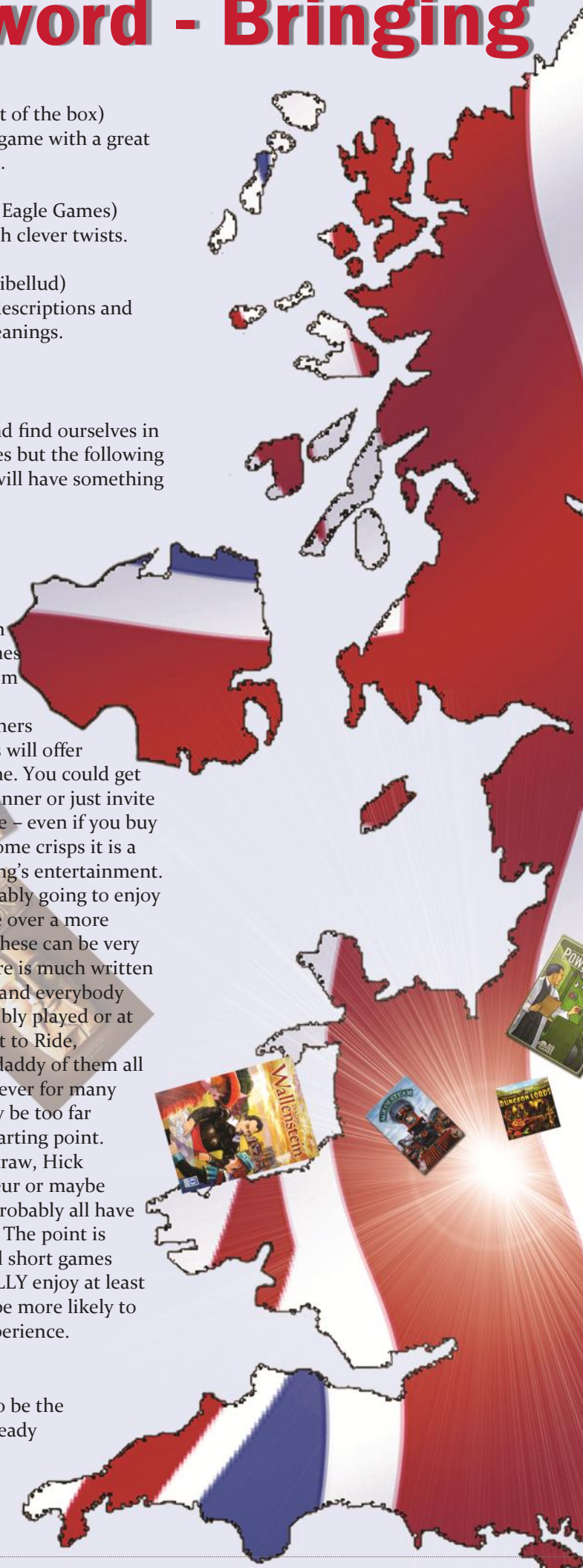
Get Visible

We are all different and find ourselves in different circumstances but the following suggestions we hope will have something for everybody:

Play with family/friends

What better place to start than playing with your own family? Games like those above or from the likes of Gigamic, GameWright and winners of the Spiel Des Jahres will offer something for everyone. You could get something out after dinner or just invite friends over for a game - even if you buy a bottle of wine and some crisps it is a relatively cheap evening's entertainment. Non-gamers are probably going to enjoy a light filler type game over a more thoughtful game but these can be very effective "hooks". There is much written about gateway games and everybody reading this has probably played or at least read about Ticket to Ride, Carcassonne and the daddy of them all Settlers of Catan, however for many people even these may be too far down the track as a starting point. Think of games like Straw, Hick Hack, Ligretto, Saboteur or maybe even Bang, (you will probably all have your own favourites). The point is that if you play several short games most people will REALLY enjoy at least one of them and will be more likely to want to repeat the experience.

Start a Group
This frankly is likely to be the hardest unless you already have a group of like-minded friends but



Boardgames back to the UK

look at your contacts and consider where your best opportunity lies. This might be within your community groups as an extension of other activities, within your local church, pub, library, workplace or your local community centre. Maybe if playing with friends has been successful then suggest meeting with them on a regular basis, starting small is OK and meet at your home.

Introduce games to your children's school

Whilst this can be difficult to establish on site you could start by showing a quick game to another child or parent and encourage their children to meet up to play some games. Trying to set up an after school games group, requires a level of patience and dedication that every parent or teacher will be familiar with. It is likely to require you to make your games available to the school and children can unwittingly be far from gentle with your precious games. It

requires games that capture the imagination, can be taught incredibly quickly and played by a variety of ages and abilities which unless you have your own children may be a departure from your own collection of games. If you think your school could benefit from our help then drop us an email or give us a call. Imagination Gaming is specialist in working with schools and our work in linking the curriculum to games and working with children who are disengaged has won us a great deal of support and is highly respected.

Communicate

This could be anything from starting your own blog, to just talking to people you meet in a way that engages, informs and entices.

Support Your Local Retailers

In our cash strapped world 'Support Your Local Retailer' doesn't mean treat your local games store like a charity and give them business when the commercial realities suggest otherwise. Encouragingly anecdotal evidence from a number of games retailers suggest that sales of games are going up and that this is often to non gamers and in particular families. The sales figures for the final quarter of 2010 showed a 10% rise in games sales. However many games stores on the high street are not commercial conglomerates and need all the support we can give them. Support that can take many forms including:

If they provide you with a service bringing games to your attention and or allowing you to play before you buy then reward this effort with business.

If you can see ways they could reach out into the community and attract new customers talk to them and offer to help them.

Direct friends and family to local stores. Ultimately part of encouraging people to play games more is making them more visible within the community and easily accessible when it comes to buying

Playing games helps instil and reinforce basic social norms in children and young people;

- Using games in education engages children, generating energy where they can use the skills taught every day in the classroom in playing games that reinforce their formal learning.
- Skills we learn in playing games e.g. communication, negotiation, logic, planning, critical thinking etc are invaluable life skills that many in society seem to lack. When used with teenagers in 'life skills' groups games offer a real and viable tool that even the most difficult teenagers will engage with.
- Society and communities are increasingly fragmented and isolated; games again can provide a framework that can be used in community building projects, to bring people out and to get factionalised communities talking to each other.
- As we grow older not only is it important to have routes into society to help alleviate loneliness, but games can keep our minds active, helping to counter the effects of illnesses like dementia.
- Both young and old love playing games and what better way to keep the young and old communicating with each other whether it be within families or for intergenerational projects within the community.

them. There may be gift, book or craft stores in your area that carry a few games. Talk to them, it may well be they are selling

some games they have little idea about and would value the help and guidance about what is out there and what has been seen to work elsewhere for their customer demographic. Sadly we are often told that after hearing descriptions of the games available, a non gamer will still say "OK, but I think I will buy Monopoly (or its ilk) anyway" i.e. they take the safe familiar option. Some ideas that may help change this are:

Suggest the store does a Top x listing, this could be by Sales but why simply perpetuate the big sellers – why not make it their favourites or a favourite list for certain types, groups, situations or ages of people. Non gamers unsure of what will work and nervous of appearing stupid when asking a question will take comfort from what others think.

Take a leaf out of the Waterstone's book (as it were) and suggest the store staff write little notes about games they have played, who might like them and why. Put these notes on the shelves by the respective games.

Invite the retailer to a games evening / event so they can experience some of the games they sell – they will be more convincing advocates if they have had a fun experience actually playing the games.

Many retailers will never have heard of Boardgamegeek and will struggle to get the most from it, with respect to their business e.g. independent reviews, video explanations, popularity rankings for different target audiences etc. Offer to walk them through what is available and how it might help them.

Raising the awareness of games in the UK is unlikely to come from a seismic event but more likely incrementally by lots of people doing little things.

If you would like to find out more about using games in schools (to setup clubs, run themed days or work with 'life skills' groups) or in community or care organisations then give us a call. Drop us an email. If you are a hobby store that wants to know how we look to link with game stores in our work then get in touch or come and find us in the Family Zone. We're always happy to hear from you.



Armatures

- £3.25 : 5x 25mm Armatures
- £3.75 : 5x 28mm Armatures
- £4.25 : 5x 32mm Armatures
- £6.25 : 10x 25mm Armatures
- £7.25 : 10x 28mm Armatures
- £8.25 : 10x 32mm Armatures

Paradox Squad

- £2.50 : Paradox Lieutenant
- £2.50 : Paradox Field Sergeant
- £2.00 : Riot Trooper Standing
- £2.00 : Tri-Shot Trooper Standing
- £2.00 : Plasma Trooper Standing
- £2.00 : Pistol Trooper Standing
- £2.00 : Plasma Trooper Crouching
- £2.00 : Pistol Trooper Crouching
- £2.00 : Missile Trooper Crouching
- £0.50 : Paradox Squad Jetpack
- £0.50 : Paradox Squad Backpack

Decreation Horde

- £2.00 : Decreation Swarm Leader
- £2.00 : Decreation Swarm Elite
- £1.50 : Decreation Hope Ender
- £1.50 : Decreation Bazaruka
- £1.50 : Decreation Sentinel
- £1.50 : Rocket Soldier
- £1.50 : Decreation Gunslinger
- £2.00 : Decreation Slasher **NEW**

Wars of Tonan

- £2.50 : Islia Darklight
- £2.50 : Drogon Dervish
- £2.50 : Silas Stormwarden
- £2.00 : Immortal Assassin
- £2.00 : Immortal Assassin (Hooded)
- £2.00 : Blood Hunter
- £2.00 : Vampire Necromancer **NEW**
- £2.00 : Immortal Blade Master **NEW**
- £3.00 : Grunt **NEW**

Painting & Sculpting Competitions. Visit Website for Information

<http://tablewarfare.com>

**BOARD
GAME**

EXTRAS

**Providing that something extra
for your board gaming experience**

At stand Green 1

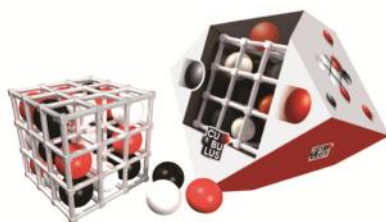
and

www.boardgameextras.co.uk

Best Family Game UK Expo 2010: Forbidden Island



2011 UK Expo nominations



Abstract game:
Cubulus



Card game:
Ligretto



Party game:
Take it or leave it



Family game:
Flip Out

Discover these amazing games in the Blue Zone
with Coiledspring Games



www.coiledspring.co.uk
0870 446 1515
sales@coiledspring.co.uk

EXCLUSIVE DISTRIBUTORS FOR



THE WORLD OF MALIFAUXX

In the late 18th century practitioners of magic discovered another world in close proximity to our own. Using their greatest magic they tore a hole through to that world. Entering The Breach they discovered a deserted city, called Malifaux, and exploring further found smaller outlying towns and mines. The mines did not produce coal or tin, but Soulstones – an invaluable resource for sorcerers.

For 10 years individuals and groups explored Malifaux and made their fortunes trading in Soulstones before The Breach suddenly closed to the sounds of screams and fighting. The inhabitants of Malifaux had fought back!

However 100 years later The Breach has re-opened and yet again the inhabitants of Earth had started to populate Malifaux.

Malifaux is an eclectic mix of influences, including the Wild West, Victorian steampunk, fantasy, gothic horror and many more.

The Factions of Malifaux

The Guild was established to ensure the supply, and control the distribution, of Soulstones. Although originally established by a group of magicians & wizards the Guild now exists largely as a self-governing body far removed from those who originally spawned it. Different branches have been established, specialising against the different factions prevalent in Malifaux.

The Hunters (typified by the gun-toting Ortega clan) are primarily focussed on wiping out the threat of the Neverborn. These creatures are man's nightmares brought into reality and preying on those newly arrived in this land. Savage and ruthless the Neverborn are prone to fits of murderous madness and capable of incredible violence. Lilith, Mother of Monsters, is the leader in the campaign of terror, but even the more humanesque Pandora is capable of twisting a man's mind until they drown

David "Clousseau" Brown

in their own insecurities.

The native magic of Malifaux has led to a growth in necromancy, and the Death Marshals of the Guild, led by the blind Lady Justice, are the grim faces of death who hunt down the Resurrectionists. Making maximum use of arcane knowledge found in abandoned libraries there are very few Resurrectionists, but large numbers of the undead they control. Some such as Dr. Douglas McMourning carry out gruesome experiments to refine their skills, whilst Nicodem is a grave robber of psychotic proportions.

Aware that simply living in Malifaux can corrupt even the most stoic individual, the Guild's Witch Hunters, led by the legendary Sonnia Criid hunt out the cancer which is created by rich natural magic. The Arcanists are those who have learnt to utilise this inherent magic, though many are quickly

identified and captured. However, those who master their skills can become great leaders such as Marcus the Beast Master and Rasputina whose mastery of ice places her at the head of the Cult of December.

Finally, many independents and mercenaries enter Malifaux in search of untold of wealth – the Outcasts as they are known have no clear profile ranging from the Steampunk Necromancer Leveticus to the treasure hunter Viktoria. Outside of the habited areas is the bayou, home to the Gremlins led by Som'er Teeth Jones whose raids against the pioneer settlements have put a considerable price on his head.

The Game of Malifaux

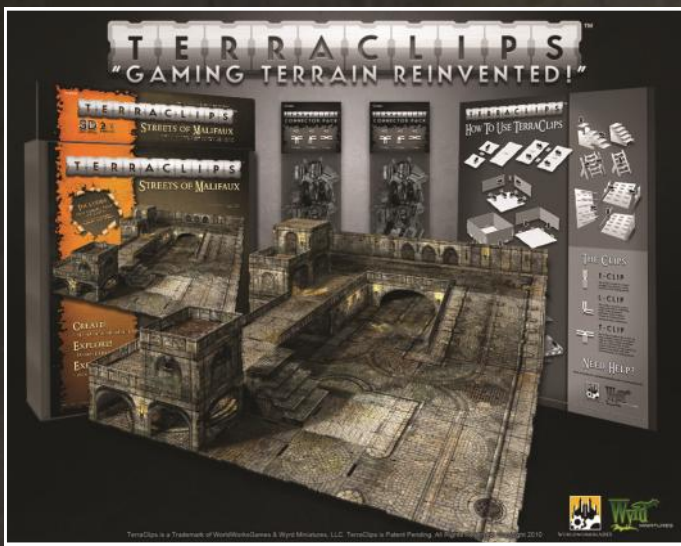
Malifaux is a character driven 32mm scale tabletop skirmish game where players lead crews to achieve randomly chosen strategies and selected schemes. Players collect, build and paint models representing the denizens of Malifaux to match their preferred tactics and tools – from out-and-out fighters, through masters of the arcane arts and leaders of the undead, to the nightmare inhabitants of Malifaux itself.

Each crew is led by a Master of one of the five factions, who then selects Minions who can best work together to achieve the selected strategies and schemes against the particular opponent. For example if Lady Justice of the Guild was opposing Nicodem of the Resurrectionists then she would probably choose a number of Death Marshals whose high willpower and other skills are well suited to taking down the undead.

Dice are not used in Malifaux, instead a deck of cards (the Fate Deck – a standard card deck with jokers) is used to resolve game effects in Duels. Each player has a certain number of cards in their hand with which they can alter the duel's outcome – or Cheat Fate. Managing this hand of cards is crucial to



The Mad Hatter



Terraclips Terrain

the success of your crew each turn, as the hand is not renewed until the next turn. Use your best cards too early and suffer the consequences later!

Models are activated alternatively and have a number of Action Points they can use each turn. These can be used to move, cast spells, attack, etc.. When all models have activated the decks are reshuffled, new control hands drawn and we see who gets the initiative for that turn.

The statistics for each model are

detailed on a card supplied with each model, and not only include the basic characteristics (movement, willpower, casting skill, etc.) but the faction, model type and all weapons, spells, triggers, talents and abilities. As crews are generally from 4 to 7 models these are quickly learnt and the best combinations established.

As with many skirmish games the scenery used adds to the enjoyment and storyline of each game. Buildings and walls block line of sight, whilst hills and

towers provide excellent vantage points. From the Victorian streets of Malifaux, via the Wild West theme of a mining town to the bayou, there are a wide choice of environments, and each can have their own impact with game effects associated with each Encounter. Wyrd are also introducing their own modular terrain – Terraclips can be used to represent the buildings, streets and sewers of the city of Malifaux (and this is the terrain we'll be using at the tournament here at UK Games Expo).



The Bayou Gremlins



PAIZOCON UK

16–17th July, Aston Uni, Birmingham

WE WANT YOU!

Are you a Pathfinder Society player?
Or want to give it a try? Come to PaizoCon UK.
Latest adventures! Old favourites! Balti Night!


Only 100 places and we sell out!
Book early to avoid disappointment!
Volunteer GMs especially welcome!

www.paizocon.co.uk



Pathfinder and Pathfinder Society are registered trademarks of Paizo Publishing, LLC and are used here under Paizo's Community Use Policy. This not a Paizo run event. For more information about Pathfinder Society, Paizo Publishing and Paizo products, visit www.paizo.com





Web-page: www.newhorizon1.com

Join our forums: www.newhorizon1.com/forum/forum.php

NEW HORIZON




WELCOME TO A NEW WORLD

BEYOND THE HORIZON

Have you been yearning to explore a new world for your RPG? Frustrated by complicated rules that are difficult to understand? New Horizon was originally settled by Earth explorers and now is waiting for you to explore it!

The New Horizon table top RPG features 6 playable races, over 70 creatures, over 50 NPCs, and adventures spanning four continents. New Horizon uses an exciting new system called Vo|t. This system allows you to navigate the world with the Volt 3.0 system and two D20 dice.

Everything you need to play the RPG is available for FREE from the New Horizon web-page. Download our character sheet, create a character using our easy point and click script and join a currently running RPG or start one of your own. Follow the point 1-9 shown on the main page of our web-page, and after that, just have fun and enjoy the game!



NEW HORIZON

Download the Starter Guide for FREE
from www.newhorizon1.com



New Horizon

The New Horizon® Role Playing Game Compendium™ is everything you need to master the ways of becoming a hero in the New Horizon setting. This book contains everything that players and game masters need to participate in and run exciting games in the New Horizon setting.

This book contains the complete Volt rule system™ which is easily learned and used for any New Horizon role playing games. This book is suitable for both new and experienced players. It contains the New Horizon Campaign Setting Guide showing the unexplored world of New Horizon in detail, the Player's Manual with an easy guide to character creation, the Game Master's Manual with the very first part of the Season of Gunshots quest line, and the first Monster Manual with unique monsters and creatures. It also contains unique bonus materials never before made available to the public.

This book is further supplemented and expanded by free content found on the website, including a character creation tool for those who dread the long process, an online dice system as well as periodic low cost or even free supplemental materials including role playing supplemental data on small towns and areas and even all new quest lines.

From the fury of the Northmen

Ragnar Lodbrock was a viking leader who met an untimely and inglorious death in a snake pit in York. You may remember Ernest Borgnine playing him in the film 'The Vikings'; where he met an untimely, but rather glorious death after leaping, sword in hand into a wolf pit (in York). The sword had been given to him by his son (played by Tony Curtis), who, for his disobedience then suffered having his hand cut off. Later the same son launched a successful attack on northern England together with his one-eyed (his other had been ripped out by Tony Curtis's falcon) half-brother (played by Kirk Douglas). These two sons of Ragnar are the original Ragnar brothers; well two of them anyway. Winston Churchill writes of the four sons of Ragnar in his 'History of the English Speaking People'. We are told that when news came of Lodbrock's death, one of the sons was playing chess; 'Aha' I hear you say ... but this is not why we chose the name Ragnar Brothers.

Jump forward 1200 years and a group of friends are playing *Britannia* in the Lake District. A counter is found to be missing; 'The Sons of Ragnar'. Simon (friend of school days, former punk rocker and future founder of Orc's Nest) decides that this gaming group should henceforth be known as 'The Ragnar Brothers'. When the same group produce their first game (*Angola*), there's only one company name in the frame ... 'Ragnar Brothers'.

Angola originated from Phil's reading of a single article on the Angolan Civil War; a desperately un-p.c. topic, but a brilliant theme for innovative game designing. The Northern Ragnars (i.e. Phil aided and abetted by Roger) threw the kitchen-sink at the game and then the Southern Ragnars helped out with cutting and pasting. The final product was about as raw as they come; later a wonky box replaced the polythene bags. None-the-less the Ragnars were to be found at several conventions with a giant Angola map made out of a 6x4 piece

The Ragnar Brothers

of chipboard, desperately trying to sell to a gaming public familiar with SPI and table-top gaming. Those were the days.... We even managed to sell forty games to Virgin Stores Ltd.

Emboldened by promising reviews and reasonable initial sales (it was to be ten years before *Angola* made a 'profit') Ragnar Brothers released their own 'in-house' rules for American Civil War table-top; *Whipping Bobby Lee*. ACW had been the nursery slopes for the early Ragnar forays into design. After much rolling of dice and pulling of hair, Steve had an idea. Using a few strips of paper he demonstrated to Phil that not all regiments should be able to move every turn; that they needed to receive a command and that only a limited amount of command existed at any one time. The northern Ragnars then spent months turning this simple idea into a complete game system and again the Ragnars (now in costume) took to the conventions. *WBL* is still being

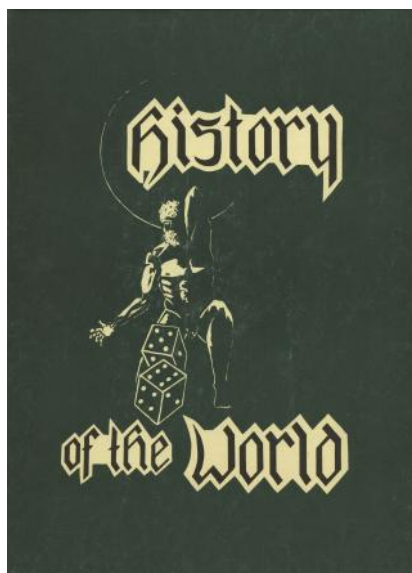
Thatcher, Steve was struggling with the idea of being 'just a teacher'. Could there be a 'life-boat' game out there.... and the title just popped into his head. A long conversation with Gary on the train back from a games 'bash' and two years later,



the design break-through happened! - each empire happens in just one turn (so difficult to throw off the *Britannia* model of regeneration). With very little (far too little) testing, the game was 'finished', but production would prove far more difficult. Remember this was before the days of Photoshop, so all art-work was hand-drawn. Not a problem drawing counter icons (Steve had plenty of time at the launderette), but the map had to be special. Making the world rectangular was one difficulty, colouring it in another. Eventually, another brain-wave led to the first use of a cloth-map. The rest (as they say) is history.

History of the World (the original) sold out in a few months and then Gibsons Games and Avalon Hill each licensed and produced their own versions of the game (including a very suspect computer game from Avalon). Later, Hasbro would take over Avalon and re-release the game to a larger audience - with lots of lovely plastics figures.

Regrettably, this failed to make the Ragnars into millionaires. In fact the financial returns proved so meagre that the partnership reduced from eight to three; Phil, Steve, Gary. Most of the work had been increasingly shouldered by the triumvirate and the others were



played in the West Midlands (and possibly elsewhere); copies are still available from Ragnar Brothers.

And so, to *History of the World*. Having returned from two years in India (another story) to find Britain in the arms of Margaret

happy enough to receive a wind-fall pay-out.

The **History of the World** profits were now being used to launch the first of the Ragnar 'niche' games. Seeking the Eldorado of reaching a family market, what better topic could there be than walking in the Lake District; **Backpacks and Blisters**. The Ragnar Brothers were not alone in thinking this a possibility. The owner of the prestigious George Fisher outdoor pursuits store in Keswick, was equally convinced and used his considerable influence to get Cumbria TV to film and broadcast the three amigos on a windswept hill top clutching their new game.

More Backpacks and Blisters (Winter Walking)

quickly followed and sell they did; and sell they do. The final print-runs are now nearly exhausted (19 years later) and who knows, with a fresh lick of paint 'Move-over Monopoly!'

By 1995 the games market had changed. We had first been made aware of German games whilst promoting Angola, but had somewhat skirted the main-stream hobby market ever since. **1500 Gold** simply didn't meet the new criteria; a good design needed good production values. A full colour game-board couldn't disguise the fact that the game was graphically weak and plastic halma pawns simply didn't feel like Seb Coe and Steve Ovett. Sales were poor from the start and then got worse. It remains the only Ragnar game to have copies written off against tax – no doubt this makes it eminently collectable today.

Back in the late 90's this lead-balloon experience meant that Ragnar Brothers quietly disappeared from public scrutiny, allowing the three amigos to concentrate their energies on raising families. Occasional week-ends were spent sewing maps for **Backpacks and Blisters**, sorting cards and counters, packing boxes and finally shrink-wrapping. Not much of a business and not much of a hobby either.

However, running a games company is wonderfully enthralling and plans were afoot for another niche market product. It was presumed that a simple design, with trade-mark cloth-map could take the castle and museum gift shops by storm. In 2000 (five years later) the next Ragnar Brothers game was launched; **Kings and Castles**. An initial run of 200 copies

sold encouragingly well in games shops and in a few alternative outlets; Coventry Cathedral, Gloucester Soldier Museum and The Armouries Museum in Leeds - to name but three. Flush with success, a second run of one thousand games was ordered. But ... steady sales into the niche market gradually declined, with the exception of the wonderful Bristol Guild of Applied Art; we remain indebted to that shop as it sold over ten percent of all **Kings and Castles**. The games hobby also remained loyal, with the last copies being sold at UK Games Expo in 2009.

Blooming Gardens and **Where**

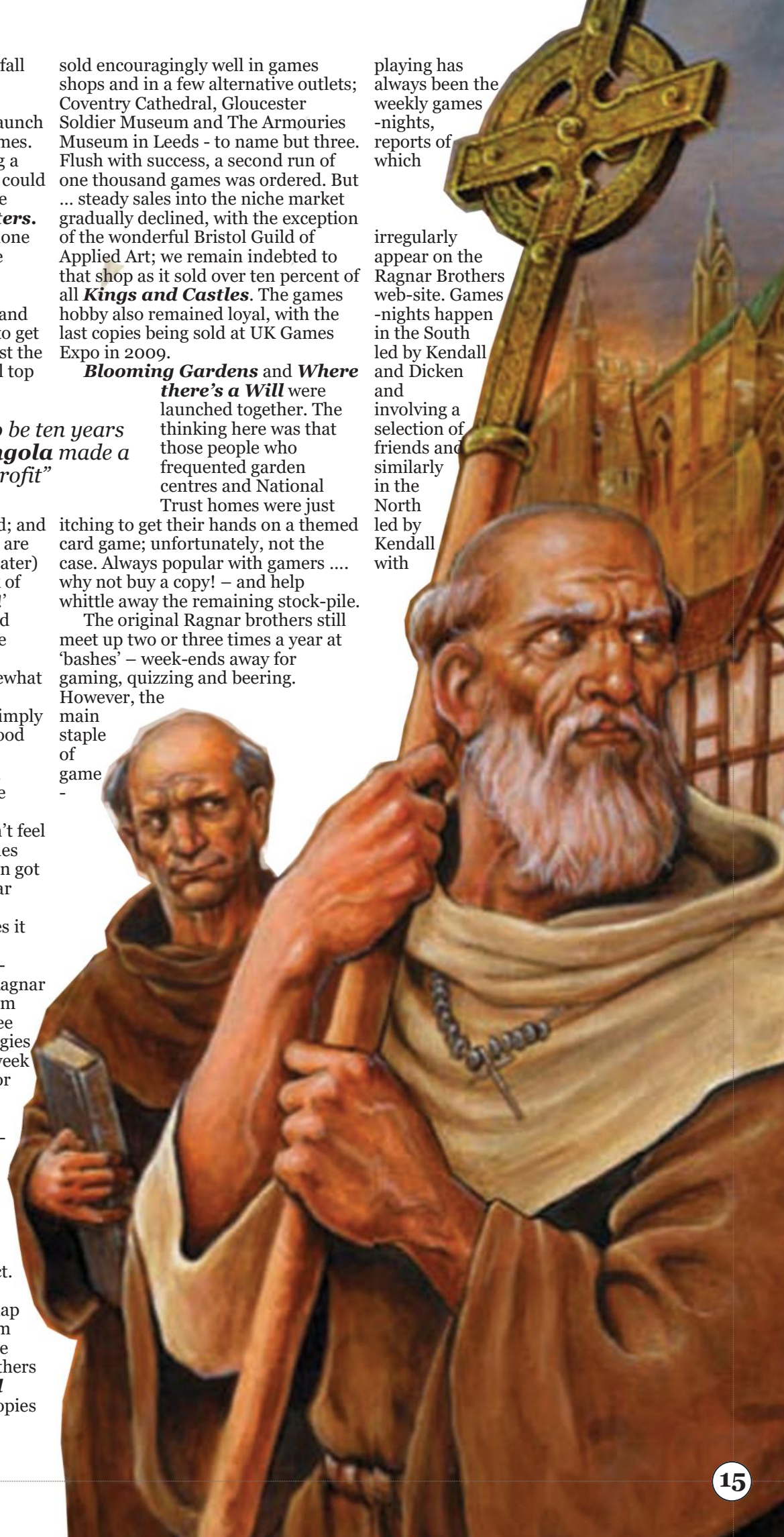
there's a Will were launched together. The thinking here was that those people who frequented garden centres and National Trust homes were just itching to get their hands on a themed card game; unfortunately, not the case. Always popular with gamers why not buy a copy! – and help whittle away the remaining stock-pile.

The original Ragnar brothers still meet up two or three times a year at 'bashes' – week-ends away for gaming, quizzing and beering.

However, the main staple of game -

playing has always been the weekly games -nights, reports of which

irregularly appear on the Ragnar Brothers web-site. Games -nights happen in the South led by Kendall and Dicken and involving a selection of friends and similarly in the North led by Kendall with



friends. It's here that new game ideas get their chance to be tested. The original Ragnars are invariably the most useful testers as they angrily break any game that they don't win. After all these years, competition remains dauntingly fierce.

Viking Fury was born out of this cauldron. Unsurprisingly, our first Viking game was designed back in 1983 by Phil for a games' weekend. It was a rollicking raiding game in which wenches, barrels of ale, monks, pigs etc. were seized from the unwitting Saxons and taken back to the longships. Some years later it was suggested that this first game be repeated for another games' weekend. Phil set to work again, but this time produced a map of Europe and off we sailed; after two hours, most of us were still tussling with the inhabitants of the Orkneys and Hebrides. None-the-less the game had been exciting and it got the thumbs up for development. A cloth map and a single counter sheet kept production costs down and we tried to make the box similar in style to that of Kings and Castles. For the first time since **History of the World** the games hobby took a serious interest in a Ragnar Brothers game. Sales were quick and before long we had an offer from Asmodee to produce under license. The result, Fire and Axe, gave us a much needed cash boost.

Carte Mundi's representative, Steve Tolley, had been trying to interest us in producing a professional looking game and so **Canal Mania** was produced via Ludofact in Germany. Costs were high and yet again Ragnar Brothers had to go to our ever faithful patrons (Bob and Doreen) for a loan. One of the most memorable experiences in all the years, was off-loading spanking new games from a monster German truck into a garden shed on a quiet spring evening. Magic! Sales were magic too. Within six months all one thousand copies had

been sold and **Canal Mania** had (briefly) been on the hot-list of Boardgamegeek. The demand for more copies meant that we could confidently re-print an improved game **Canal Mania 2nd edition** complete with plastic narrow boats (as opposed to the original's tug-boats). These games were our first sortie into using Chinese manufacturing.

Canal Mania 2 was launched at UK Games Expo in 2007. This new convention was and has remained an ideal opportunity for Ragnar Brothers as it puts board-gaming amidst a full range of other similar hobbies, thus bringing our games to a wider potential market. Birmingham is also conveniently close to the home and hospitality of Frank and Betty (Dickens' parents) thus allowing the Ragnars to exercise their life-long obsession with 'thrift'.

One other outcome from UK Games Expo was Gary receiving an invite to Essen Spiel, travelling with new-found friends from 'just up the road' and helping on Richard Breese's stand. Rapid sales of the last copies of **Canal Mania 2** convinced us that here was a different approach to fame and fortune.

Monastery, which made full use of the marvellous artistic talents of Colin Jones, was the next game to be released. This game is full of ingenious mechanics and conveys heaps of thematic material including the daily round of work and service, monastic buildings, farming, bee-hives and dove-cotes, even monk figures that can scurry around the various tiles or be tilted forward to pray: 'The thinking man's Carcassonne!'

Meanwhile another thousand copies of **Canal Mania 2** had been produced and sold to the newly formed Spiral Galaxy Games. Paul and Dave are amiable guys and we managed to interest them in a venture to re-produce a revised version of **History of the**

World, now titled **A Brief History of the World**. To date this is our most ambitious production and as with M we were also indebted to the work of Steve Tolley. **A Brief History of the World** is currently under development as an I-Pad game – another iron in the fire for Ragnar Brothers. In fact (just to put you in the picture) Angola is also due for a re-launch, this time with MMP games.

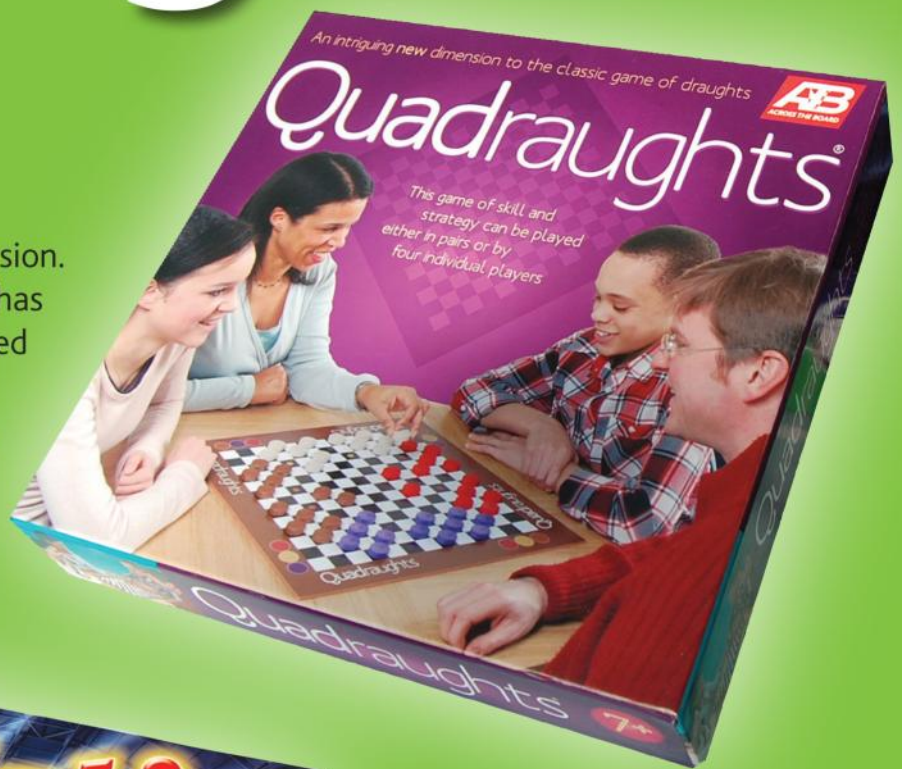
Last year, 2010 saw the release of title number thirteen **Workshop of the World** and we were delighted to receive the UK Games Expo award for 'Board-game of the Year'. As this game is currently featured all over the our web-site, you can find out all you need to know at www.ragnarbrothers.co.uk

This just about brings us up-to-date apart from the two games we have in the pipe line, hopefully for production in 2012. More questions about our designing process etc. will be answered during the 'Designers panel' at Expo this year. See you there!

Two great **new** board games

Quadraughts® a new twist to a classic

Draughts has been given a new dimension. The classic game of skill and strategy has been re-created so that it can be played by four people not just two, either individually or in pairs. More strategy, more excitement.



Socceristic® the realistic football game

The only football board game that features every rule in football: scoring goals, tackles, offsides, fouls, sending-offs, substitutions, and the rest. An exciting game for two players, or teams of players, aged eight and over, playing one-off matches, leagues or knock-out competitions. All the thrills and drama of football in one board game.

See us at the
Blue 7 stand

UK GAMES EXPO

ATB Games Ltd, 3 Isbourne Way, Winchcombe, Gloucestershire GL54 5NS
T. 0844 293 9999 E. info@atbgames.co.uk www.atbgames.co.uk









LASER

KHET 2.0 GAME

Ready for mind blowing laser strategy action!?

The Laser Game Khet 2.0 has arrived! The completely redesigned game for 2011 combines lasers with classic strategy for an experience enjoyed by players ages 9-99. Players alternate turns moving Egyptian themed mirrored pieces, after which they fire their real, eye-safe laser with the goal of illuminating their opponents' pieces and winning the game.



-  New for 2011: high tech, modern design using patented **LASER** technology.
-  The only **LASER** board game available on the market!
-  The ease of checkers with the endless possibilities of chess.
-  Simple rules that can be learned in minutes.

TOY
of the
YEAR
finalist



www.khet.com

To track down a copy of Khet, visit:
www.findyourgamestore.co.uk

Exhibitors Index

A1 Comics

Alderac Entertainment
Angels Inferno Games
Arctic Fox
Arion Games
Arkenstone Publishing
ATB Games Limited
Board Game Extras
Braincandy Uk
Cerebus Ent
Chaos Publishing Ltd.
Chessex UK
Clarendon Games
Coiled Spring
Conflicting Kingdoms
Cubicle 7
Cubiko
Dice Online
Dragonchow Dice Bags
Esdevium Games Ltd
Exodus Wars
Firestorm Cards
Games Lore
Gateshead Gaming
Gct Studios Ltd
Genki Gear
Gifts For Geeks
Greywood Publishing
Ground Zero Games
Heron Games
Hopwood Games
Iceni
Ironclad Miniatures
King Brick
Leisure Games
Leo Marshall Designs
Lesley Bits Box
Maelstrom Games Ltd
Magic Geek
Mantic Games
Mongoose Publishing
New Writers UK
NORA GCL
Northumbria Games
Otherworld Miniatures
Pagan Angel
Panic Games Ltd
Pants On Fire
Prime Games
Pulp Monkeys
Quantum Magic Bv
Quest Lords
Simple Miniatures Games
Spirit Games
Surprised Stare Games Ltd.
Table Warfare Ltd.
The Tolkien Society
Tied To A Kite
Tomy Uk
Treasure Chase
Treefrog
Tresham Games Ltd
Triple Ace
Tritex
Ugg
Wargames Inc
Warmacre

Red 1
Blue 3
Red 20
Green 11
Purple 2
Green 17
Blue 7
Green 1 - 2
Blue 1
Blue 15 - 16
Blue 2
Green 7 - 9
Blue 12
Blue 10 - 11
Blue 19
Red 18 - 19
Blue 4
Green 5 - 6
Green 9
Gold 7 - 9
Green 14
Blue 17
Red 21 - 22 & Red 10
Green 13
Red 25
Purple 3
Red 20
Purple Demo
Blue 18
Red 15 - 16
Blue 22
Purple 6
Purple 7
Blue 5
Gold 1 - 4
Green Demo
Purple 1 - 2
Gold 5
Red 23
Green 12
Red 14
Red 4
Green 3
Red 12 - 13
Green 15
Red 17
Green 4
Red 11
Blue 6
Red 25
Purple 4
Purple Demo
Red 5 - 6
Red 7
Blue 13
Green 3
Green 16
Green 4
Red 2 - 4
Blue Demo
Red 26
Red 13
Green 10
Red 24
Blue 8 - 9
Red 8 - 9
Purple 5

Why Again ?

There always comes a point during the preparation for the show where Richard and I look at each other and ask "Why are we doing this again?"



It might be as we look at the budget costs and wonder if we can cover all the expenses, or while buried under a pile of important but dull tasks that need doing by yesterday, or when trying to manage the expectations of hundreds of gamers, traders, volunteers and family.

I'm sure everyone who organizes similar conventions gets to the same point. However the reason we carry on is because we love gaming. There is something special about the convention atmosphere, where people from all over the UK and further afield get together just to have fun gaming. It is time off from the credit crunch, work and all the other things that we have to do.

I hope everyone has a favourite part of the show. Mine is actually before the main show opens on a Saturday. Before this we have laid out the tables, prepped all the trade packs, put out the cloths and the place still looks empty and dull. Then over the course of 5 -6 hours on the Friday the show becomes a maelstrom of people and products. Banners go up, stalls are laid out, the Tardis materializes, Kithran moves into my office, demo games are set up and at around eight o' clock Richard and I leave Pat to secure the building and we walk to the Strathallan to make sure all is well and find a game to play.

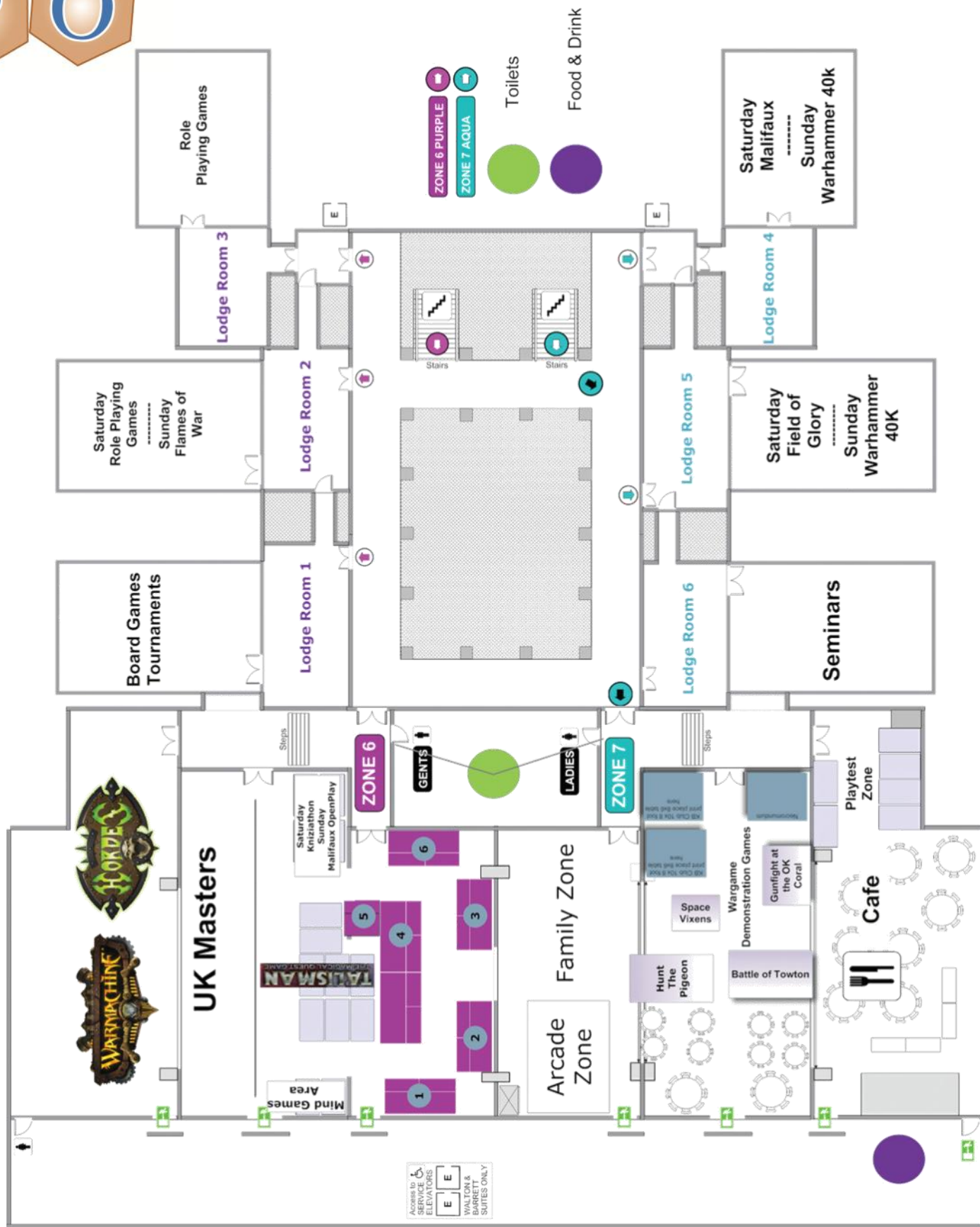
As I sit there it is like knowing what everyone is getting for Christmas. Across the road sits this great big present ready to be unwrapped in the morning. Knowing that there is a great time to be had, knowing that all the months of preparation are about to come to fruition is a good feeling.

So why again? Because as a good book once said "It is more blessed to give than to receive". So as you enjoy the show I hope you play some great games, meet some great people and for everyone who helps make the UK Games Expo work, thank you.

Tony Hyams

K M E S P O

First Floor



Seminars & Live Readings

Time	Guest Speaker	Location	Subject
Saturday			
11:00am	UK Games Media Network	Lodge Room 6	The state of the Gaming hobby in the UK
	Come along and meet the UK Games Media Network of podcasters and bloggers who will be discussing their view of the gaming hobby in the UK, their favourite 2010 releases and what releases they are looking forward to in 2011 amongst other opinions and thoughts, including why in the world they devote time to podcasting and blogging about games!		
12:00pm	Various	Lodge Room 6	Leading designers and writers discuss how RPG's are designed
	Role-playing Designers Panel RPG designers who are exhibiting at the show, discuss their games and the design process followed by a Question and Answer session where the audience gets to put their queries to the panel. This will include Lewis Pulsipher who helped write the original D&D Fiend Folio, Creighton Broadhurst of Raging Swan Press, Iain McAllister of Giant Brain and Sarah Newton of Cubicle 7.		
1:30pm	Various Sci-Fi Authors	Lodge Room 6	Readings by authors with discussion about how to get published
	Readings by Sci-fi and Fantasy Authors This session is aimed at Young Adults and general sci-fi readers. It will include Brit Writers Finalist and author of The Dead Game, Claire Kinton, author Taff Lovesey, author and independent publisher Paul Trotter and Expo Director Richard Denning, author of Tomorrow's Guardian. There will be readings along as well as a chance to ask questions. All three are members of New Writers UK and have experience of the world of Publishing including Independent Publishing. If you are a budding author and would like to find out about how to get started come along and ask your questions. The authors will discuss their approaches to writing, publishing via a publisher or independently and the opportunities that Kindle and other eBooks present to authors. Find out more here		
3:00pm	Various: Including Ragnar Brothers, John Yianni	Lodge Room 6	Board games publishers answer all your game design questions
	Board Game Designers Panel Board game designers who are exhibiting at the show, discuss their games and the design process followed by a Question and Answer session where the audience gets to put their queries to the panel. These will include designers from Frigor Games, Ragnar Brothers and Surprised Stare as well as John Yianni the designer of Hive and Alessio Cavatore designer of Shuuro.		
Sunday			
1:00pm	Lewis Pulsipher	Lodge Room 6	Can you design a board game?
	Of course you can design a board game, but can you make it a good one? Lewis Pulsipher, designer of the game Britannia hosts a workshop on how to design a good board game.		
2:00pm	Alessio Cavatore	Lodge Room 6	Designing a miniatures game
	How to design a good miniatures game Alessio Cavatore designer of Kings of War will discuss how he goes about designing a good tabletop miniatures game. Come and ask him questions about games he has designed, as well as about the latest project in development for both Mantic and Warlord Games.		

Meet the Team

The UK Games Expo takes many weeks of work to bring together and requires scores of volunteers together with the Clarendon and Strathallon staff to make the weekend happen. We extend our thanks to everyone who helps out in whatever capacity because it is simply not possible to run the convention without your hard work. On this page you will see some of the team that work through out the year in preparation for these 3 great days of gaming.

Richard Denning (Expo Director)

Founding Director of Expo since 2007, Richard is jointly responsible for the overall organisation of the show. He handles the communications, emails, trade and a hundred other tasks that keep everything moving. He also created and runs the Awards. His main area of the show is the board games. In 'real life' Richard is a GP, as well as a board game designer and writer.

Patrick Campbell (Expo Director)

Pat is one of the founder members of the Expo and has been at work in the background since 2007. He handles the storage and movement of all the kit we need to run the show. He also does a substantial amount of the pre show PR work at other shows during the year. Can often be seen during the weekend being sent off on some thankless task by Richard or Tony.

Pete Heatherington

Pete looks after the tournaments during the weekend of the show and makes sure everyone has the trophies that are required. No Pete - No Cup. He also assists with the Expo Awards on the Sunday and is always ready to do any job when required.

John Dodd RPG Co-ordinator (and Team 8)

John Dodd has picked the role of organising and running the RPG section of the show this. With the growth of the RPG crowd his help is greatly appreciated and required. Thanks John.

Kithran- Paul James

Kithran is well known on the convention circuit and gives countless hours making sure all the LFR junkies get their fix. Do remember to take two minutes to thank him his boundless energy is always infectious.

Nigel Scarfe, Tim and Lisa Oakley

Nigel has run the Children's tournament for us in the past with assistant from Tim and Lisa. This year he is responsible for the formation and running of the Family Zone. Working with children is always a challenge but these guys always produce a good time for all the children involved.

Alex Hickman

Alex has always been around helping in some capacity. This year he will be running the front ticket so a huge thank you to Alex because that desk gets busy on Saturday morning.

David Norman

David runs our boardgame tournaments each year which we would like to thank him for all the work he does in making it a great time for everyone involved.

Barry Ingram

Barry has run our Memoir 44 and Command and Colours Ancients games and other tournaments from the first Expo.

Tony Hyams (Expo Director)

Since 2007 Tony has been responsible for the website, booking system and all the ticketing. He is now jointly responsible with Richard for the overall show while looking after the Role Playing Schedule and the design and production of the convention programme.

Mick Pearson (Expo Director)

Mick joined the team this and has been working his way into the role. He has already proved himself a valued member of the team organising the volunteers this year and as he is recently retired we can look forward to his increased involvement for 2011.

Richie and Mike Nicholls

Richard is a keen medieval re-enactor and his brother Mike a talented photographer. "Richie and Mike" put in many hours in advance and over the days of the Expo – working harder than any other of our volunteered by a distance. Thanks boys, you are great.

Jane Denning and Margaret Denning

Richard as a shameless slave driver has no problems recruiting his entire family. His wife Jane and mother Margret layout all the cloths for the traders and tournaments, and are then chained to the front desk handling tickets for the weekend. Their work is greatly appreciated.

John and Helen Denning

Richards's father and daughter have been working the expo since the first days. John is often seen meeting and greeting during the show while poor Helen has been roped into every job from ticket counts to roles in the Living Dungeon. We thank you both for your continued good humour and help.

Jason Garwood

Jason is always around to help with the show set up including the marking out of the stands (not much fun there), and this year is lending his considerable artistic talents to help with various projects on the Living Munchkin. Thanks Jason.

James "Hammy" Hamilton

James "Hammy" Hamilton (Field of Glory). Popular and enthusiastic Hammy always gives his best.

Privateer Press Umpires

The Privateer Press Umpires who run our largest event - Warmachines and Hordes Tournament will have their work cut out this year with an ever growing 120 player tournament. We thank you for your valiant efforts.

**TO THE STAFF AND MANAGEMENT OF THE CLARENDON SUITES
THANK YOU**

Demo Games

One of the unique features of the UK Games Expo is its model of providing you with the opportunity to not just buy games but to play them before you buy. Along with the hundreds of role playing sessions, miniature wargame tournaments, board game tournaments and even a computer arcade section many of the manufacturers and publishers run demo tables in the major trade areas.

In addition to this the UK Games Expo has added a spread of it's own participation demonstration games around the venue. The good news with all these games are they are free to play, so you should never be short of something to do.

Red Zone Participation Demos

Spirit Games
Simple Miniatures Games
Games for the World
Mynd Games
Men in Black
Talisman
Mongoose
Warrior Elite
River Horse.
Twisted Wind

Blue Zone Participation Demos

Treefrog
JKLM
Medusa Games
Restami
Ragnar Brothers
Coiled Spring
Panic Games

Surprised Stare
Cubiko
Privateer Press
Hopwood Games
Eggertspiele
Dungeons & Dragons (Children's RPG)
Drivethru RPG

Green Zone Participation Demos

Hammers Slammers
Looney Labs
Dice Maestro
Collective Endeavour
Monkey Dash
Board Game Extra
Leo Marshall Design

tion Demos

Society of Ancients
Battlestations
Divine Enterprises
Maneuver
Wings of War
Warmacre
Necromundo
Counting Coup
Weykick
Western Gunfight
Green Board Games

Aqua Zone Participation Demos

Children's Tournament
Mind Games
Kniziathon
Arcade Gaming

Purple Zone Participa-



CONVOLUTED

It sounds complicated, but it isn't

Convoluted is a card game that can be picked up in minutes and enjoyed for hours. Play as nicely as you like, but if you have a mean streak it might just help you win!

£1 off Convolutated at UK Games Expo 2011 with code 'cool lute'

www.angelsinferno.com

IT'S FINALLY HERE...
THE GAME WE HAVE ALL BEEN WAITING FOR...



Conflicting™ Kingdoms



THE BOARD TRADING CARD GAME...

Card Decks & Miniature Figures online at
Conflictingkingdoms.co.uk

Blue Zone
Stand 19

UBIQUITY™ MUSKETEER ADVENTURING
**PREPARE TO FIGHT FOUL
BEASTS OF THE NIGHT!**

The year is 1636 and France is a troubled nation.

A great and terrible evil gnaws at its core.

Darkness stalks the land.

All that stands between chaos and order are the King's Musketeers.

Strap on your sword, salute the King, and prepare to cross swords with the creatures of darkness!



OUT NOW!

ALL FOR ONE
Régime Diabolique



John Yianni

Designer of Hive

I'm known best for my first and most successful game, 'Hive', a two-player, board-less abstract game, with an insect theme.

I owe my reputation as a games designer largely on the fame of this one game. Because of Hive, I've been able to pursue a career that I would never dream could be possible. I get to play around with game design all day, meet great people, travel around the world to different Toy and Games Fairs and I call it work.

The Idea

Hive started in my head around the year 1983 whilst watching a film on TV about two old friends that would meet up in the park to play Chess. Each would bring half the pieces and half the board. The question that dawned on me while watching them play, was could I design a very portable game similar to Chess by eliminating the board? After making a prototype with square cardboard pieces and test playing it with friends, I decided the answer was, no I could not.

Some 18 years later, whilst working on something else, I drew a hex shape on my computer and the same crazy idea came flooding back into my mind. It took me another 6 months working on the idea in my spare time, making wooden prototypes and test playing them to get the balance right. The theme and name for the game was quite an easy thing to come up with, now I had the hex shape.

The hook, (I now try and look for a hook when designing a game) was an in-build feature without me being aware of it.

After taking the game to Finchley Games Club to test play and after getting an overwhelming "This game is fantastic, you must publish it" we set about making our first run of wooden Hive games mostly by hand. We roped in a bunch of friends to help and we spent a weekend sanding pieces and sticking on insects. It's amazing what you can get people to do for a bucket of chicken.

Essen

In October 2002 we drove to Germany to exhibit at our first Essen games fair.

It was a fantastic success, we sold

most of the 500 games that we took with us and Hive was voted the best game in show that year on the Fair play poll.

In 2005 we took our business to another level by exhibiting at the Nuremberg Toy Fair and in 2006 we bit the bullet to pay for the moulding to start producing Hive using the beautiful heavy plastic that most people now know. Our line of board-less games was added to in 2007 with Army Of Frogs and Logan Stones in 2008.

Last year I re-designed my Junkyard Races "board game" which I first designed in 2003. This was the game I had the most fun designing and the game I enjoy playing far above any of the others. Most people who have reviewed Junkyard Races have described it as "Mario Kart The Board Game", and that is not far from the truth.

The idea for the game came from two characters from a cartoon that I watched as a child 'Dick Dastardly and his dog Muttley'. They inspired Junkyard Races with their crazy inventions and with how they would end up being ensnared in their own traps. That was the kind of funny antics that I envisioned would be great fun to play as a board game and so Junkyard Races was born.

With Hive Carbon and the Ladybug and Mosquito expansions, and with Hive on the iPhone, and Army of Frogs that will be released May of this year, it feels that we have come a very long way from when we first started, sanding wooden pieces in our back garden. It also feels like this is just the beginning for us and I very much look forward to the coming years with anticipation.

THE TOLKIEN SOCIETY

'a home for those who would wander with friends in Middle-earth'



"In a hole in the ground there lived a hobbit..."

Published in 1937, these words by J.R.R. Tolkien introduced a new world, Middle-earth, to us all.

Over forty years ago the author Vera Chapman began bringing fans of Tolkien's works together with an advert in the *New Statesman*. The Tolkien Society was set up to further interest in the life and works of J.R.R. Tolkien, CBE.

Based in the UK and registered as an independent, non-profit making, charity The Tolkien Society has members in over **40** countries and close links with other Tolkien societies (some of which began life as 'smials' local groups of the society). There is an active Young Members group, "Entings", with its own section in the Society bulletin, *Amon Hen*.

The Society brings together those with like minds, both formally and informally, with events and gatherings throughout the year for the whole society or within smials. Society events include the **AGM & Dinner** with a guest speaker, **Tolkien Reading Day**, the *Middle-earth Weekends* at Sarehole Mill, a **Seminar**, and **Oxonmoot**.



President 'in perpetuo'
JRR Tolkien

Return of the Ring

Celebrating Tolkien in 2012



www.returnofthering.org

Find us on Facebook and Twitter!

Special guests include

Dimitra Fimi

John Garth

Corey Olsen

Tom Shippey

Brian Sibley

Loughborough University, UK

16th -20th August 2012

... friendship ... fellowship ... banqueting ... costume masquerade ... dealer's room ... papers ... panels ...

www.tolkiensociety.org

GUNFIGHT AT THE O.K. CORRAL

Games Expo's relaxed feel and broad mix of games and attendees gives me a chance to try out something different in my participation games. This year it's all about scale, with big 90 mm plastic figures for my Wild West game. It's the most famous shoot out of all time, whose story and characters are all instantly recognisable through cinema and popular culture. It's the Gunfight at the OK Corral that took place at 3pm on the 26th October 1886 in Tombstone, Arizona Territory.

The Legend is Born

This fight was virtually unknown until Stuart Lake published *'Wyatt Earp-Frontier Marshal'* in 1931. Then in 1946 John Ford made the film *'My Darling Clementine'* based on this book. It stars Henry Fonda as Wyatt Earp and Victor Mature as Doc Holiday, but Walter Brennan steals the show as Old Man Clanton. Shot in Monument Valley it's a classic Ford western but bears little relation to what really happened. It was well received however, and from then on the events and characters were known to millions. In 1957 John Sturges made *'Gunfight at the O.K Corral'* starring Burt Lancaster and Kirk Douglas. Despite again being historically inaccurate this is my favourite version for the strength of the acting and the amazing score by Dimitri Tiomkin.

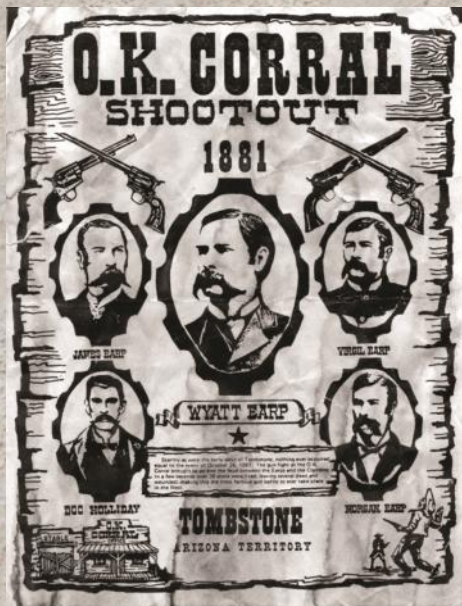
More recent cinematic takes on the event include the 1993 *'Tombstone'* starring Kurt Russell and Val Kilmer. This film gives an accurate impression of both the opulence and darkness of the town in 1881, as well as an interesting angle on the 'Cowboys' gang. The 1994 film, *'Wyatt Earp'* starring Kevin Costner is best avoided. It is worth, however looking up the Star Trek episode *'Spectre of the Gun'*, in which the Enterprise's landing party face a duel based on images of the wild west from Captain Kirk's mind. Kirk, Bones, Scotty, Spock and Chekov end up as the cowboys facing certain death at the hands of the Earps. The tension in the build up to the gunfight is tangible. All the above have had an influence on me, and therefore on today's game.

The History

Despite the name the fight actually took place in an alleyway some distance from the rear entry to the OK Corral. After 30 - 40 seconds

Marc Williams

and approximately 30 shots 3 men lay dead and another 3 wounded from the 9 men who had faced each other across 6 feet of dirt. On the face of it the shoot-



out was simply a fight between the forces of law and order, and a gang of outlaws. However the reality was far more complicated and

morally ambiguous.

When Ed Shieffelin had set out into apache lands in 1877 to look for minerals he was told: "The only rock you'll find in those hills will be your tombstone". When he struck it rich the town that grew up near his strike was aptly named Tombstone. With fortunes to be made business men, gamblers, prostitutes and criminals flooded in. One silver mine alone yielded 25 million dollars in 5 years. Soon Tombstone was rich, with the finest foods and latest fashions imported from all around the world. By night the Bird Cage Theatre, two dance halls, twelve gambling places, more than twenty saloons and dozens of brothels did a roaring trade.

The Earp Clan moved into town to take advantage of these opportunities. James Earp became a saloon keeper; Virgil became Acting Town Marshall with brother Morgan as Deputy. Wyatt invested in gambling and saloon interests whilst



helping his brothers with their Peace Officer duties. As the role of Marshall involved issuing licences and collecting taxes it was a lucrative position and the Earp's formal duties and business interests soon overlapped. They were prepared to use both the law and the gun to fully exploit things to their advantage. In 1880 they were joined by Wyatt's gambling friend Doc Holiday. This group represented the town's northern, moneyed, republican business interests.

Outside of town in the countryside many resented these outsiders who had taken power. Derisively referred to as cowboys, they were poorer, southern, democratic leaning and often involved in semi-legitimate horse and cattle trading. One such group of cowboys was made up of brothers Ike and Billy Clanton, Tom and Frank McLaury and Billy Claiborne. They also had their own law in the form of Cochise County Sheriff John Beehan, another advantageous position and one rumoured to profit from the cowboy's activities.

Whenever the cowboys are in town tensions are high and on the day of the fight threats are made by both sides. At 3pm Ike and Billy Claiborne are unarmed and talking in the alleyway. Tom McLaury, also unarmed, stands by 2 horses that have rifles

attached to their saddles. Billy Clanton and Frank McLaury, both revolver armed stand on the street nearby. The Earps, all revolver armed, and Doc Holiday with a shotgun and holstered sidearm, turn the corner to arrest the cowboys for carrying firearms in town. County Sheriff, John Beehan pleads with them to stop, saying: "I will disarm them". The Earps brush him aside. Marshall Virgil Earp raises his silver tipped walking cane and commands: "Throw up your hands, I want your guns". In the silence 2 clicks are heard as Billy and Frank cock their pistols. Virgil shouts: "No I don't want that", but as someone else mutters: "Son of a bitch" a fusillade of shots rings out. What happens next? Well today let your actions and the dice decide.



The Game

The figures used are plastic toys by Papo and Schleich. The buildings are scratch built using foam core and balsa. The rules are the best bits from a plethora of rule sets I have bought and played over the years. Participants will get to play the parts of the cowboys facing up to the Earp clan. Maybe your character will either run, cry or wet themselves out of sheer terror. Perhaps your name will end up on a gravestone on our model of Boot Hill Cemetery. Or maybe, just maybe you'll survive.

We'll be running games every half an hour from 11 a.m. until 2.30 p.m. on each day so please come over and give it a try.

And finally.....

If, on the day, you can tell me the link between the 1957 film and the Star Trek episode there may be a small prize!



114/115 Station Street
Burton on Trent
Staffordshire
DE14 1BX

Tel: 01283 511293

Email: salnphil@spiritgames.co.uk

In a shop for 26 years
On-line for 14 years
At UK Expo every year

www.spiritgames.co.uk

Stand
7
in the
ballroom

EXPO AWARDS

BEST NEW BOARDGAME

Star Trek Expeditions

Publisher: Wizkid Games

Star Trek: Expeditions is a board game for up to four players, set in the "New Universe" of STAR TREK, as seen in the 2009 movie. It is built upon the cooperative board game model and the players will work together against the game itself.



In the game, players assume the roles of Kirk, Spock, Bones, and Uhura. The premise is the Federation has received a petition for membership from a planet and the Enterprise is dispatched to assess their application.

Guards Guards

Publisher: Back Spindle Games

The game sees players taking on the role of newly recruited members of the Ankh-Morpork City Watch. With the Eight Great Spells missing from the Unseen University the future of the Disc hangs in the balance. Each player is tasked to collect and return a number of the spells to the university before it is too late. Each player selects one of four Guilds to infiltrate, Thieves, Assassins, Alchemists or Fools.



Dwarf Kingdom

Publisher: Mantic Games

The much anticipated Dwarf King's Hold board game is here! It sees the steadfast Dwarfs seek to reclaim their ancestral home from the living dead, venturing forth to fight the foul minions of the Necromancer who soil the noble halls of the Dwarf King's Hold. This is a 2 player, scenario based board game, with one player taking control of the Dwarfs, while the other commands the Undead. There are 6 scenarios to play through, each build upon each other, culminating in a huge, desperate battle which will ultimately decide who controls the King's Hold

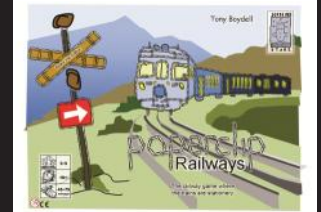


Paper Clip Railway

Publisher: Brain Candy Ltd

Publisher: Surprised Stare Games

In Paperclip Railways, players initially lay out a fantasy landscape in which to build railway stations; these stations give in- and end-game bonuses and are connected by customizable lengths of track made from paperclips!

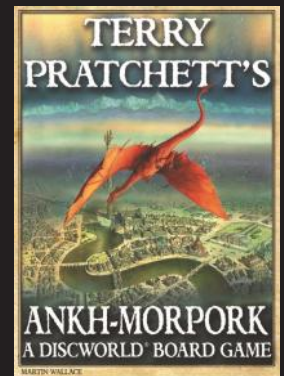


Players score for the stations they build from and to, and for how long their railway links are and, at the end of the game, for various achievements. The player with the most victory points is declared the winner.

Ankh Morpork

Publisher: Treefrog

Ankh-Morpork, with the setting being the largest city-state in Terry Pratchett's Discworld. Says Wallace, "The storyline is that Lord Vetinari has disappeared and certain factions are trying to take control of the city." Each player has a secret personality with specific victory conditions, which means that you're not sure exactly what the other players need to do in order to win.

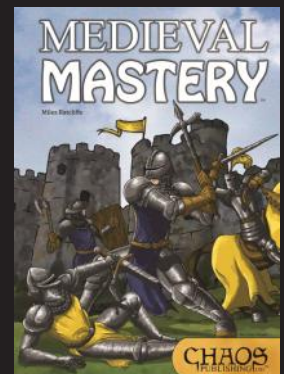


Medieval Mastery

Publisher: Chaos Publishing

In Medieval Mastery, players take the role of feudal Kings embroiled in a war to take control over the region.

During a game of Medieval Mastery, players will have to organise their knights and plan their attacks effectively in order to take hold of enough territories and control the region.



A Zombie strategy game for 3 or more players; where the person who survives the longest wins. Each player controls the movement of 1 survivor and 3 zombies until they are turned or there is a winner. If they are turned they then control 4 zombies until the finish of the game. There are various cards that can either help or hinder. Making the Zombie experience fun!



BEST CARD GAME

Convoluted

Publisher: Angels Inferno Games

Convoluted is a card game that can be picked up in minutes and then enjoyed for hours. Complete the word 'Convoluted' while using action cards to disrupt your opponents. Why not steal their best cards? Or just destroy anything you don't like the look of. To throw a spanner in the works take some cards from play, shuffle them and deal them back out at random.



Ligretto

Publisher: Schmidt/Coiled Spring Games

You need speed, lightning reactions and reasoning to succeed at Ligretto. Everyone plays at the same time trying to discard as many cards as possible of the same colour, in ascending order (1 to 10). Whether you play with the blue Ligretto box, or with the green or the red one - it's always for 2-4 players. But if you use two boxes of different colours you can call upon up to 8 players. And if you use all three boxes, you can play with a total of 12 people! Ligretto- breathtaking, break-neck speed!



Gran Forseti

Publisher: Angels Inferno Games

Forseti, in old Norse "who chairs". Currently "president" in modern Icelandic. With this name we honor the Aesir, God of Justice, Peace and Truth in Norse mythology. Great Forseti is a game of political strategy and interpretation for 6 players (also 4 & 5 players) where they perform their role of politicians with different powers, such as draft laws, build monuments, buildings and emblems, negotiations and alliances, assess public opinion and, ultimately, to see how ordinary people suffer the consequences of the laws and voting.



Conflicting Kingdoms

Publisher: Conflicting Kingdoms

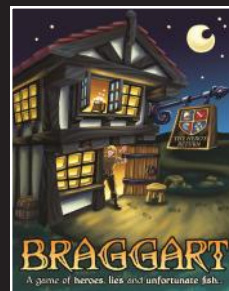
Conflicting Kingdoms is essentially a board game where you choose an avatar as your main playing character and you use it to move across the board to engage in battle and defeat your enemies. But this is unlike any board game you have played before. It uses the unique method of deck building as used in trading card games like Magic the Gathering and Yu Gi Oh. You play the cards from your deck to build the board you play on and you also use the cards to buff your avatar and to weaken your enemies with ability cards.



Braggart

Publisher: Spiral Galaxy Games

You sit in The Heroes Return, a tavern famed for its heroic clientèle. You're not a hero, but you talk a good game. You and your friends are holding court, regaling the crowds with your tales of derring-do. Can you fight your way through a drunken haze to concoct the best boast? The most believable? Or at least ones that are funny? Or will you be called out as the liar you are?

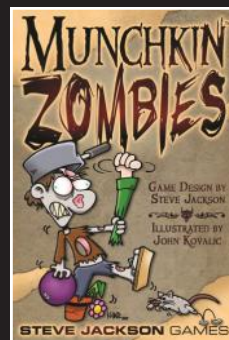


Munchkin Zombie

Publisher: Steve Jackson Games

Kill the Living! Eat their Brains! Braaiiinn!

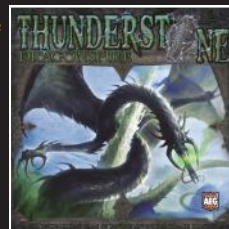
It's the sickest, silliest Munchkin yet! The players are zombies, kicking down doors and eating brains. The monsters they're attacking are people, ranging from helpless to hazardous, with a few rogue zombies thrown in. The armour is whatever you've blundered across during your lurching search for brains. So bravely you'll go forth, with mousetraps on your feet and a bowling trophy protecting your poor rotting head... to level up, or to die. This latest release from the Munchkin line is expected out in around May - just in time for UK games Expo. As part of the Munchkin event occurring at Expo this year we expect to have this version being demoed.



Thunderstone

Publisher: AEG

Thunderstone returns with Dragonspire! Featuring all-new art for every card (even Militia and Daggers), experience point tokens (not cards!), and the all new "Setting" cards which alter the game on a global scale. Dragonspire includes 18 new village cards, 11 new heroes, and 8 new monster sets. With enough cards to play the game right out of the box, this is a great Thunderstone addition for those just getting into the game. Dragonspire also has a new storage box format, plastic XP tokens, a brand new Dungeon board to help players keep up with light and darkness.



BEST NEW ABSTRACT GAME

Laser Khet 2.0

Publisher: Innovention Toys (USA)

It's the game that combines lasers with classic strategy. Players alternate turns moving Egyptian-themed pieces having two, one or no mirrored surfaces. All four types of pieces (pharaoh, anubis, pyramid and scarab) can either move one square forward, back, left, right, or diagonal, or stay in the same square and rotate by a quarter twist. Each turn ends by firing the real laser diode built into each player's Sphinx piece.



Cubulus

Publisher: Coiled Spring Games

Dare you face the Cube? The objective: be the first player to form a square in your own colour:

- manipulate the cube and be sure to look at it from all angles
- insert a coloured ball or change the order of a complete row
- then hand the cube to the following player



Trioivision

Publisher: Coiled Spring Games

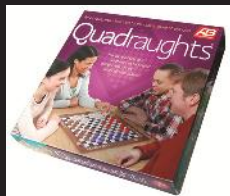
A nail-biting game of deduction that will have everyone shouting. Your objective is to envision and move just ONE piece to recreate the same pattern of coloured play pieces on the game board as the cards laid out around it. When you spot a possible match - be the first to shout "Trioivision!" - move the piece, create the pattern, and win that card. The player who wins the most cards at the end of play is the TrioVisionary!



Quadraughts

Publisher: ATB

Draughts has been given a new dimension. The classic game of skill and strategy has been re-created so that it can be played by four people not just two, either individually or in pairs. More strategy... more excitement



Complutum

Publisher: Nora

Complutum is an abstract strategy and reasoning game. For 1 to 4 players. You must align your rings / colours considering the movement and confluence. Rings represent rivers, streams and canals, and they must take confluence correctly. Complutum has a "Solitaire" game mode, where you can fight against different levels in a puzzle system.

Totemo

Publisher: Surprised Stare Games

Players place custom-designed blocks onto a wooden game board to construct Totem Poles, scoring victory points along the way. Blocks must be placed according to their colour, and the colours of the blocks they touch in three dimensions - for example, a purple block may only be placed adjacent to purple, red or blue blocks. Bonus placements and scoring are possible if you land exactly on special spaces on the score track.



Perigon

Publisher: Clarendon Games

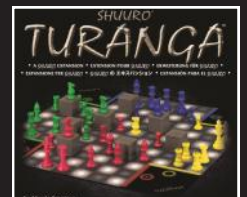
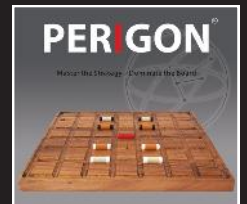
Perigon is a two-player abstract strategy game. The board is a seven-by-six grid with grooved grid lines. The intersections of the grid are known as Hubs. The pieces are solid cylinders that lie in the grooves of the board in between the Hubs. The grooves that lie along the longer edges of the board are the goal lines. Each player has two Woods and two Granites while the Flag is a communal piece.



Turanga

Publisher: River Horse Games

Turanga is a four-players variant of Shuuro. The principles and rules are exactly the same as Shuuro, but the board is different. Turanga transforms Shuuro into a four-player battle. Together with an ally on the opposite side of the board, players must fight for supremacy of the Shuuro battlefield... but watch out! Only with perfect timing and harmony of intent will a team achieve victory! A copy of Shuuro is required to play Turanga.



BEST NEW MINIATURES

Wars of Tonan

Manufacturer: Tablewarfare

Undead Range

Manufacturer: Mantic Games

Wilderness Encounters

Manufacturer: Otherworld Miniatures

Paradox Wars

Manufacturer: Tablewarfare

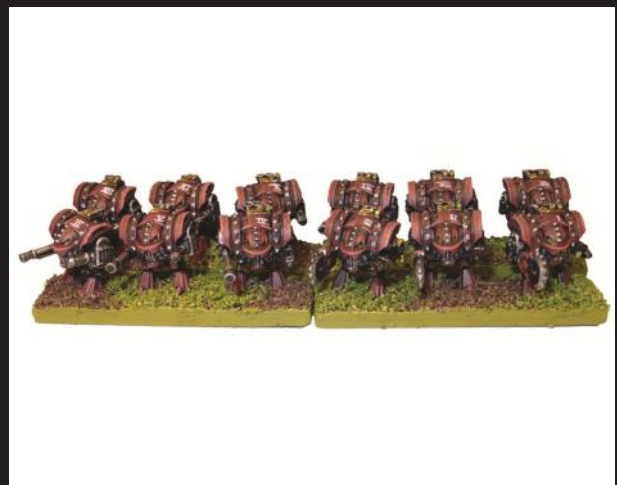
Noble Armada

Manufacturer: Mongoose Publishing



Edenite Walker Squad

Publisher: River Horse Games



SURPRISED



STARE

Surprised Stare Games

presents

UK Games Expo
Blue Zone
Stand 13

www.surprisedstaregames.co.uk
or find us on Facebook (Surprised Stare)



£25

(RRP=£30)

The colourful, 3D building game for Braves, Squaws and Paposes

...and also

(in very limited numbers)

Cut out & keep this exclusive promotional station tile!



£20



The railway game where the trains are stationary



UK Games Expo

When built:
Each other player may choose to place a marker cube in this station and gain 3VP.

You then gain 8/7/6/5 points if there are 1/2/3/4 other cubes in this station.