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# WELCOME

Welcome to the NEC Hilton Hotel for the ninth UK Games Expo – the biggest convention to date. The UK Games Expo is now established in the diary of UK events as the largest Hobby Games convention. It is our aim to showcase the best that tabletop gaming has to offer and make it accessible to the mainstream visitor as well as the hardcore enthusiasts. We could not do this without the massive help of our major sponsor Mayfair Games and our associate sponsors Coiledspring Games and Hawk Wargames. We must also thank Esdevium Games for their unwavering support and for bringing in so many new events.

Every year we have to pinch ourselves when we see the turn out. We did in 2007, when we expected 500 and had over 1,000 and we still do now when we hope to get between 7,000 and 8,000 attendees. It gives us a real buzz to create an event where thousands of men, women and children are having a great time.

2015 brings us the largest ever trade presence, with over 150 companies filling up four trade halls. This includes many companies from outside Great Britain, including the USA, Australia, Estonia, Greece, Romania, Germany, Poland, France, Latvia

and Finland. There has also been a massive jump in the number, size and range of organised play events, with no less than 10 national championships and even an international championship being run out of UKGE. Likewise, the number of games on offer in the roleplaying genre is breathtaking, at over 300.

We welcome some great guests this year, and have a superb line-up of seminars as well as two live comedy/gaming events: Always Be Rolling and The Dark Room.

I leave you to explore the show with one exciting piece of news: next year the trade elements of the show will move into the spacious Hall 1 of the NEC, giving us twice the space for exhibitors and the room to contemplate some great events. But don't worry, the Hilton is still the Expo's home – we will be gaming into the small hours here next year just as this year. The Expo just gets bigger, and that's thanks to you lot!

So off you go and enjoy yourself.

Richard, Tony, Pat, Lindsey, John and Keith and the whole Expo crew.

# THE START OF LOONEY LABS

PEOPLE OFTEN ASK ANDY LOONEY HOW LOONEY LABS GOT STARTED. HERE'S THE WHOLE STORY FROM THE VERY BEGINNING.

In college, I took a lot of English classes because I thought it would be fun to become a writer, but I majored in computer science because I wanted a job when I graduated. I had a life-plan in which I would work for some years as a programmer, while I developed my craft as a writer.

I went to work for NASA, just like my father, and I spent eight years programming computers for the space agency. There I wrote code that flew on the Hubble Space Telescope, and I met the awesome woman who would become my wife. Meanwhile, in my spare time, I was starting to work on my first novel.

## IT STARTED WITH PYRAMIDS

In the summer of 1987 I wrote a tale called Icehouse, in which a recurring plot element was a non-existent board game by that name. The story was a hit with my circle of readers but mostly because of that intriguing, fictional game. I had described Icehouse in such intricate detail that it seemed like it must be a real game – but it was anything but playable.

And so the challenge was on to create an actual game like the one I'd described. I made the first set of Icehouse pyramids using lead fishing weights, but I hadn't yet developed the skills to design a game

and I couldn't make my concepts work. Then my friend Chort cranked up the pressure by making me an even nicer prototype, using clear-cast plastic resin. I continued to flounder, but by now my obsession had spread to my life-long friend John Cooper. He borrowed my fishing weights prototype and brooded.

Then one night John called with exciting ideas, and we met up to play our first real game of Icehouse. It was exhilarating! It wasn't quite the game I had imagined my characters playing, but it was close enough.

One of the first people I showed the new game to was my co-worker Kristin (who I hadn't even started dating yet). She also got really excited about the game, and became the third person to create a set of pyramids, using modeling clay that bakes hard in the oven. Kristin enjoyed designing computer chips for NASA, but at heart she was an entrepreneur and she instantly became interested in helping us get this game published, even if it meant starting a company. Which, of course, it did.

## FORMING A BUSINESS

Our first business was a hobby-level company called Icehouse Games. No real employees, no working capital, just a few friends trying to figure out how to publish a game.

Fortunately, we stumbled upon a book called Game Plan: The Game Inventor's Handbook, written by Stephen Peek in 1987. One of its clearest messages was one of discouragement; I still often quote from The Prospective Game Creator's No-Win Quiz about how you'll probably be better off taking your life savings to Vegas and plunking it all down on a single spin of the roulette wheel – it'll be faster and less painful and your odds of success are better. But for those who were insistent on trying to publish their own game, that book was a treasure trove of helpful advice.



So 25 years ago, we tested the waters with our first production run of 100 game sets. We packaged them in a stark black box and we made the pyramids ourselves, using clear plastic resin we hand-poured into molds engineered by another NASA friend, Charles Dickson. The stench from this home-based factory almost got me kicked out of my apartment, and halfway through we had to relocate the operation to the kitchen of Kristin's top floor apartment.

Those original pyramids were beautiful to play with but they were WAY too much trouble to keep producing using that system. With no affordable alternatives available to us, the pyramids were basically unavailable for years at a time. To help, we made a do-it-yourself kit consisting of punch-out, fold-up card stock pyramids, and we kept the dream alive by promoting the game with our annual tournament and an occasional newsletter.

Icehouse was a cool enough game to hold our interest for almost a decade, but by 1995, the dream was dying. We'd had to concede that Icehouse was too complex and esoteric a game to really succeed in the marketplace, yet it was still the only game for the pyramids. And while it may seem obvious now, at the time it took quite a mental leap to begin designing other games for them.

## ICEBREAKER BREAKTHROUGHS

Around this time, I had an opportunity to write software for a new multi-media company called Magnet Interactive Studios. As much as I'd enjoyed working for NASA, I couldn't resist the chance to program game software, and in doing so I inadvertently created a video game of my own. It was called Icebreaker, and Magnet published it shortly before going out of business. Despite its market failure, creating Icebreaker made me finally realise that I could design games if I really set my mind to it, and it was after this breakthrough that I finally started inventing totally new pyramid games. But Icebreaker also revealed my frustration with the pyramids: this video game was all about destroying "evil" pyramids. It was like being attacked by my most beloved creations during a crazy, surreal nightmare.

In 1995 we finally discovered the true greatness of the pyramids: as a game system. As excitement grew about the great new ways to play with the pyramids, the same old problem became increasingly frustrating: how to get the pieces made? Each new game spurred new interest in making the pyramids a commercial success, so once again Kristin looked into what it would take to get injection-moulded pieces manufactured. The answer for domestic manufacturing was at least \$10,000 in tool-making costs alone. Ouch.

This all led up to one of the biggest linchpins of my life: July 24, 1996. Kristin and I were driving somewhere, talking about these various problems, and she said: "These pyramids are killing me. Why don't you invent a card game? I could get a card game published easy." And that question fired my imagination like few questions ever have.

## THE BIRTH OF FLUXX

Like most of my best designs, the ideas for Fluxx coalesced quickly, seeming almost to appear fully-formed in my brain. By the end of the day, I had the basic concepts all worked out. After years of struggling to promote a game that was difficult to learn, my biggest goal was a game so easy you could jump in and start playing immediately. I also wanted it to play differently every time, so that the replay value would be high. And somehow, I got the idea of making it a game that would change as you play it.

One of the biggest influences on Fluxx was a conceptual game called Nomic, invented by Peter Suber in 1982. In Nomic, the players can change the rules in any way they all agree upon. This gave me the idea of creating a game where the players could change the rules, but only within specific, pre-determined ways.

I drew on my background as a computer programmer to create a flexible structure for Fluxx, with card types being like software modules: each used common elements while

also being "programmed" with custom "code". The game was easy to learn because each card carried its own set of instructions, and you could just look at the cards on the table to see what the rules of the game had become at any given point.

Just as Kristin predicted, card games were so much easier to create than board games. Even making the first prototype was a snap – the next day we were ready to try it out. And wow, did it ever work! We could tell instantly that we had a hit on our hands, and we wanted to start selling it as fast as we could. We polished it up, put together some artwork ourselves, and were ready to head to print.

Sure enough, Kristin had no trouble getting a card game printed, and publishing Fluxx was like hitting the lottery. Suddenly we had a best-seller, and that's what really let us launch our company. Fluxx sells far better than everything else we've published, combined – it's because of Fluxx that we have the funding available to publish other games like Chrononauts, Loonacy, Just Desserts and, of course, Looney Pyramids (as we now call them).

## THE GAME ABOUT CHANGE KEEPS ON CHANGING

Fluxx has changed greatly over the years. The original game is now up to version 5.0 and many tweaks to the basic game have been made (and undone). But of course, we've also spun the game out into many themed editions. We now have over a dozen different flavours of Fluxx available, on every subject from Pirates to Zombies to the Wizard of Oz to, yes, Monty Python. And while each new version is basically the same game, each also introduces many new cards and often new mechanisms and ways of the playing the game.

The biggest change was the addition of Creepers, for Zombie Fluxx. To finally answer the call for a zombie themed version, I needed to create a new kind of card that represented something unwanted. So then I started including Creepers in most new editions, and even reclassified some cards in the original game as Creepers in version 4.0. But Creepers add complexity that not everyone enjoys, so I try to use them only when the subject matter requires it, and even pulled them back out of the basic game in version 5.0.

Pirate Fluxx introduced another long-requested card, the Surprise, which you can play out of turn to prevent someone doing something you don't approve of. Surprise cards have since appeared in many versions, but something that still remains unique to Pirate Fluxx is the Captain's Hat. Possession of this Keeper makes you the Captain, and everyone else has to call you that. Players often enjoy this so much that they don't even care about winning.

With the exception of Monty Python, we were for many years avoiding licensed subjects for Fluxx themes. But last year we published a couple of Cartoon Network-themed versions, and this year we've got other licenses in the works, including Batman!

But while Fluxx pays the bills, my greatest joy continues to be those pyramids that started it all. I keep on inventing new games for the pyramids, with 27 to my credit so far, and we are now planning a comprehensive new boxed set we plan to release next year. And I've got other new games in my bag of prototypes, along with many unpublished versions of Fluxx. So we plan to keep bringing the fun for years to come!

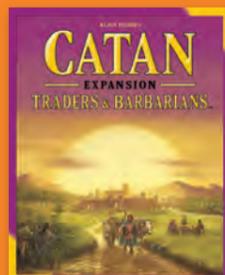
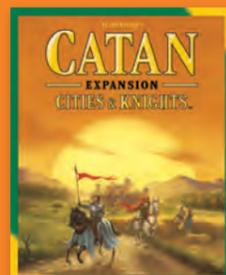
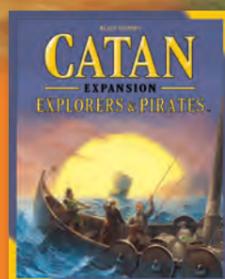
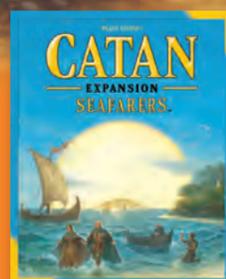
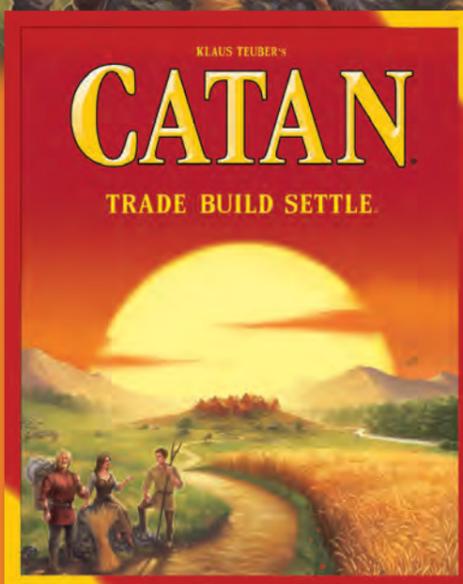


# CATAN

## Championship 2015 United Kingdom

The UKGE will be holding a Catan National Championship - United Kingdom on Saturday, May 30, 2015. The winner of which will get to travel to the USA in 2016 to take part in the Catan World Championship. Expenses for this trip will be covered by Mayfair and UK Games Expo.

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# ROCKET RACE REVEALED!

ROB AND WIGGY OF TRIPLE ACE GAMES ANSWER OFTEN ASKED QUESTIONS ON THEIR CARD GAME, ROCKET RACE.

Where did the idea for Rocket Race come from?

WIGGY: I wish I could say exactly why "steampunk rocket building" was chosen as the focus for our first card game. One day I'll think ahead and keep a diary of such things for posterity. The last few Christmases have been steampunk related in our house, as my wife has become a big fan of the genre and I've bought her quite a few books. I may also have watched Jules Verne's Rocket to the Moon (released in the USA as Those Fantastic Flying Fools) over the Christmas 2013 period. Anyway, somehow rocket building got stuck in my brain.

ROB: When Wiggy sent me the prototype I thought it was a quick, light-hearted, and humorous game. I added a new version of the rules to allow two players to play with more science-based themes using a resource management system. I then named the game Rocket Race which seemed a snappy and catchy name and explained the game in two words!

WIGGY: Yeah, the working title was called The First Men on the Moon. It told you everything about the game, but it wasn't very catchy.

But it's based on TAG's Leagues of Adventure RPG?

WIGGY: Loosely, although you don't need to know anything about the roleplaying game to enjoy Rocket Race. Once I knew I wanted to design a rocket building game tying it to the Leagues of Adventure universe was the next logical step - it already had several factions who are interested in reaching the Moon, plus a ton of weird science devices we could use, and it would allow us to use our intellectual property in a new and fun way.

ROB: Leagues is full of flavour. It's a rich game world and Rocket Race is a perfect offshoot of that setting. What comes across really well is the humour! Most cards have a few words delivering some of the world flavour and humour.

Any other inspirations?

WIGGY: The First Men in the Moon and The Mouse on the Moon were both inspirations - you can never have enough crazy scientists trying to reach the Moon!

ROB: When I designed the card backgrounds I

was looking for something metallic that gave the sense of machines, electricity and the wonders science and engineering. Also I immersed myself in the riveted steampunk look!

Why does it have a standard and advanced set of rules?



WIGGY: I was reading through a copy of Cheapass Games' The Big Cheese, which my wife bought years ago but we'd never actually played, when I noticed the bidding mechanic. I contacted James Ernest and he graciously allowed us to use that mechanic. The bidding system forms the standard rules, which can accommodate three to six players.

ROB: The advanced game allows for a two player game. Wiggy's basic concept was a great game but I was unhappy that due to the bidding mechanic the game did not allow two players to play. I believe a card game should be playable with two players and so I worked a version of the game that removed the bidding mechanic and introduced a resource mechanic. When playing this version you must conduct different scientific research into Electrics, Mechanics and Chemistry. During the game you can store your research in a workshop and then checking each rocket component you will be able to purchase component cards spending the appropriate scientific research points from your workshop.

WIGGY: Although the end goal of reaching the Moon is identical, having two sets of rules for the same game allows for different playing styles and varying number of players. Both games focus on resource management and risk taking, but in different ways.

The cards are amusing. Was that intentional?



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**WIGGY:** Most definitely! Rocket Race was always intended to be a light-hearted game – the whole notion of Victorian scientists building rockets in their sheds lends itself to humour. Some card games are quite serious – players are expected to sit quietly and focus on the game. Not Rocket Race! Banter and joking between players is all part of the fun. Whenever we play it with friends we're always laughing at the crazy rockets we build and how the Event cards affect us.

**ROB:** Oh yes! I like the fact you can stop in the middle of the game to discover something new in the text about trained monkeys or a mad inventor's crazed plan to shoot himself into space by strapping a bunch of champagne bottles to a bathtub!

*How did you go about designing the various components and accessories?*

**WIGGY:** Once I'd settled on the basic rules of steampunk rocket building (needing a Capsule, Propulsion, and Steering, plus Accessories) it was just a case of finding suitable names. Leagues of Adventure provided plenty of Component ideas, but there were still large gaps. Rather than relying on science and logic, I opted for things a mad inventor might try and use and that might be funny. That's how we ended up with a volcanic eruption Propulsion System and Steering provided by 100 hungry mice leaning toward the Moon (it being made of cheese, naturally).

As for the mechanics, having a Reliability rating as the final step to victory was an obvious choice – these things are homemade, after all. Deciding how the various card Reliability ratings would break down was easy enough – it was just a matter of creating a basic spreadsheet and



messing around with numbers until they felt right, such as having fewer high Reliability cards.

**ROB:** Wiggly set down the basic card anatomy – once I had created the advanced rules the cards needed additional symbols and science values that I worked out based on Wiggly's reliability value assigned to each card. Also during the Kickstarter campaign I took the card themes and created an online mini game based on Rocket Race, which you can try here: [www.tripleacegames.com/flash/rocketrace/rocket\\_race\\_mini\\_adventure.php](http://www.tripleacegames.com/flash/rocketrace/rocket_race_mini_adventure.php).

*Wasn't Rocket Race released last year?*

**WIGGY:** It's true that we had copies of Rocket Race at the show last year, but they were pre-production copies. Much like the mad

inventors you play, it was mostly put together in a shed. We always knew it would require a lot of investment in time and money to get Rocket Race onto the shelves and we had no idea if we had an audience. Producing a small number of sets allowed us to test the market. As it was a major success, allowing us to take the next step forward.

*With the current focus on Rocket Race, does this mean TAG is giving up on RPGs?*

**WIGGY:** Not at all! Rob and I sat down some years ago and made a list of things we'd like to do with the company in the future and card games was on the list. Having built up a healthy back catalogue, and with plenty of books written and in the production queue for the future, 2014 became the ideal time for us to achieve the card game goal.

**ROB:** No – we have plenty more in the queue. It's possible we'll be easing the flow to allow us to focus on other types of game, but RPGs are part of our future as well as our past.

*Are there any more card games planned?*

**WIGGY:** Yes! Over to Rob...

**ROB:** Using what we learned from producing Rocket Race, we've been hard at work. This year we're bringing two new card games to UK Games Expo! The first is King of Thieves, a game of robbing tombs, fighting monsters, and defeating traps as players seek to earn the eponymous title. The second is Halfling Feast. No, it doesn't involve you eating halflings. You play a halfling invited to participate in a food eating competition – eat as much as you can without being sick! We'll have demos of all three card games running at the Triple Ace Games' booth throughout the show.



VISIT TRIPLE ACE GAMES AT STAND P35 IN THE PALACE SUITE.

# THE NEXT GREAT AMERICAN GAME

DOUGLAS MORSE, DIRECTOR OF THE FILM 'THE NEXT GREAT AMERICAN GAME' TAKES US THROUGH THE PROCESS OF CREATING A DOCUMENTARY ABOUT THE BOARD GAME INDUSTRY.

There was a moment, a crucial moment, when I was staring at the computer screen and wondering "Am I going to pin an entire movie about game design on this guy?". Randall Hoyt had designed one game, still in prototype, and he had never been published. I had interviewed Alan R. Moon of Ticket to Ride fame for over an hour. Millions of copies sold. I spent days with Richard Launius, co-designer of Arkham Horror, in his man cave as he worked on Run, Fight, Or Die. I had recorded him pitching a game to Christopher Badell, creator of the runaway hit Sentinels of the Multiverse. And yet, as I viewed video footage, I kept returning to Randall and his story.

The idea to make a movie set in the world of tabletop gaming had been brewing for years. As a passionate role-playing gamer since my teens, a Eurogamer from the release of Settlers in 1995, and a filmmaker since forever, the elements were all in place. But I didn't have a story until I saw the amazing short film Caine's Arcade, by Nirvan Mullick, when I realised I could make a movie about the people behind the names on the box. I had attended Alan's Gathering of Friends in the late nineties, but had stopped going after it moved to Columbus and my son was born in 2003. But I shot him an email in late 2012, and he invited me to attend once again.

One of the most extensive interviews I shot was with Alan himself. I drafted Chris Handy (designer of Cinque Terra) and we wrote a series of questions asking Alan about his design process, his work at Avalon Hill, the creation and subsequent crash of his own company White Wind and how Elfenroads led to Elfenland, his first game to win the Spiel Des Jahres ("Game of the Year"). Alan told me that Ticket to Ride popped into his head nearly fully formed while he was out walking one day. This in-depth interview provided a fantastic hour of material. Though it told some of Alan's story, I didn't yet see a feature film in it.

I accosted Steve Jackson at Origins. He had just finished playing twelve or so folks in an Ogre tournament (and of course he crushed most of them), but he agreed to an interview. This was to yield a complete short film, with the video of our conversation cut together with



footage of Steve playing and graphics from his games. It also led to a minor side project: portraits of designers. The only other piece to approach something beyond a straight up interview was a series of conversations with Antoine Bauza, whom I met at Gen Con and Essen, and then at the announcement of the Spiel Des Jahres in Berlin when he won for Hanabi.

Now, in the tabletop gaming world, these guys are the superstars. They have given pleasure to millions, won awards, and have been able to go pro, leave behind any sort of day job, and in Steve's case, create an entire tabletop game company. Yet I was still searching for a story – something that would carry a viewer through a ninety-minute film. Like they say in The Matrix, there were other potentials, but there can be only one.

In narrative storytelling, a protagonist needs a super-objective: the one identifiable goal that will pull the character, and therefore the viewer, through the entire film. In a lot of ways, Alan, Steve, Antoine, and Richard had all arrived. They were established designers who continued to create great games, and so their stories had less urgency and less uncertainty. But Randall Hoyt, professor of graphic design and first-time game designer, had a goal: to get his game Turnpike published. That was a story we could get behind. But on its own, that wasn't enough. Directing tends to be a series of instinctual choices, and I kept coming back to the footage of Randall.

Randall is incredibly smart and creative, but it was when he crossed paths with some of the key players in the board-game industry, including established game designers and publishers, that the story started to snap. These

are the folks known to the insiders. Footage of his interactions with them would be of interest to tabletop game enthusiasts. Randall pitches his game to several publishers at ChiTAG: Tanya Thompson (ThinkFun), Alex Yeager (Mayfair), Matthieu d'Epenoux (Cocktail Games), and Curt Covert (Smirk & Dagger) provide a professional counterpoint to Randall's first-timer approach to game design and publishing. We can also measure Randall's progress by the way he interacts with the professionals from Steve Jackson early in his journey to professionally pitching to Stephan Brissaud of IELLO games at the end of the film.

Randall's sense of humour about his game, the design process, and his hope to find a publisher liven up the film. The trailer at [www.tabletopmovie.com](http://www.tabletopmovie.com) features some of his wonderful one-liners and self-aware rants. He truly enjoyed playing to the camera and in fact filmed a very revealing confessional himself. Also, Randall was a classic fish out of water. He had played board games, particularly in his youth, but he was not immersed in the hobby. In some ways, he didn't have a clue about modern board gaming. So although he had made a game that really would only have a chance in the hobby market, it wasn't a world that made sense to him.

The other thing about movie making is that the story moves forward through conflict.



Now, Randall is stubborn and it was obvious early on that he, like any creative person new to a field, would have to deal with a lot of rejection. Nowhere was this more apparent than when James Mathe of Minion Games tears into Randall for his borderline inappropriate approach to his first game. It was this scene in particular that made me think that I could make a movie about Randall's journey.

And then came one more layer to Randall's story, and to the film. In the hotel at Gen Con, Randall confided to the camera that he is bipolar. Randall himself expressed an interest in destigmatising the condition. Over the course of the year we spend shooting video for the film, his descriptions of living with bipolar and how it affected him made their way into the narrative structure of the movie. One of the key plot twists in the movie comes when Randall reveals that he has developed a second game – inspired by his time in treatment and rehab for bipolar. It is this game that veteran designer Mike Fitzgerald dubs "gold, pure gold". Mike has published more than a dozen games, so he certainly knows gold when he sees it.

Some gamers have asked me if it was difficult to approach these designers and publishers. The simple answer is no. At the events, I was able to attend as an accredited member of the press, though explaining that I was making an independent film rather than being a traditional

reviewer often complicated the process of receiving credentials. I saw Klaus Teuber on an escalator at Essen, and he generously gave me half an hour to chat. Reiner Knizia was standing near his booth and was happy to answer questions. Talking to Reiner about the theme of Euphrates and Tigris and how his research influenced the game was a treat. By the time I interviewed Richard Garfield, I'd learned a tremendous amount about game publishing and design, so that enriched the questions I posed. Matt Leacock and Eric Lang agreed to chat about game design on camera, and Eric's enthusiasm coupled with Matt's good nature yielded an excellent interaction.

One of the main questions we get is: where is Randall now and what is he up to? The film has an emotionally satisfying ending and deals with the successful conclusion of one of Randall's designs. And he continues to work at his day job as a graphic design professor at Keene State University in New Hampshire. But Randall's journey isn't quite over, as he told me himself when I told him I had to prep the film for release. Yet I had an obligation to my Kickstarter backers to deliver the film. Meanwhile, he still has leads, and one of them may yet bear fruit. He and I have hopes and our destiny on this journey of creating a film and a game continues. As they say in The Hobbit, "The Road goes ever on and on".



RANDALL AND DOUG WILL BE IN ATTENDANCE AT THE UK GAMES EXPO CINEMA WHEN THEIR FILM IS SHOWN AT 6PM ON SATURDAY NIGHT, AND WILL ANSWER QUESTIONS AND SIGN DVDS.



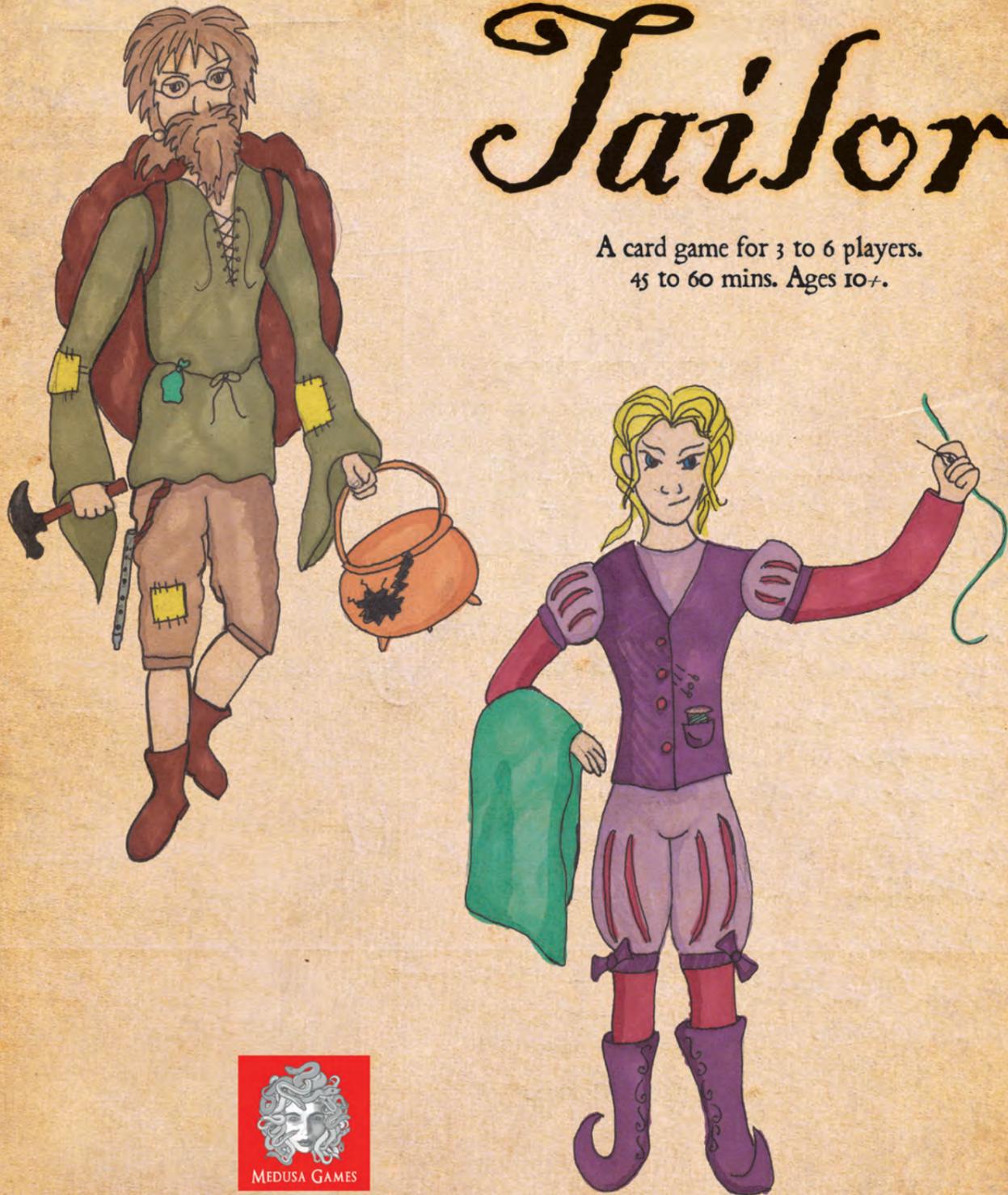
YOU CAN VISIT THEIR STAND (M27) IN THE MONARCH SUITE, WHERE YOU MIGHT GET A CHANCE TO PLAY TURNPIKE WITH RANDALL AND DOUG.

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# DIGITAL RENOVATION

## BLOGGER AND PODCASTER LUKE HECTOR OF THE BROKEN MEEPLE TAKES A LOOK AT THE ROLE OF APPS IN THE FUTURE OF BOARD GAMING.

One of the best parts of owning a board game is getting to manipulate all the pieces during play; the chunky wooden pieces, the linen-finished cards, the metal coins and the hordes of plastic miniatures. We pay a hefty price for our quality board games and we expect to get our money's worth, whether by pristine components or fantastic gameplay.

As the years have come and gone, the technology that goes into making these games has improved. As such, not only are we getting better components but also some innovative ideas in game design. However, we are starting to see a trend whereby game publishers and designers are taking advantage of the smartphone craze. Games are no longer simply ported over onto iOS and Android as alternatives to their cardboard counterparts, apps are starting to be used as companions (e.g. 7 Wonders & Sentinels of the Multiverse) and recently even as direct replacements for components in a game (e.g. X-COM & Alchemists).

This has caused a little ruckus among gamers. There are those who welcome the addition of new technology into modern gaming, and those who prefer the tactile feel of components and

don't want apps to remove what made older board games great.

### A NEW FACE LIFT

Firstly let's look at the straight up game ports that have been around for several years now. Classic games such as Ticket to Ride, Carcassonne and Agricola have had outstanding digital alternatives made, which don't lose any of the fun factors that made the originals great. New games are also getting ports made fairly quickly after their release.

Some might argue that this is hurting the board game market, particularly in the case of high street stores that only sell the physical game. If there is a solid digital version of the game available for less than a fiver, why should we fork out £30+ for a less portable box that takes up valuable shelf space?

I'm going to call balderdash on this one for a kick-off, at least for the most part. Designers are more than happy for their games to be sold in multiple formats to spread their name around, and publishers will always earn off the license depending on how closely they are involved with the distribution of the app itself.

And let's remember one of the primary reasons that we love board games so much. It's not the game itself, not the pretty pieces, but the social aspect of it. Unless you are living in your Caverna dwelling alone somewhere, banning all visitors, then I'm sure you enjoy playing your games in groups more often than alone. Now I'm an advocate for solo gaming given that I live alone and we all lead busy lives with jobs and family commitments, but even I prefer to whip out Arkham Horror with a posse rather than take on Cthulhu myself.

What's the point I'm trying to make here? Well I'm saying that no matter how good a digital port is, it's never going to replace the atmosphere and fun that's to be had in playing a physical game with a group in person. When you set aside an evening for family time, do you then sit at a table passing an iPad around to play Ticket to Ride? Of course you don't, you pull out that box, unload those plastic trains and coloured cards and shout at your significant other for stealing your last route to Miami.

So those high street stores are still going to sell physical games because the ports should be seen as a secondary alternative; a platform for those who want to play their favourite games but don't have the time or are stuck on long journeys. However, I will say that two player games are a concern in this regard because the digital versions can actually surpass the need for the original in some cases. I'm going to throw out Star Realms and Neuroshima Hex as a couple of examples where I believe the port is so good, it almost renders the physical board game obsolete, but even these are selling well in both formats so what do I know?

### OUR LOVED COMPANION

Companion apps are less common, but to my mind are a highly under-used niche that should be developed more. These apps act as an aid to the original game whether by randomising variable setups at the start, speeding up the scoring at the end or keeping the gameplay flowing smoothly by helping with fiddly book-keeping.

My three most used examples personally are 7 Wonders Companion, One Night Ultimate Werewolf and Sentinels of the Multiverse: Sidekick. The former is essentially an iconography database, but it's main feature is the great end-game scoring function that



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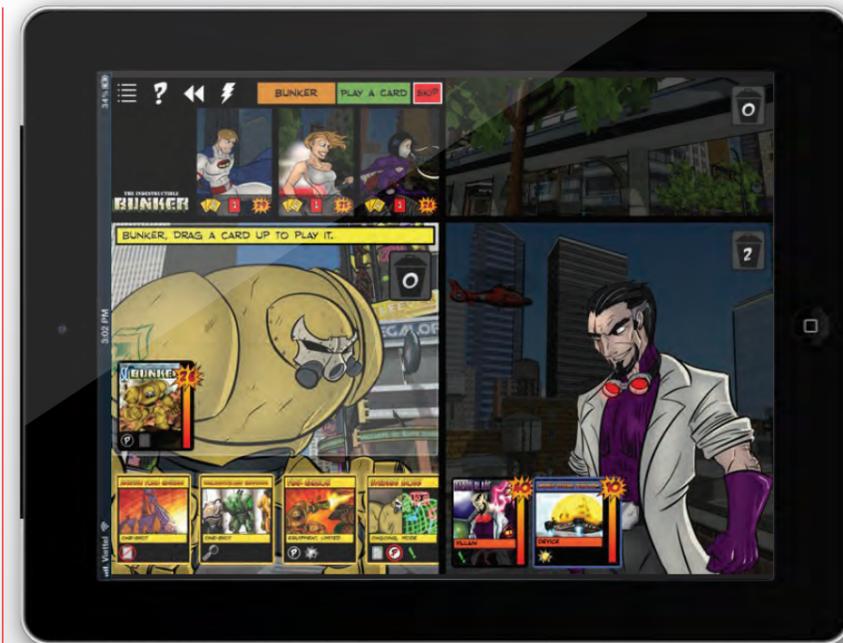
really speeds things up and solves the potential issue of getting your sums wrong, especially in seven-player games. The latter takes care of the fiddly book-keeping by tracking hit points and status effects so you don't have to keep messing with tokens all the time. And finally One Night Ultimate Werewolf takes us through the night phase with clear and concise narration by Eric Summerer so that I don't have to lose my voice doing it myself – and trust me, I've tried!

This is where I see apps really shining in board gaming in the future. None of these apps are mandatory requirements for the game, but they improve on the original flaws it once had. If you've ever listened to my podcast, you'll know that Sentinels of the Multiverse is my number one game, but I never play it without my iPad next to me to take care of the Hit Point and Status tracking so I can get more immersed in the theme. In the majority of cases, the apps don't even remove the use of any of the original components bar a score pad or the odd token, so you still have the tactile "buzz" you get from playing the game physically.

I never really hear gamers complain about the use of a companion app and with good reason. They are a useful tool, nothing more. I'm hoping that publishers really take advantage of this and promote this further in the future.

#### THE LIFE SUPPORT SYSTEM

Now we've reached possibly the most controversial part of the digital renovation, and one that has only really dipped its toes in the pool in the last few months. This is where apps



aren't simply a companion of the game, but are an essential part of the game, mandatory for it to even function. At the time of writing, we only have three culprits in this field: Alchemists, Golem Arcana and X-COM: The Board Game. Alchemists requires an app to handle the setup of the hidden chemical formulas for each ingredient as well as the potion mixing itself. X-Com's app dictates the entire flow of the game based on the scenario and difficulty chosen. And finally Golem Arcana handles unit movement and statistics with its very cool and unique Bluetooth Microdot Camera system.

Now not only is the app replacing aspects that could be handled by manual components, it's also in some way telling the story of the game. Alchemists is more light in this aspect as technically it is possible to have a player "sit out" and run the game manually without the app – but let's face it, who on earth is doing that? With X-COM, however, all of the tutorials and rules for playing the game are on the app, meaning the rule book literally is a couple of setup diagrams and a component list.

The typical argument heard in this area is that the app is reducing the need for tactile components and as a result the gamer is not getting value for money in the box. Now this is a legitimate concern, but not one that I feel has been proven yet. It can potentially be an issue when most of a game is dealt with using an app to the extent that components are no longer required. However, apps require money to develop just as a component needs money to produce, and so far no publisher has charged additional funds to download their respective mandatory apps. Let's just hope it stays that way without dubious marketing tactics and 'micro transactions'.

It should also be noted that in the case of X-COM in particular, the value for money has not suffered despite its mandatory use of the app. You still get high quality components galore in the box to justify spending your money; the app merely keeps the game flowing smoothly and replaces the need for fiddly card decks to dictate your actions. It provides a fantastic platform to improve on a trend for awful rulebooks in the industry. I think every single board game should, at the very least, have a tutorial and indexed rulebook within an app because they can help a great deal.

In essence, it's a case of ensuring that publishers don't use the app as an excuse to skimp on other aspects of the game. It's a legitimate concern that some publishers will cut the costs in the physical department if they believe they have a solid app to back it up. Not to mention that we'll probably still get our games packaged in those large, square, shelf-invading boxes, despite the reduction in components. But they're taking on greater risks if you think about it; if a single component isn't great it usually doesn't break the game, but if you get the app wrong, that's a different story.

#### THE FUTURE OF BOARD GAMING

As for the prospect of apps replacing our board games - I wouldn't worry too much. The first examples of games relying heavily on the app have proven popular and none of them have skimped on components.

As long as we all remember that the best part of board gaming is the people we play with, we can rest assured that high resolution pixels are never going to replace our boxes of wood, cardboard and plastic!



LUKE HECTOR'S BLOG CAN BE FOUND AT [BROKENMEEPLE.BLOGSPOT.CO.UK](http://BROKENMEEPLE.BLOGSPOT.CO.UK)

# MUSINGS OF A VIRGIN GAME DESIGNER

FIRST TIME GAME DESIGNER ORHAN ERTUGHRUL OF HAPPY OTTER GAMES SHARES HIS EXPERIENCES OF CREATING A GAME READY FOR KICKSTARTER.

Last May some friends came to stay for the weekend. One evening, after a fabulous meal featuring far too much good wine, we started chatting about our projects and the things that were currently interesting us. Rather offhandedly, I broached the subject of how I'd always wanted to create a board game. Everyone was suitably enthusiastic about the idea and I remember, through a slightly alcohol induced haze, agreeing that the next day I'd put the ol' grey matter to work and see what I could come up with for us to play in the evening.



The following morning found me sitting at my computer, hoping that the little gnomes currently dancing across my cerebellum with tiny hobnail boots would go away and that inspiration would hit me like a bolt of lightning. That thought lead to another, and an idea slowly coalesced for a game of battling cartoon creatures. Having conjured my theme out of thin air, and feeling pretty good about myself, I began to design a game with some artwork I cadged from the Internet. I threw in a liberal smattering of game mechanics, including card bidding, which I'd always enjoyed in other games, and hey presto, six hours later I had my game!

That evening we all sat down ready to get to grips with my brain child. This was going to be great! After 30 years of game playing experience I must have created something that would be fun to play and engaging, right? Two hours later I was sitting dejectedly in my chair with the firm belief that there were probably yet to be discovered amoeba in the

acidic atmosphere of Venus who had more game design talent than I did. The game was a stinker; it was slow and there was way too much randomness. It was around that time that I learnt my first lesson as an indie games designer: creating a great game is hard!

Despite my initial failure, I'd really enjoyed the process of inventing a game and decided that I was going to grab "Creature Labs" by the horns and wrestle it into something that was actually playable. Over the next week I immersed



myself in games design research on Board Game Geek and other resources, and with an arsenal of new ideas I set about tinkering with my game. Confident that I'd now massaged it into something more playable, I decided to inflict it upon my Monday night games group. It was still dreadful... but at least it was slightly less dreadful than it had been. Every time we played it I learned a few more things, and the game eventually transformed into something that people actually enjoyed playing. Maybe I was on to something here after all!

I learnt some invaluable lessons during play testing. One thing I can't stress enough is that if you haven't played your game with other people so many times that you began to worry that your brain might melt and dribble out of your ears, then you probably haven't play tested enough. I could write an entire series of articles on play testing, but as we don't have the space here to do the subject justice, I'll mention three things that helped me:

- IF IT ISN'T FUN DON'T DO IT!

Raph Koster wrote a great book called *A Theory of Fun for Game Design*. I recommend it as a great core read for anyone interested in game design. A board game is much like any other product; when you're designing it, you need to put yourself in the shoes of your customer. If a certain game mechanic is laborious or seems contrived then your customer isn't going to enjoy it. Be honest with yourself.

- LISTEN TO YOUR PLAY TESTERS.

It's sometimes hard to hear harsh opinions about something that you've put your blood, sweat and tears into, but if a dozen people have told you something doesn't work, revisit it. You'll find some of the best ideas in your game will come from your play testers. Don't be too precious.

- FAIL FAST.

Don't spend weeks creating the perfect game before doing any play testing. It may be that despite your best intentions, your idea is a dog. You need to discover that quickly, and either change the idea or have a different one. There's nothing worse than spending months working on an idea, and maybe spending a lot of money on art work and design, only to find out that the core game mechanics don't work.

I had already thought a little about self-publishing, I'd backed several projects on Kickstarter and felt this might be a good way to get my game in front of the public, but this presented me with several problems. I needed artwork, a graphic designer, a printer, a company, bar codes, a brand, an internet presence, a community, a marketing strategy and a whole bunch of other stuff too numerous to mention.

The first step was to find an artist who had the skill to realise my vision of some really cool creatures. Fortunately a friend was able to point me in the direction of the Polycount forums ([www.polycount.com/forum/](http://www.polycount.com/forum/)), where I was able to find a great artist who was creating art in the style that I was looking for. As a side note, the Board Game Geek forums are also a great location for meeting artists. You'll also find masses of good advice on games design there ([www.boardgamegeek.com](http://www.boardgamegeek.com)).

There are two things to bear in mind here: great artwork isn't cheap and it will take time. Be prepared to have to spend a considerable

amount of money on your artwork (£1,500 isn't unreasonable). It's the face of your game, and it needs to be great. Also make sure that you leave enough time to complete your project. If you consider that each piece of card artwork can take two or three days to produce, much longer for bigger pieces, it should give you an idea of how long your project might take. The final note here is that you should work with someone that can give you good references and has completed game projects before. The last thing you want is for your artist to vanish half way through a project.

Another important lesson that I learnt here is that art work and graphic design aren't the same thing. This was a bit of an epiphany for me. I'd muddled my way into the project expecting my artist to be doing my design work, and it was a bit of a shock when I found out that I needed to pay someone else to build the card and player mat designs.

My next problem was finding a printer who could print relatively low volumes at reasonable costs, including prototypes I could use for marketing or send to game reviewers. We're lucky to have some great quality game printers here in the UK but for low volumes they're not cheap. If you're thinking about any type of third party distribution model, you have to be able to produce your game at the lowest possible cost whilst maintaining the quality. This is because if you're going to sell through traditional distribution, you may have to give a distributor price as low as 20% of your retail price. If you're planning a Kickstarter, your initial distribution problems are to some extent solved because your customers are contracting with you directly and you can always sell through your website. However, if you really want to lower your costs, you have to go offshore and for the most part this means China. I was fortunate to find Wingo Games through a recommendation from someone who'd already worked with them on a Kickstarter ([www.wingogames.com](http://www.wingogames.com)). For any printer you decide to work with, I'd recommend making sure that you ask for a couple of good references. Don't forget that if you're producing in the Far East you need to take account of transportation costs, import duties and the time it takes to import by ship.

So, let's see; we have a game that works – check, art work – check, design – check, a printer – check, so we're ready to go to Kickstarter right? Admittedly I'm looking at this from the point of view of a novice game designer and Kickstarter newbie, but I see many projects on Kickstarter for great games that either don't get funded or don't do as well as the game seems to merit. The more I've looked at this, the more I'm convinced that it's because they look at Kickstarter as their marketing platform. Kickstarter should be part of your marketing strategy, not the whole of your marketing strategy. Think about it as a great

sales destination you can send people to who already have an interest in your game.

Your first task should be to create a recognisable brand that you think will appeal to your target customers. Design your website around your brand. The earlier you do this the better. We discovered that someone had a similar brand to ours, so had to change the name of our game from Creature Lab to Creature College to avoid any copyright issues. You can trademark your brand relatively cheaply and easily via the UK Government trademarking site ([www.gov.uk/register-a-trademark](http://www.gov.uk/register-a-trademark)).

Facebook should be a core component of your marketing strategy. It allows you to specifically target groups of people who have an interest in board games. I try to publish something new every day, whether it's a bit of concept artwork, a convention report or just an update on our games development. Ensure that you link Facebook with Twitter, Wordpress and your website. Wordpress is great for longer articles you may want to release like newsletter updates and game design articles. Remember that you're trying to build a community of interest, so join some discussions on Board Game Geek and Facebook groups like The Board Game Group ([www.facebook.com/groups/210675258986501/](http://www.facebook.com/groups/210675258986501/)).

A mailing list is a great way to keep in touch with your community. Make sure that you have a 'subscribe' button on your website that takes you to a subscription form where people can join your list. You can incentivise subscription by running competitions on social media and then use the free Mail Chimp online service ([mailchimp.com](http://mailchimp.com)) to create, distribute and analyse the success of your marketing campaigns.



Reviews and play through videos are vital to the success of a Kickstarter. If a well known reviewer thinks that your game is the best thing since mankind climbed down from the trees, it will do wonders for your Kickstarter campaign. You can find great reviewers through the Board Game Geek website and the Board Game Reviewer group on Facebook ([www.facebook.com/groups/boardgamereviewer/](http://www.facebook.com/groups/boardgamereviewer/)).

So finally we come to the Kickstarter itself. I've noticed some general trends that seem to hold true for successful Kickstarters. They look professional, keep the pitch video short and to the point (no more than two minutes) and feature some great graphics. They also include reviews and play through videos, have a small number of well-defined pledges and don't offer stretch goals that are complicated to deliver upon but have a small number of stretch goals that are exclusive to the Kickstarter and easily deliverable.

Finally don't set yourself a funding target that is too high but be realistic about what it will cost you to publish your game. During your campaign you may also want to do some advertising on Board Game Geek just to bring in those few additional punters!

If you're thinking of designing and publishing your own game I can only say that you have a wonderful adventure ahead of you that will be a phenomenal amount of hard work but tremendously rewarding.



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We provide different global shipping solutions including EXW, FOB, CIF, DDU, DDP and drop shipping service



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# A BRIEF HISTORY OF BRITISH BOARD GAMES

JON HATHER OF THE HISTORIC GAMES SHOP, WHICH SPECIALISES IN PERIOD GAMES FOR MUSEUMS AND RE-ENACTMENT, TAKES US ON A WHISTLE-STOP TOUR OF BRITISH GAMES THROUGH THE AGES.

What have the Romans ever done for us? Well, aqueducts, sanitation and roads of course... and numerous board games. Unfortunately, only a few survive. Ludus Duodecim Scriptorum (Game of the Twelve Points), a Backgammon-type game, is one. Another, and one of the most popular, is Ludus Latrunculorum (The Game of Little Soldiers), a highly tactical abstract strategy game that

probably the most successful abstract strategy game of all time, which first appears around 100AD, and its diminutive cousin Three Men's Morris, which originates several centuries before this.

These early games were joined in medieval Britain by those that entered Europe from the Islamic world via Spain. The list includes

Chess – the medieval version, with no queen and much more restricted movement – and numerous games played on the tables board, of which a Backgammon-like game was just one. Alquerque is another. With the Morris games, and the northern European asymmetric game of Fox and Geese, this was commonly played for the first few hundred years after the Norman conquest, and all four can be found scratched into the benches of our medieval ecclesiastical buildings, where they were presumably played by parishioners seeking entertainment during a particularly tedious sermon.



Alquerque: medieval, scratched onto stone: Carmarthen Museum

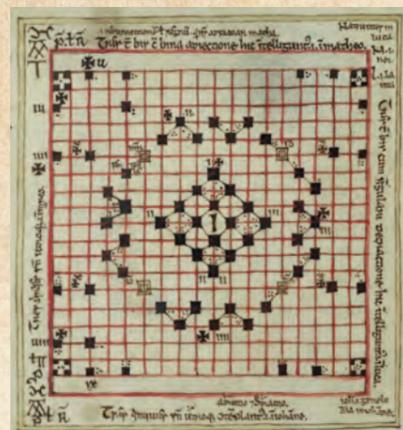
A less common game was Rithmomachia, invented in the monasteries of 11th Century Germany. The game used counters inscribed with numbers. The winner was the player who, using their own and captured counters, made a symmetrical pattern displaying an arithmetic, geometric or harmonic progression in their opponent's half of the board! Roman numerals, used originally, were later replaced by Arabic numerals. This game continues to be played by a select few!

The Tudors were as innovative in gaming as they were in religion and politics, and transformed Alquerque into English Draughts when they played the medieval game on the chequered Chess board. This subsequently gave rise to many varieties of Draughts across Europe, as well as many competing rules for the English game. Two more games from Tudor times – though neither invented in Britain – had an impact upon the gaming scene here as never seen before. First, from Germany, was Glückshaus, or House of Fortune (aka Lucky Pig). This early stakeboard game, in which money placed on a board is won or lost on the roll of dice, inspired many later gambling dice games, from Crown and Anchor to Roulette. The second innovative game of this time was invented for Francesco de' Medici as a gift to

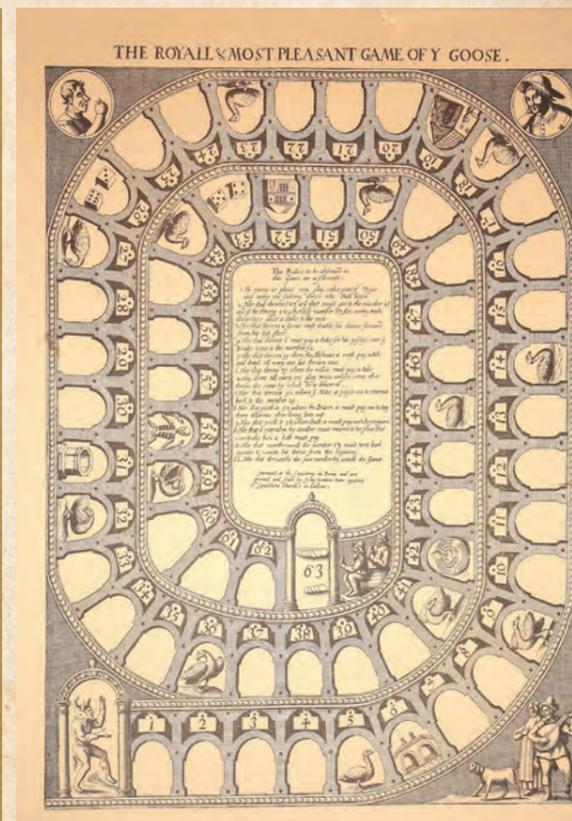


Ludus Latrunculorum from Roman Silchester Tile with ceramic and bone counters

may have been the first board game played in Britain. Several fragmented boards of wood and stone survive. Rules have been reconstructed from contemporary Latin writings, though the game did not survive the fall of the Empire. Its method of custodial capture was, however, borrowed by the northern Europeans who invented Hnefatafl, a hugely successful asymmetrical game in which a king, losing a battle, attempts to escape an enemy army. Brought to Britain by the Vikings, tafl games survived well into the Medieval period. Alea Evangelii (Game of the Gospels), the largest of these, is documented in a copy of a 10th Century Irish manuscript, which illustrates its opening position. Other persistent games with Roman origins include Nine Men's Morris,



Alea Evangelii Corpus Christi College Manuscript 122



The Royal and Most Pleasant Game of the Goose: paper, Victoria and Albert Museum

Philip II of Spain, a particularly mirthless monarch who had recently lost his Armada. Published in Britain in 1597 as 'The Newe and Most Pleasant Game of the Goose', this was the first race game, where players compete, on the roll of dice, to be the first to the end of a course of numbered squares, meeting pitfalls along the way. In Britain 'Goose' was hugely popular throughout the 17th and 18th Centuries but eventually lost out to the Indian Snakes and Ladders during Empire days, though it survives particularly as a children's favourite in France, Italy and Spain.

Revolution and Restoration in the 17th Century paralleled turmoil in the game of Fox and Geese, with wildly extravagant varieties introduced in attempts to balance this asymmetric game; but the period also saw agreement on the rules for English Draughts, the development of modern Chess and the settling of Backgammon as our national tables game. By the time the 18th Century drew to a close, and reflecting a widening world, the great African game family of Mancala and fascinating blocking games from China had arrived in Britain. The Napoleonic Wars saw militarisation of rural games, with the renegade soldiers and two officers of Asalto substituting for the geese and fox. Originating in France, the superb and quite unique two, three or four-player Conspirators was briefly popular, with the loser the player with the last of 40 conspirators racing to get to each of 39 sanctuaries. Around the same time Queen's Guards, or Agon, appeared, remarkable as the first game to use hexagons as cells. Later, the Victorians industrialised game manufacture, and card game boards appeared, folding across the middle and packaged in card boxes; corresponding with an explosion in game invention.

What can we say of these earlier games today? Nine Men's Morris can soon celebrate, with some pride, its 2,000th birthday, and is still going strong; Three Men's Morris is played more commonly now as Noughts and crosses. Chess, Backgammon and Draughts hold up well too. But many more, played by fewer today, are well worth a go.

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# JENNIFER WADDINGTON

It is with great sadness that we note the passing of Jennifer Waddington, a.k.a. Evil Kitten, in early February of this year.

A stalwart of the gaming and Autistic community for many years she is perhaps most remembered in the gaming world for her world class adventures, including several notable team fun events and the first (and last) live action Paranoia games for GenCon UK, and more recently for her work with Rogue Cthulhu in the US and at Conception in the UK.

A world class GM she was rated third in the world by the RPGA before its demise and was also well known at most major



UK events for her demonstrating of Looney Labs games, which she had undertaken every year at UK Games EXPO since its start.

She was also very well known for her undoubted baking prowess, supplying gamers with much needed vitals and sugar in return for small charity donations.

Due to her own natural reticence, her work on behalf of the National Autistic Society was often unknown by most but included most recently a presentation on the Value of Gaming to those with Autism at the first ever National Autistic Convention held in the UK earlier this year. In addition she also appeared on radio and in national newspapers as a spokesperson for those with adult Autism.

Also a highly gifted artist, writer and poet in non-gaming genres, she is survived by her husband Chris.

# TOP TIPS FOR TRIUMPHANT TERRORS

**BEN COUNTER OF DEATH SPIRAL GAMES, ONE OF THE AUTHORS OF THE SLEEPER: ORPHANS OF THE COLD WAR ROLEPLAYING GAME, GIVES SOME HANDY HINTS FOR CREATING HEINOUS FOES.**

risk a fight. It's also possible to do this second-hand, such as having the characters listen in to your villain communicating with his underlings. As long as your players get the chance to encounter the villain in some form before a climactic encounter, it will mean much more when the time finally comes to face him.

## HAVE A PLAN

A villain needs a plan. If he's 'evil' but isn't actually doing anything, then he's not really being evil. Not only does a plan give the villain something to do, it sets the stakes for your player characters to tangle with him. It also helps reinforce his motivation, as long as the plan meshes with those motivations. Deacon's plan might be to hold an entire nation to ransom with a stash of forgotten nuclear weapons he's uncovered in the former Soviet Union. That gives the players high stakes (nukes), an objective (a plan to foil) and suggest Deacon's motivations (sweet sweet ransom money).

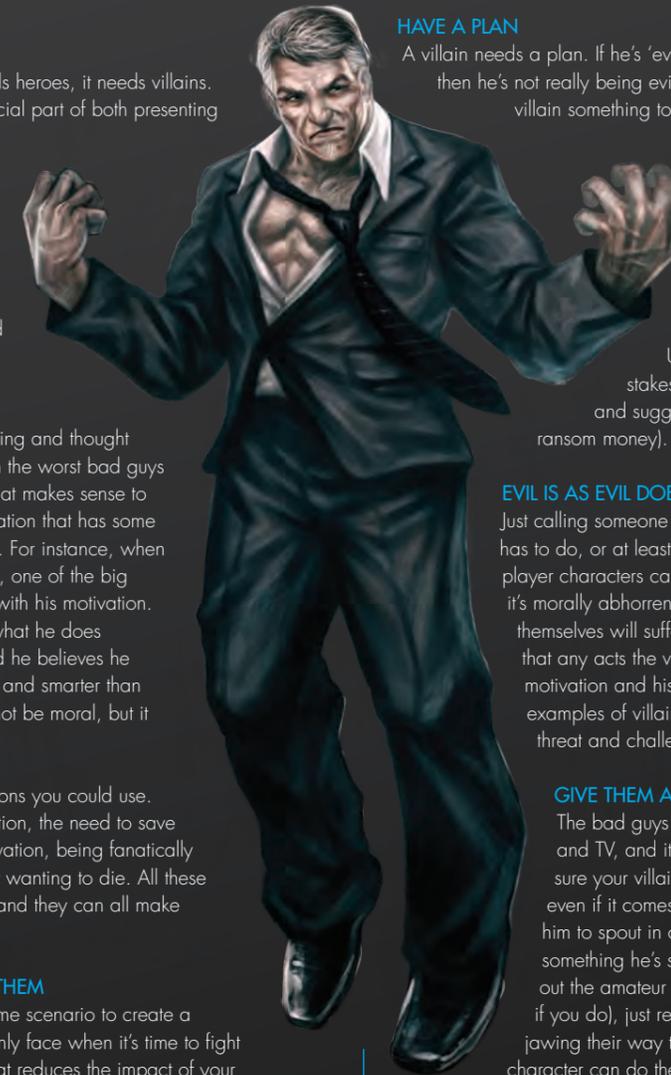
## EVIL IS AS EVIL DOES

Just calling someone a villain isn't good enough. Your villain has to do, or at least threaten, something terrible that the player characters cannot allow to happen (either because it's morally abhorrent, or because the player characters themselves will suffer). It's easy to overdo this – remember that any acts the villain commits have to fit in with his motivation and his plan – but without at least some examples of villainy your bad guy will feel less of a real threat and challenging him less of a meaningful goal.

## GIVE THEM A VOICE

The bad guys get all the best lines. It's true in film and TV, and it can be true in a game, too. Make sure your villain has the chance to express himself, even if it comes down to jotting down some lines for him to spout in combat or giving the players access to something he's said or written. You don't have to break out the amateur dramatics (although it can be awesome if you do), just remember that while the players are jawing their way through a session your antagonist character can do the same.

Designing Sleeper's bad guys was one of the most fun aspects of writing the rulebook, and we found that larger-than-life, compelling villains like Deacon were aspects of the background that grabbed attention right away. Give your own bad guys some personality, some depth, and the opportunity to express them, and your players will feel all the more heroic when they vanquish them.



Just like a roleplaying game needs heroes, it needs villains. Designing a good villain is a crucial part of both presenting players with a challenge, and helping create a compelling story for them to play through. While developing the Sleeper roleplaying game, we found ourselves putting plenty of thought into making our bad guys compelling, memorable and awesome.

## DO IT FOR A REASON

Nobody ever woke up one morning and thought 'today I'm going to be evil'. Even the worst bad guys have a reason to what they do that makes sense to them. They have to have a motivation that has some logic to it, no matter how twisted. For instance, when creating the character of Deacon, one of the big bad guys in Sleeper, we started with his motivation. In his case, it's greed. He does what he does because he wants to be rich, and he believes he deserves it because he's stronger and smarter than the people around him. It might not be moral, but it makes a certain kind of sense.

There are no limits to the motivations you could use. Others include revenge, desperation, the need to save a friend or loved one, self-preservation, being fanatically devoted to an ideal or simply not wanting to die. All these are understandable motivations, and they can all make someone do terrible things.

## MEET THEM BEFORE YOU KILL THEM

It's very easy in a roleplaying game scenario to create a major bad guy that the players only face when it's time to fight and defeat him. Unfortunately, that reduces the impact of your story because the players don't have a chance to become emotionally involved with the villain's part in their characters' story. It's important that the characters interact with your villain in some way before it's time to start rolling for initiative.

This can be face to face, such as when the characters meet a villain before they know what he truly is, or on neutral ground where they can't

DEATH SPIRAL GAMES CAN BE FOUND AT STAND L22 IN THE LIBRARY.

# ERGO SUM GAMES



**New Earth**

Game design  
& development: N J Higgins 'The prof'  
Playtest Director: G Cohen  
Art: G De Michele

2 - 4 players  
60 - 90 mins  
10 +

Visit the ESG stand and play the exciting new game from Ergo Sum Games - the first in a stellar line-up of forthcoming titles.

Or even enter ESG's inaugural New Earth tournament. Cash prizes to be won. Reserve your place.

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**YOU CAN FIND US IN THE  
MONARCH SUITE STAND M10**

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Whilst at the stand, why not join the ESG Ludorati™ community or register online at: <http://ESG.questionpro.com>

Ergo Sum Games Ltd  
1st Floor  
Jubilee House  
Long Bennington Business Park  
Long Bennington  
NG23 5DE

Tel: 01400 281892  
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[info@ergosumgames.com](mailto:info@ergosumgames.com)

# 2015 EXPO GUIDE

## WELCOME

TO THE NINTH UK GAMES EXPO AND THE THIRD YEAR HERE AT THE NEC HILTON. WE NOW USE EVERY SQUARE INCH OF EVENT SPACE, AS WELL AS FILLING MOST OF THE HOTEL'S ACCOMMODATION AND HAVE ADDED BOTH A GAMING MARQUEE AND STREET FOOD IN THE CARPARK. THIS YEAR WE HAVE EXPANDED TO A THIRD TRADING DAY, WHICH STARTS AT 2PM ON FRIDAY, GIVING YOU MORE TIME TO VISIT THE OVER 150 EXHIBITORS AT THE BEST HOBBY GAMES FAIR IN THE UK. LET'S TAKE A LOOK WHAT IS GOING ON WHERE.

**MONARCH SQUARE:** The front desk is located here. This is where you can collect pre-booked tickets or purchase them on the day. You will also find the admin desk here, where you can book in to the various organised play events such as roleplaying games and tournaments. A full schedule of events will be posted in this room. We will also hand out programmes, awards voting forms and the treasure hunt here – and you might spot some cosplayers.

**MONARCH SUITE:** The largest space in the convention is divided in two. One half will be an additional trade hall, supplemented by additional trade stands in the foyer. The other half will house the core of our open gaming space, where you can sit down and play games with your friends and make new ones. It also houses the board game library, run this year by Thirsty Meeples.

The rear two rows of this space will be used for board game tournaments up to 7pm each day. There will also be a number of large scale participation games both inside and outside of the Monarch, along with the Playtest Area, where you can try out and comment on prototype games, and the Board Game Redesign area, where four games that made the shortlist of our Board Game Redesign will be available to try..

**WARWICK ROOM:** You can find the family zone, run by Imagination Gaming, here. It is filled with games that are just right for children and parents to enjoy together. If you have brought your family and are new to the Expo, it's a good place to get your feet wet playing games. The Warwick

will also house the kids' roleplaying games and a face painter.

**NORFOLK ROOM:** We will be hosting our tournaments here each day until 7pm – but after that it is free for open gaming.

**DORSET ROOM:** LARP gaming.

**PALACE, LIBRARY AND KINGS SUITES:** Between these suites and the trade half of the Monarch, there are around 3,500 sqm of space packed with stands and demo games from more than 150 traders. Just outside the library, in the main hotel foyer, you can find a help desk.

**ARDEN SUITE:** Seminars and cinema.

**YORK ROOM:** Yu-gi-oh games all weekend.

**WIZKIDS PAVILION:** This is dedicated to Wizkids tournaments such as HeroClix, Dice Masters and Attack Wing. Outside the Pavilion are additional demo gaming tables for our Wargames Showcase.

**THE TERRACE ROOM:** This is a tournament room.

**COLONIAL AND LANCASTER ON GROUND FLOOR AND THE DEVON, ASCOTT, SUNNYDALE, DURHAM AND WINDSOR ROOMS:** These rooms are where our roleplaying games can be found. Fancy a go? Book in at the admin desk in Monarch Square.

**WESTMINSTER:** Grab a bargain at the Bring and Buy located here. The Westminster is also used for tournaments.



## 12 THINGS NOT TO MISS

**1. THE UNRIVALLED TRADE FAIR:** UK Games Expo has a huge trade fair with 150+ traders selling board games, card games, roleplaying products, miniatures, arts, books and a host of gaming related products. Hope you brought lots of pocket money! (Full trader directory on page 34.)

**2. TOURNAMENTS & CHAMPIONSHIPS:** Including Game of Thrones, HeroClix, Ticket to Ride, War Machine, X-Wing Miniatures, Warhammer 40K, Settlers of Catan, Android Netrunner, Carcassonne and many others. You could win a flight to Vienna or the USA! Many are open for entry until 15 minutes before the start. You'll find a full list on page 28.

**3. FAMILY ZONE:** Lots for the kids to do with a huge number of games, new and old, for young players. Kids, why not also try out the children's roleplaying or get your face painted? The Family Zone is in the Warwick Suite.

**4. NEWEST GAMES & RELEASES:** A large number of traders will have demo tables of new or recent releases at their stands. There are more demo games and wargames to try outside the Monarch Suite, and playtest prototype tables in the Monarch Suite. Don't be shy – just walk up and ask to play.

**5. MASSIVE ROLEPLAYING SCHEDULE:** This year we have the

## BRING AND BUY

Hunt out a bargain or sell off your old games, books and figures at the Bring and Buy. Jason, Jerry and their team will be returning this year to run the Bring and Buy in one room of the Westminster Suite, so go along and see what goodies you can pick up.

You will be able to register your products for sale from noon to 7pm Friday and from 9am on Saturday and Sunday. This year we have introduced a new method for registering goods via our website. All you need to do is register at [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk) then turn up at the Bring and Buy to collect your printed labels and put your items on sale. You can also register on the day by filling out a form on the provided computers in the room.

You can check back towards the end of the day to collect earnings or remove unsold goods. The Bring and Buy will charge 10% commission, which will be given to the Children's Heart Surgery Fund and Cancer Research.



capacity to run up to 50 roleplaying or LARP games at any time. We will have many choices of games in eight sessions over three days, so you're sure to find one you like. May all your dice roll high!

**6. GUESTS:** We are always delighted to welcome special guests. They will be helping out in the seminars but all are always willing to chat. Check them out on page 38. This year guests include Eric Lang, Douglas Morse, Udo Schmitz and Alex Yeager.

**7. COSTUMED GROUPS:** The cosplay groups are part of the fun of UKGE. With daleks, stormtroopers, Doctor Who and his companions and lots of monsters, we hope you enjoy the entertainment. The cosplay groups are always willing to have photos taken. They will be collecting for their chosen charities during Expo.

**8. SEMINARS & TALKS:** A popular part of UKGE is the seminar schedule. Ask questions of the game designers, and find out how to go about designing and publishing games! The seminars go on during trade hours on Friday, Saturday and Sunday in the Arden Suite. Entry is free so just turn up. The schedule is on page 38.

**9. PLAYTEST:** Ever designed a board game and want to see how it plays? Interested in playing

## OPEN GAMING ALL WEEKEND

### THURSDAY NIGHT

The show runs Friday to Sunday but we know that some of you eager beavers will be arriving on Thursday night and would like somewhere to play. From around 6pm onwards there is space in the air conditioned/heated solid Marquee, which can seat 600. There is no formal board game library on Thursday evening. The Marquee is in use for a Trader summit during the day, so please do not try and gain access before 6pm.

### FRIDAY

**Monarch Suite:** The Monarch Suite is our main open gaming space all weekend, and where the board game library will be. The suite will be open from 9.30am, but please note that some tables will be in use for our tournaments. These tables will be clearly marked, and open gaming is not permitted on them until the events end at around 7pm. During the day there is seating for around 280, rising to over 500 as additional space becomes available during the evening.

**Marquee:** During the day, and certainly at night, there is space available in the solid-built, heated and air conditioned Marquee.

- York Room:** Part of this room is reserved for Yu-gi-oh games but there is open gaming space for around.
- Boulevard Restaurant:** Open after breakfast until 10pm. Food from the reduced lounge menu or the Expo food festival may be eaten here, but no food from other external suppliers.

### SATURDAY

- Monarch Suite:** See Friday.
- Marquee:** See Friday.
- Norfolk Room:** This small tournament room will be available for open gaming after 7pm. It can seat 50 to 60, with some additional space potentially available in the corridor outside.
- York Room:** See Friday.
- Boulevard Restaurant:** See Friday.

### SUNDAY

- Monarch Suite:** See Friday.
- York Room:** See Friday.
- Boulevard Restaurant:** See Friday.

Games are not permitted in the Lounge Bar. Note that this is a decision reached by the hotel and not UKGE.

new games before they are released and maybe getting your name in the credits? Everyone is welcome to take part in this event for board game designers and playtesters in the Monarch Suite.

**10. BRING AND BUY:** Part of the Westminster Suite will be the Bring and Buy. If you have old games you want to sell or are looking for a bargain, this is the place to go.

### 11. UK GAMES EXPO AWARDS:

UKGE hosts awards to praise the best new games. Don't forget to collect your voting form on arrival and get those votes in by 2pm on Sunday if you want to have your say. We announce the awards in the Family Zone at 3pm on Sunday. Full details of the awards are on page 52.

### 12. THE DARK ROOM AND ALWAYS BE ROLLING:

Sometimes you want to take a break from all the gaming and kick back and relax. Don't worry - we've got you covered. At UK Games Expo this year we will have five performances of two different live comedy gaming acts and a choice of three movies in the cinema. See page 37.



# ROLE-PLAYING GAMES

UKGE aims to offer the best selection of roleplaying games possible. This year we have 41 tables spread over seven rooms (Colonial, Lancaster on the ground floor, and Devon, Ascot, Sunningdale, Durham and Windsor on the first floor). In addition, we are adding some LARP games in Dorset this year. The first floor rooms do not have disabled access, but the RPG team will ensure that all games are available to all players – moving a game if necessary. These rooms will host well over 300 RPGs in eight sessions over the three days.

## HOW DO I KNOW WHAT GAMES ARE POSSIBLE?

The games have been listed online for three months prior to Expo, but you can still sign up on the weekend at the admin desk in the Monarch Square where remaining slots for games will be listed. On signing up you'll be given a ticket and told where the game is. Charges for RPG games are £4 each, which helps cover running costs.

## WHAT SYSTEMS RUN?

We aim to run a huge variety of games systems. You will find Pathfinder Games, Call of Cihulhu, 4e D&D, Savage Worlds, Ascanis and many more. Jude and Graham on the Admin desk can help you with any queries on the games on offer.



# BOARD GAME LIBRARY

To be found in the Monarch Suite all weekend. Introduced in 2008 this is always a popular attraction at Expo.

Thanks to Thirsty Meeples, the UK's first Board Games Café, this year's Game Library will be the best and biggest to date, with over 600 titles available. Gamers who wish to use the library will be issued with a Game Passport for a refundable deposit of £10. Using their passport they can then borrow titles from our library free of charge to enjoy during the Game Expo.

The library is located in the Monarch Suite and will be open from 9am to 11pm on Friday and Saturday, and 9am to 6pm on Sunday.

## ABOUT THIRSTY MEEPLES

Thirsty Meeples Board Game Café is located in central Oxford and houses a collection of

over 2,000 board games: the largest publically accessible board game collection in the UK. The latest releases are metronomically added to its shelves every week, and a crack team of Game Gurus are employed to help patrons chose and learn to play games. The café sells a range of hot and cold drinks, food, beers, wines and cocktails.

As well as the UK's first board games café, Thirsty Meeples also has an extensive catalogue of games for sale online and in store. To see its full catalogue and competitive prices, check out [www.thirstymeeples.co.uk](http://www.thirstymeeples.co.uk).

Thirsty Meeples' mobile game library is available to hire for a variety of occasions, be it corporate event, gaming convention or a birthday party. Contact [info@thirstymeeples.co.uk](mailto:info@thirstymeeples.co.uk) to find out more.



# BOARD GAME REDESIGN COMPETITION

The 2015 Board Game Redesign Competition produced a short list of four games, which will be available to play in the Monarch Suite adjacent to the Play Test area during trade hours on all three days. The winner will be announced at the prize giving on Sunday.

UK Games Expo and associates are pleased to announce the UKGE Board Game Redesign Competition 2016.

Have you ever played a game and thought that if you took the components and threw away the rules there could be a completely different game on the table? Ever thought that you have a game design just waiting to come out, if only you had someone to kick start you? Ever wanted to get insight into how a game design is taken from first thoughts through to publication? UK Games Expo Board Game Redesign Competition is for you!

Budding designers will be given a set of components from an already published game and will have seven months to design a completely new game. Change the text on the card, adapt the pieces, repurpose tokens and voila; a new game is born.

Once designers have made their new games, given them a name, theme and play tested them a few times, it will be time to hand them back to the team at Leisure Games, who will shortlist a handful. The shortlisted games will go on to a team of play test experts, who will take each one through the rigors of a professional play test session by Playtest UK and give individual feedback to the designers. The shortlisted games will then go on to the final judging panel and will get a demonstration spot at UK Games Expo 2016, where the winner will be announced. The winning game will get a print and video review from Little Metal Dog Show and the designer a year-long mentorship from Surprised Stare Games.

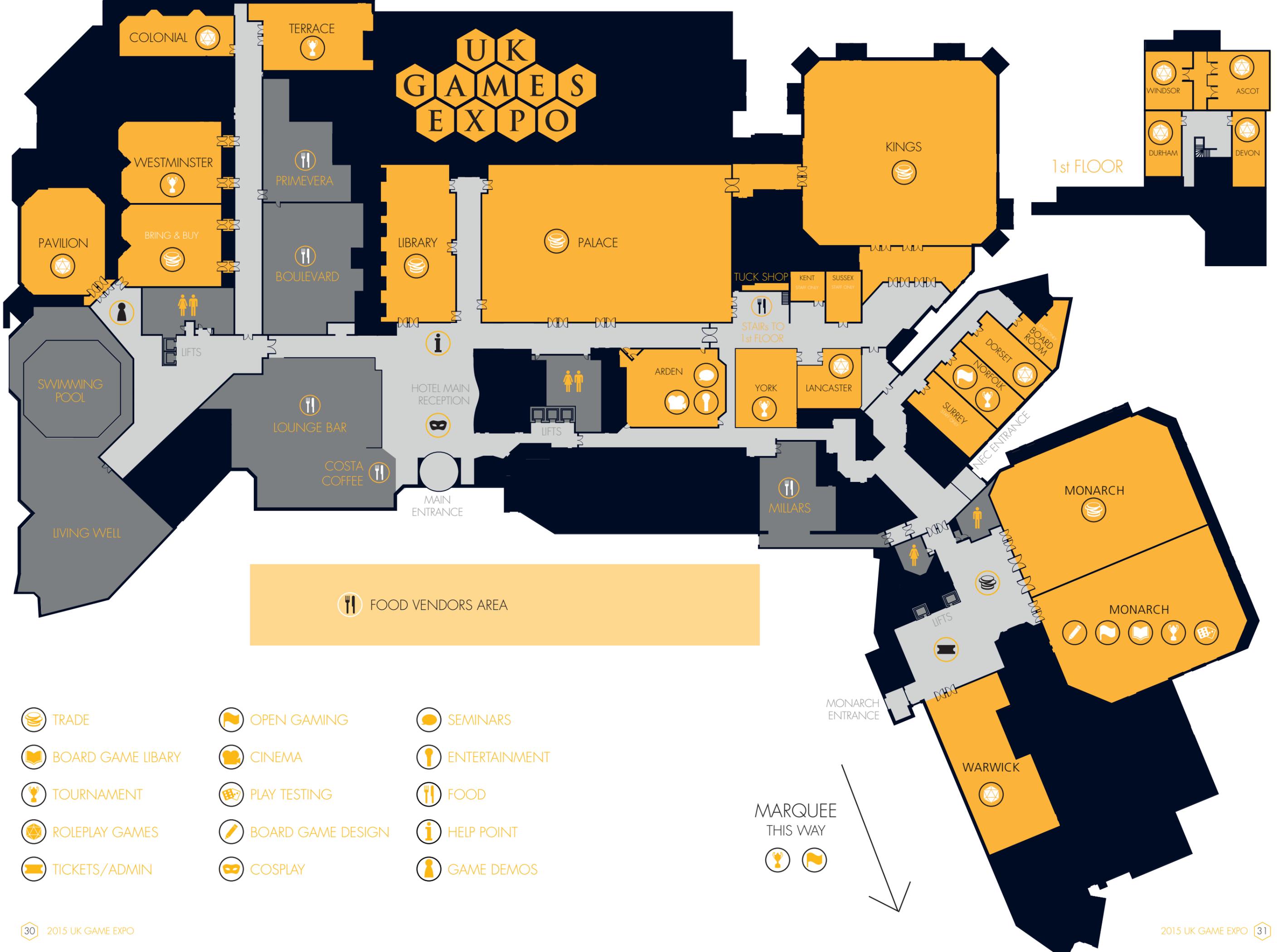
## TIMELINE

- **May 29 to 31 – UK Games expo 2015:** The competition will be launched from the Leisure Games stand in the Palace Suite at UKGE. Budding designers will be able to ask questions. Competition packs will be available from Leisure Games. Packs will be limited and may be available to collect in store after the weekend. Note that no pack will be sent out. Contestants must be 16 or over or have parental consent. Intellectual property rights will belong to the entrant. Entry fee is £10. Places are limited and available on a first come, first served basis.
- **January 1 2016:** Entries must be received by Leisure Games. All entrants will receive an email confirmation that their game has been received. Please leave plenty of time for postage.
- **January to March 2016:** Entries will be shortlisted and finalists will be notified by the middle of March.
- **Early April 2016 – Design Review Day:** Date and Venue TBC. Finalists will be invited to attend a design development day, led by Playtest UK in London, where they will have a chance to present their game to a team of play testers and hear feedback on the day about their design.
- **June 2016 UK – Games Expo 2016:** The finalists will get a demo space at UK Games Expo 2016. Final judging will take place and the winner will be announced with the rest of the year's awards.
- **June 2016 to May 2017:** A written review will be handed over, video produced and mentorship will take place.

The competition will be launched at 9am on Saturday May 30 in the seminar Room.

	EVENT	LOCATION	START	END	UMPIRE
FRIDAY	X-Wing UK Epic Championship	Marquee	09:30am	9:00pm	David Sleet
	HeroClix Nationals - Sealed Qualifier	Wizkids Pavilion	1:00pm	8:00pm	Esdevium Games Ltd
	Warmachine and Hordes Steamroller Tournament	Westminster Suite	10:00am	7:00pm	Mike Chomyk
	Imperial Assault National Tournament	Marquee	10:00am	7:00pm	Eddie Skelson
	Mage Wars UK Championship Tournament	Monarch Suite	2:00pm	7:00pm	Chris Brett
	Lords of Waterdeep Tournament 2015	Monarch Suite	2:00pm	7:00pm	Halesowen Boardgamers
	7 Wonders Tournament 2015	Monarch Suite	2:00pm	6:30pm	Halesowen Boardgamers
	Marvel/DC Dice Masters Tournament	Wizkids Pavilion	2:00pm	8:00pm	Esdevium Games Ltd
	D&D Dice Masters Tournament	Wizkids Pavilion	2:00pm	8:00pm	Esdevium Games Ltd
	D&D Attack Wing Tournament	Wizkids Pavilion	2:00pm	8:00pm	Esdevium Games Ltd
SATURDAY	Memoir 44 Tournament	Terrace Room	10:00am	7:00pm	Barry Ingram
	Android: Netrunner UK Nationals	Marquee	9:30am	10:00pm	Cj Mitchell, Michael Coop
	UK Catan Championship 2015	Monarch Suite	10:00am	5:00pm	Halesowen Boardgamers
	Agricola Tournament 2015	Monarch Suite	10:00am	6:00pm	Halesowen Boardgamers
	Warhammer 40K Conquest	Marquee	10:00am	7:30pm	Eddie Skelson
	Dystopian Wars Naval Tournament (2 Days)	Norfolk Room	10:00am	6:00pm	Nenad Sarcevic
	Warzone Resurrection 2015 International Championship (2 Days)	Terrace Room	10:00am	4:30pm	Jarek Ewertowski
	X-Wing UK National Championship	Marquee	10:00am	7:00pm	David Sleet
	40k Birmingham Open III (2 Days)	Westminster	10:00am	7:00pm	Leon Smith
	Bushido 2015 Grand Masters Tournament	York Room	10:00am	7:00pm	Toby Nathan
SUNDAY	Dropzone Commander UK Games Expo Championship	Marquee	10:00am	7:00pm	Hawk Simon
	Warmachine and Hordes Team Tournament	Westminster Suite	10:00am	8:00pm	Mike Chomyk
	Epic European Team Championship (2 Days)	Westminster Suite	10:00am	7:30pm	David Bartley/Steve Gullick
	HeroClix Nationals - Constructed Qualifier	Wizkids Pavilion	11:00am	7:00pm	Esdevium Games Ltd
	Warmachine and Hordes Steamroller Tournament	Westminster Suite	2:00pm	11:00pm	Mike Chomyk
	Star Trek Attack Wing Qualifier	Wizkids Pavilion	2:00pm	8:00pm	Esdevium Games Ltd
	Xi Cards World Championship 2	Xi Cards Stand	7:00pm	10:00pm	Chris Nonweiler
	CC: Ancients Tournament	Terrace Room	10:00am	7:00pm	Barry Ingram
	UK Carcassonne Championship 2015	Monarch Suite	10:00am	3:00pm	Halesowen Boardgamers
	Ticket to Ride Tournament 2015	Monarch Suite	10:00am	3:30pm	Halesowen Boardgamers
The Spoils Expo Sealed Championships	Marquee	10:00am	4:00pm	Simon Bailey	
Android: Netrunner - Uroboros Cup 2015	Marquee	10:00am	5:30pm	Michael Coop	
Doomtown: Reloaded	Marquee	10:00am	4:00pm	Andy Wroe	
LIBRIUM Games UK Championships	Marquee	10:00am	2:00pm	Sieve Howe	
Dice Masters Nationals	Wizkids Pavilion	10:00am	6:00pm	Esdevium Games Ltd	
X-Wing UK Nationals Finals and Escalation Tournament	Marquee	10:00am	7:00pm	David Sleet	
Warzone Resurrection 2015 International Championship (2 Days)	Terrace Room	10:00am	4:30pm	Jarek Ewertowski	
40k Birmingham Open III (2 day ticket)	Westminster	10:00am	6:00pm	Leon Smith	
Field of Glory	Marquee	10:00am	6:00pm	James Hamilton	
Flames of War - Late War	Marquee	10:00am	6:00pm	James Hamilton	
Warmachine and Hordes Pentathlon/Masters	Westminster Suite	10:00am	7:00pm	Mike Chomyk	
HeroClix Nationals - Final	Wizkids Pavilion	10:00am	7:00pm	Esdevium Games Ltd	
Star Trek Attack Wing Final	Wizkids Pavilion	10:00am	4:00pm	Esdevium Games Ltd	
Infinity Expo 2015	Marquee	10:00am	6:00pm	Peter Acs & Adam Jones	
Lords of War - Magic and Monsters	Marquee	1:00pm	5:00pm	Gary Cambell-Smith	

## TOURNAMENT SCHEDULE



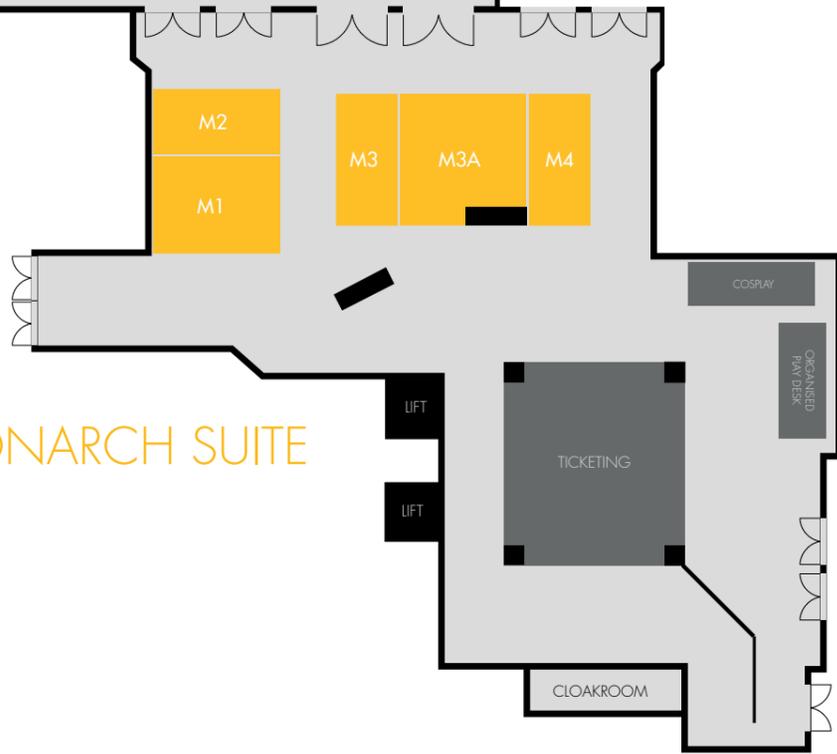
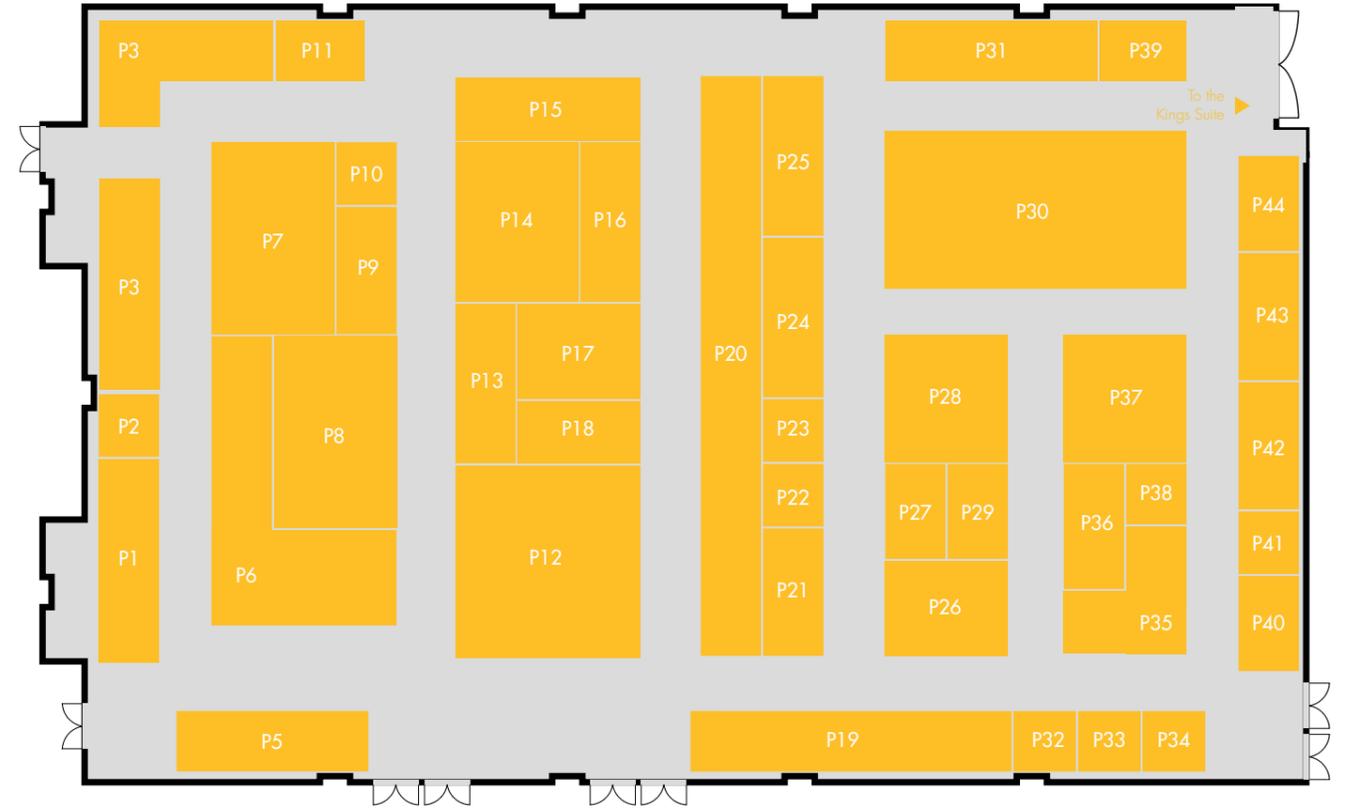
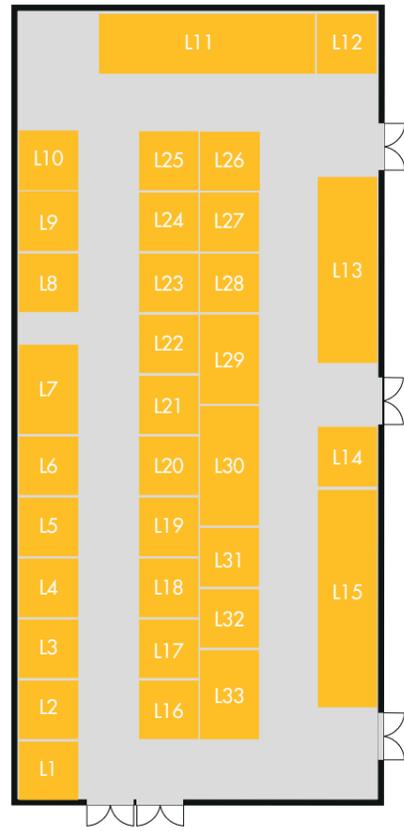
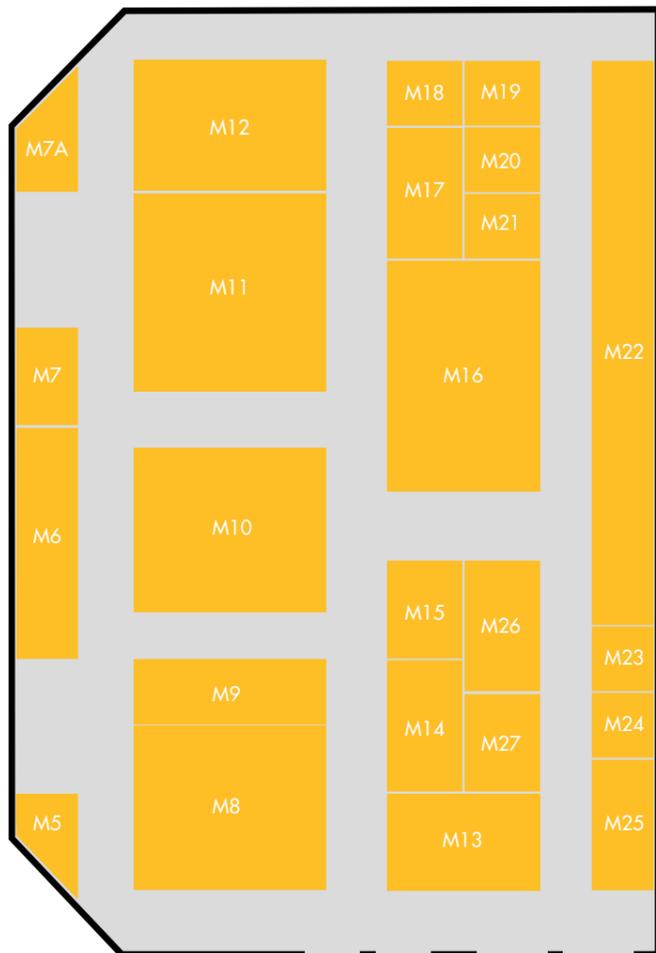
# UK GAMES EXPO

1st FLOOR

FOOD VENDORS AREA

- |                    |                   |               |
|--------------------|-------------------|---------------|
| TRADE              | OPEN GAMING       | SEMINARS      |
| BOARD GAME LIBRARY | CINEMA            | ENTERTAINMENT |
| TOURNAMENT         | PLAY TESTING      | FOOD          |
| ROLEPLAY GAMES     | BOARD GAME DESIGN | HELP POINT    |
| TICKETS/ADMIN      | COSPLAY           | GAME DEMOS    |

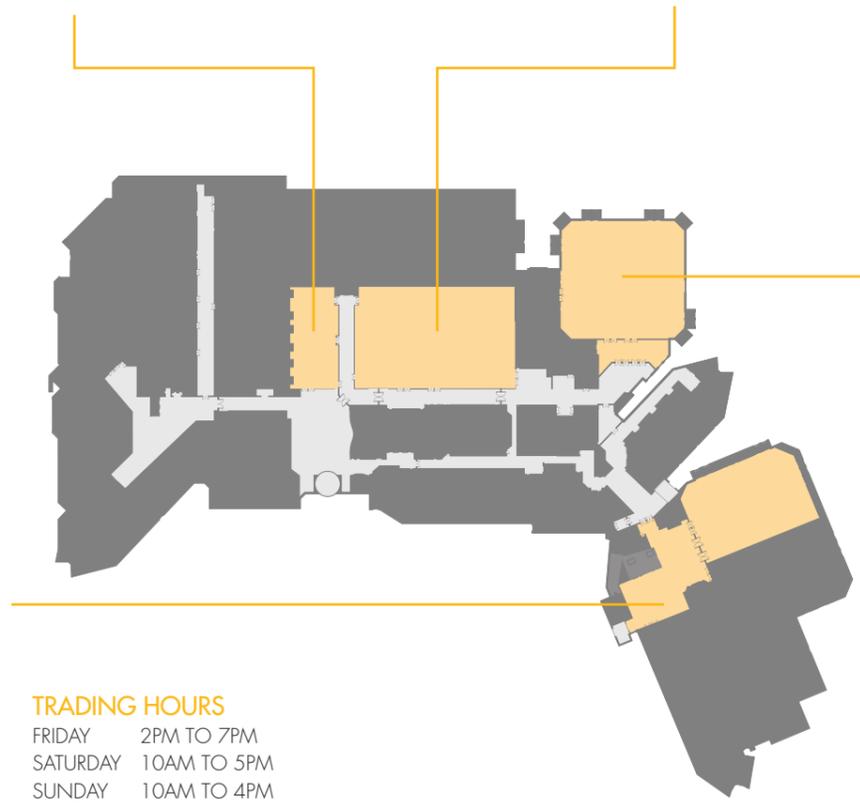
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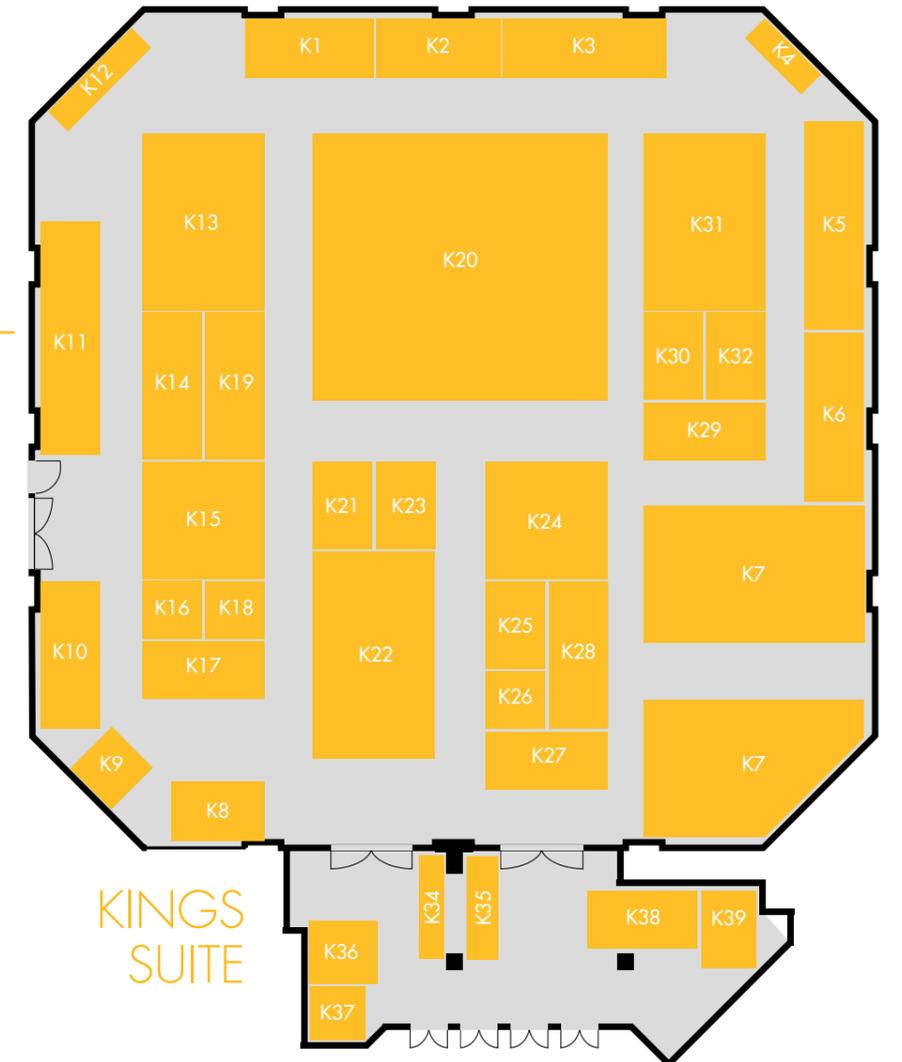
LIBRARY

PALACE SUITE

MONARCH SUITE



**TRADING HOURS**  
 FRIDAY 2PM TO 7PM  
 SATURDAY 10AM TO 5PM  
 SUNDAY 10AM TO 4PM



KINGS SUITE

 EXHIBITOR HALLS

## 247 Toys K3, K31

UK Distribution and wholesale.

## 2d6 K18

Small Estonian publishing company, focusing mainly on economy games.

## 3D Total Games P39

The present of tabletop game design.

## A-Muse-Ment L3

Indie publisher of *The Front Nine Game*.

## A1 Comics K10

One of the longest established comic, memorabilia and games book stores in Scotland.

## All Rolled Up P40

A tabletop accessory, designed specifically to carry all those gaming essentials.

## Arcane Wonders M7a

Publishers of *Mage Wars* and the *Dice Tower Essential* line of games.

## Arion Games P41

Creators of fine roleplaying games and paper miniatures since 2005.

## Artistic Impressions K37

High quality print services making posters, canvas style prints, banners, and gaming products.

## Asmodee K20

A leader in the distribution of board games and trading card games in Europe.

## ATB Games K25

Specialises in inventing, developing and marketing board games.

## Backspindle Games K27

Publishers of great games such as *Guards! Guards!*, *Codinca*, *Luchador!* *Mexican Wrestling Dice* and this year, *Clacks*.

## Bag of Holding P27

Online retailer of geeky toys and games.

## Basically Wooden M5

Makers of unique, innovative wooden storage boxes for all your gaming needs.

## Battle Systems K23

Offers realistic 28mm sci-fi and fantasy terrain for table top gamers and collectors.

## Beanie Games P43

Gifts, toys, game and accessories. Also representing *Beanie Board Games Club*.

## Big Potato M19

A games design company made up of three little potatoes called Tris, Dean and Ben.

## BITS P32

Dedicated to providing support for Marc Miller's *Traveller* roleplaying game.

## Black Box Games P37

Publishers of the *Lords of War* fantasy combat card game.

## Board Game Extras K11

Specialists in accessories such as wooden replacement parts for *Agricola* and *Settlers*.

## Board Game Starter P3

Crowd funding, project management, manufacture, distribution & marketing of games.

## Board Game Guru P3

Stock a wide and ever-improving range of board and card games for all ages and interests.

## Brain Games Publishing SIA K29

Latvian publisher of family board games like *Om Nom Nom*, *Wash Dash* and *Logic Cards*.

## Burley Games K24

An independent designer, manufacturer, distributor and wholesaler of board games.

## Burning Games L18

A Spanish RPG Company.

## Card Tower Games P10

A board game design company owned by Ben Miles.

## Chaos Cards M16

A leading retailer for collectible trading cards and accessories in the United Kingdom.

## Character Kit K36

A small company dedicated to

the import and sale of high quality LARP weapons and costumes.

## Cog 'O' Two L19

A Family run company with Steampunk at the heart of its work.

## Coiledspring Games K7

Publish, distribute and market original, innovative educational puzzles and games.

## Cosy Dice L27

Custom machine embroidered dice bags for the wargaming and gaming world.

## Crooked Dice Game Design L23

Wargaming in the world of cult TV.

## Crunch Press L20

A London based games studio producing multiple choice adventures and interesting Euro games.

## Cubicle 7 P28

The creative team behind *The Doctor Who RPG* and *Card Game*, *Victoriana* and many many more.

## Cubiko P33

London based independant family boardgame designer, manufacturer and publisher.

## Czech Games Edition P20

Publish the best games of Czech designers and bring them to the international market.

## D101 Games M23

Old school games? New school games? What ever form of roleplaying games you prefer, we've got you covered.

## Dark Blade Creations L32

A group of board game enthusiasts who wanted to get their own game out there.

## Dark Cleao Productions K19

A nexus of all things game and geeky.

## Days of Wonder K20

Publishes top-quality, family-oriented board and online games.

## Death Spiral Gmes L22

Publisher of *Sleeper: Orphans of the Cold War* roleplaying game.

## Dice Sports M13

Publisher of the game *Z War One*.

## Dicing on the Cake L1

Their goal is to open a Shop Café with a focus on board games.

## DMB Games L24

Dungeons Tiles and more.

## Dog Eared Games P34

Publish *Stakbots: the battling robots card game*.

## East Street Games M9

*Dark Ages* gaming company.

## Eclectic games M7

Reading's only dedicated specialist games shop.

## Entropic Games L31

Publishers of the game *Oligarchy*.

## Ergo Sum Games (ESG) M10

New British publisher of strategy games including *New Earth* and *Dan Dare*

## Esdevium Games Ltd K20

Europe's leading distributor of hobby products.

## Extraordinary Art K2

Lee's artwork is an imaginative exploration of Eastern and Gothic settings.

## Fan Boy 3 Pavillion

Manchester based hobby games shop.

## Fantasy Flight Games K20

One of the USA's and the world's most productive board, card and RPG game companies.

## F-Side Games L25

Independent games store selling games sourced through campaigns on Kickstarter and IndieGoGo.

## Firestorm Cards P24

The best source for trading card games and accessories!

## Forlorn Hope Games K36

Producing high quality 28mm miniatures and selling accessories for gamers.

## Game Salute P16

Create and provide tools & services to support the game industry.

## Games Lore P20

The UK's largest online retailer.

## GamesQuest K13

Famous online retailer for board,

card games, RPG, dice and collectibles.

## Gct Studios Ltd P21

Produce *Bushido*, an oriental fantasy tabletop miniatures game.

## Gen42 Games P7

Publishers of highly addictive quality and award winning board games such as *Hive*.

## Genki Gear L11

Manufacture a range of T-shirts that appeal to gamers and the broader community.

## Gideon Miniatures K16

Providing models, games and miniatures that are not readily available in most stores.

## Grigging Games M21

A publisher of family and strategy games.

## Grimejack Games L28

Demonstrating the trials of hunting monstrous beasts in their premiere board game, *Fell*.

## Grublin Games K1

Cornish games company that design, develop, produce strategic board games.

## Happy Otter Games L7

A new independant games design company.

## Hawk Wargames P6

Produce the 10mm scale sci-fi massed battle game, *Dropzone Commander*.

## Hellion's art L16

Artist of book cover and interior game artwork, illustration and cartography.

## HexAgony K32

The new abstract strategy game that's deceptively simple, but endlessly challenging.

## Hopwood Games P39

The home of *Niche*, *Mijnlieff* and *Zoom Zoom Kaboom!*

## Imagination Gaming Warwick

Use games to engage and educate both children and adults in a fun and entertaining environment.

## ITLMAKEUTHINK L5

A new, unique board game for one player only.

## James Swallow K35

An award-winning, *New York Times* bestselling writer and *BAFTA* nominee.

## Jammy Devil Games P44

Online retailer of card and board games.

## Japanime Games P14

Dedicated to bringing you the finest games from Japan and beyond!

## Joyride Games L2

Make slick and stylish games – by gamers for gamers.

## Konami P30

Publish the *Yu-Gi-Oh!* trading card game

## Lamentations of the Flame Princess P23

Finland based producer of old school roleplaying products with a fresh twist.

## Legend Express Studios K26

Independent games producer, it's all in a game of soccer.

## Leisure Games P19

London based specialist games retailer. Stock games of all types.

## Librium Games L14

A unique brandable game for 2 or more people from ages 14 to 100!

## Locworks P42

A game localization, publishing and distribution company based in Warsaw, Poland.

## Lookout Games P12

German publisher of *Agricola*, *Le Havre* and *Caverna*.

## Looney Labs M2

Is a friendly little game company.

## MAGE Company M8

From Bulgaria, the publisher of *Eragra*, *12 Realms* and other board games.

## Magic Geek P31

Retailer of collectible card games like *Magic*.

## Mantic Games P25

Manufacture and sell sci-fi wargames figures and rules.

## Maverick Muse K21

Publisher of *Oddball Aeronauts*

– a card game of high-jinks dogfights with airships!

## Mayfair Games P12

US based international publisher of board games and card games suitable for families and hobbyists.

## Medusa Games M14

Designer of the *Great Fire of London 1666* board game and the new *Tinker Tailor* card game.

## Meeples City L26

A Boardgame and card game retailer.

## Meeples Corner P9

Online shop for the board game enthusiast

## Megalith Games M6

Producers of a miniatures skirmish tabletop game *Godslayer*.

## Mercia Books K35

Indie publisher of fantasy and historical novels including the *Northern Crown* series.

## Midlam Miniatures M24

Bring together the best of classic and new miniatures.

## Modiphius Entertainment P8

Publisher of *Achtung! Cthulhu*, *Mutant Chronicles* and *Mindjammer* – The Roleplaying Game.

## New Writers UK K35

An independent group of authors. Will give advice on publishing and marketing books.

## Nexus L6

*Nexus*, an intriguing new numbers game for all the family.

## Ninja Division P13

High quality games featuring *Soda Pop Miniatures*, *Cipher Studios*, and other independent designers.

## North and South Games P36

Dedicated to creating fun and family friendly boardgames for players of all ages.

## Northumbria Games P5

A mail order and show-based shop for the specialist and the casual boardgamer alike.

## NSKN Legendary Games P17

Romanian publishers of one of a kind strategy board games.

## Otherworld Miniatures K6

Produce fine quality 28mm miniatures for 'old school' roleplayers, wargamers and collectors.

## Pedion Modular Battlefields L17

Greek manufacturer of innovative modular pre-painted terrain for Wargames & RPGs.

## Pegasus Spiele M3A

One of Germany's largest publishers and distributors of games of all types.

## Pelgrane Press Ltd P38

Publishes award-winning tabletop roleplaying games.

## Phalanx Games P15

A boardgames publishing house from Poland.

## Play with Histor

## /The Historic Game Shop L30

Sell both authentic historic and unique abstract strategy board games, inspired by history.

## Portal Games P29

A Polish company who make games that tell stories.

## P.S.C. M4

Manufacturer and supplier of plastic miniatures for tabletop gaming.

## Prodos Games M12

28mm scale tabletop skirmish wargame producer.

## Professor Puzzle L9

UK exclusive distributor of *Metal Earth* steel construction kits.

## Queen Games M11

German publisher of a huge range of board game like *Kingdom Builder* and *Escape*.

## Quick Play Events P30

Official distributor of *Yu-gi-oh!* Trading Card Game.

## Quirkative M17

Publishers of *Orcions*. Launching at UK Game Expo 2015

## Ragnar Brothers P11

Designers of *History of the World* and the new game *DR Congo: Hope out of Horror*.

**River Horse K9**  
Manufacturer of the new *Terminator Genisys*, the *Miniatures Game*.

**Sally 4th M15**  
Figure and games storage, accessories, *Terra Blocks* and gaming terrain.

**Shadows of Esteren L15**  
French publishers of a medieval horror RPG.

**She Black Dragon L16**  
Professional freelance artist with many credits in the roleplaying industry.

**Sopio K30**  
A card game that uses puns, stick-men and silliness to make a competitive and fun experience.

**Spirit Games P1**  
Bricks and mortar games store for 30 years.

**Squarehex L29**  
Publish *Oubliette*: a magazine for old school fantasy players and a range of paper pads and accessories.

**Steamforged Games M18**  
Creators of *Guild Ball* – a tabletop fantasy medieval football game.

**Surprised Stare Games P26**  
Produce games that are original, strongly themed, innovative and, most importantly, fun!

**Syrinscape Pty K28**  
A dynamic, easy-to-use application designed to create continuous, repetition-free sound environments.

**Tables for Gamers K12**  
Produce high quality gaming tables.

**Tactic Games P4**  
Finnish publisher of high-quality games, puzzles and playing cards for players of all ages

**Tailten Games L8**  
Irish company publishing games like *Tara*.

**Tap to Win M3**  
Kickstarter booth for *Bedtime Heroes*, *Push-It* and a pocket dungeon-crawler.

**TerrorBull Games M20**  
A controversial boardgame design company getting the gamer to think.

**Thames and Kosmos M26**  
UK distributors of popular *Kosmos* games including *Lost Cities* and *Ubongo*.

**The CCG and Board Game Social L10**  
Specialists in *Dice Masters*, *X-Wing*, *Imperial Assault* and boardgames for group play.

**The Clockwork Tea Party L12**  
Bespoke steampunk hats and jewellery, assorted Victorian accessories.

**The Diceshop Online K5**  
The largest retailer of dice in the world!

**The Next Great American Game M27**  
A documentary that follows around aspiring game designer Randall Hoyt.

**Thirsty Knight Games K19**  
Publishers of *Every Round Counts*, with *Tinku* currently on Kickstarter.

**Thods Bazaar M25**  
Supplier of *Dwarven Forge* products for tabletop gaming.

**Too Much Games P39**  
One man band designer and publisher of board games and card games.

**Tor Gaming K17**  
Fantasy miniatures manufacturer.

**Travelling Man M22**  
A comic and games retailer.

**Trefl L13**  
Printing great card games for 70 years – now from the most modern games factory in Europe.

**Tresham Games P5**  
A Hall of fame inductee, Francis Tresham has been producing board games since the early 1970s.

**Triple Ace Games P35**  
Publish a range of roleplaying products and rules such as the *League of Adventurers* and *Hellfrost*.

**Tritex Games K22**  
Retailer of wargaming and roleplaying miniatures and specialist family games.

**UK Gaming media Network K4**  
Promoting gaming in the UK and to provide a place for all UK based gaming media sources.

**Utherwald Press P22**  
An indie RPG company based in Norwich.

**Value Ad Games L4**  
Entertaining family and hobby games with added value.

**Vicki Paull P2**  
Artist on mobile games for phones and tablets, PC games, board and card games.

**V.J. Bartlett P22**  
Science fiction and fantasy author and artist.

**Warlord Games K8**  
Manufacturers and distributors of finely detailed historical miniatures in plastic, metal and resin.

**Warmacre K38**  
Publisher of *Hour of Glory*, a game on covert operations in World War II.

**Warners Group Publications L21**  
Publishers of hobby magazines.

**Wayne Reynolds M22**  
British artist whose work has appeared in comics and role-playing games.

**WinGo Industry L7**  
A Chinese product and manufacturing company.

**Wotan Games K15**  
Games publisher from 25 years ago which relaunched in 2013.

**Xi Cards M1**  
*Xi Cards* is an upcoming strategic card game with an easy to learn, hard to master rules system.

**Yay Games! K14**  
UK Publisher making quirky and original games *Frankenstein's Bodies* and *Sandcastles*.

**Yog-Sothoth P18**  
Online podcast and community resource for horror and weird fiction writer H.P. Lovecraft.

## FOOD

This year we are hosting a food festival – a gamers' gourmet choice – in the carpark outside the Hilton. A variety of food options will be available courtesy of Street Scoff and the Hilton.

**BIG DADDIES DINER**  
Big Daddies serves the best gourmet dogs around, topped with home smoked pulled pork or chilli cheese with homemade sauces and relishes on artisan baked buns.

**BRITISH BUS BAR**  
The Bus Bar serves ice cold draught beers, ciders, bitters and selected real ales as well as specialist drinks such as craft beers, wines, spirits and champagne. The bus has an open deck for you to sit and relax, and of course, drink.

**BECKY'S BHAIJS**  
Proper onion bhajis, freshly prepared and cooked to order. It also serves mirchis, and Mumbai butties. All dishes are served with either homemade dips or special chilli chutney. This food is 100% vegetarian, mainly vegan (just ask for the vegan dip option) and the bhajis are made with non gluten ingredients.

**HUNGRY TOAD**  
Fantastic locally sourced Mexican food including: burritos filled with eight hour slow cooked chilli, nachos, halloumi wraps and freshly filled tacos.

**ROLLING SMOKE**  
Locally sourced, British meat rubbed in Rolling Smoke's own recipe rub, left to soak it up for 24 hours, then slowly smoked over mesquite chips. Rolling Smoke serves all the classics: pulled pork, brisket, ribs, with homemade side dishes like coleslaw, BBQ beans and mac & cheese with a selection BBQ sauces.

**MEATSHACK**  
Dripping, filthy goodness. These aren't trying to be trendy, they're just damn good burgers for the people!



**BOURNEVILLE WAFFLE**  
Fancy something sweet? These are traditional Belgian waffles with some not so traditional toppings, all baked fresh to order.

**CANOODLE**  
An eclectic range of food from pan Asia including Vietnamese, Malaysian, Thai and Indonesian. Their signature dish of Malaysian beef rendang curry with soured mango has won legions of fans. Canoodle are also the first street food company to bring Taiwanese steamed buns to the region.

**SPECTACULAR GOAT**  
Sourdough base pizza packed with flavour. The time taken to mature the dough also allows the naturally occurring enzymes to break down the natural sugars and create a much more easily digestible dough, so you don't suffer with a bloated stomach. Spectacular Goat uses San Marzano tomatoes, from the slopes of Vesuvius with simple ingredients that create a flavour combination that really packs a punch.

**HOTEL FOOD SERVICES**  
Lounge Bar will offer a bar food and drinks service. Costa Coffe will be open nearby. There will be 'tuckshops' open by the Kent Room area just outside Palace Suite and inside the Monarch near the Board Game Library. The Boulevard Restaurant will offer a reduce lounge bar menu during UKGE. Millers Restaurants will be open in the evenings.

## ENTERTAINMENT IN THE ARDEN SUITE

"YOU AWAKE TO FIND YOURSELF IN A DARK ROOM...."  
Entry £2 – pay at the Admin Desk

This interactive comedy comes to the UKGE after a three-year run at the Edinburgh Fringe and around the world. Inspired by text-based adventures of the 1980s, the audience will need to navigate their way out of a prison. It's ridiculous, fiendishly illogical and weirdly addictive!

The Dark Room is hosted by Australian John Robertson, who barks out the game's instructions like Brian Blessed, a solitary torchlight picking his leering face out of the gloom. One audience member at a time will attempt to navigate to safety, choosing from the options that appear on screen. But whatever options are chosen, somehow the dark room keeps drawing them back in.... Can you be the one to escape?

EVENT	HOST	DAY	START	END	CHARGE
Always Be Rolling	James Cook	Friday	8.00pm	9.00pm	£2
The Dark room	John Robertson	Friday	9.00pm	10.00pm	£2
Always Be Rolling	James Cook	Saturday	3.00pm	4.00pm	£2
The Dark Room	John Robertson	Saturday	4.00pm	5.00pm	£2
The Dark Room	John Robertson	Sunday	2.00pm	3.00pm	£2

ALWAYS BE ROLLING  
Entry £2 – pay at the Admin Desk

Award-winning comedian James Cook explores the rapidly growing phenomenon of tabletop gaming and how it can change your life for the better and save the world. He'll look at the games everyone knows (Monopoly, Cluedo, Risk, Scrabble) and why most of them are objectively rubbish, and then share some rulehacks that make them fun.

During the show, the audience will be able to play versions of classic retro games live on stage (and win prizes!) as well as one or two games they didn't even know they were already playing. Always be Rolling is an upbeat, fun show with lots of stuff going on – including a genuinely original look at board game covers.

## CINEMA IN THE ARDEN SUITE

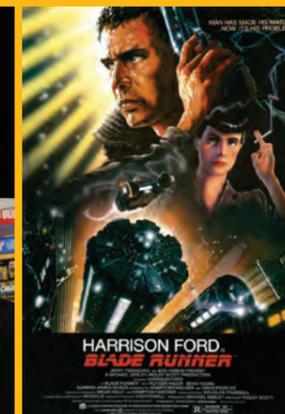
On Saturday night we convert the Arden Suite into a free cinema.

**6.30pm to 8.00pm**  
**THE NEXT GREAT AMERICAN GAME**  
Follow Randall Hoyt on his quest to publish The Next Great American Game. From the crowded halls of Gen Con to the back rooms of Toy Fairs in Chicago and New York, Randall enthusiastically pitches his games to publishers large and small. Randall's unbridled enthusiasm in the face of adversity and his wry observations about the board game industry make this a viewing treat.

**8.00pm to 8.30pm**  
**Q&A WITH RANDALL HOYT AND DIRECTOR DOUGLASS MORSE**

**8.30pm to 10.30pm**  
**BLADE RUNNER**  
Starring Harrison Ford, Ridley Scott's *Blade Runner* is a classic look at a Dystopian future.

**10.30pm to 12.30am**  
**FLASH GORDON**  
Accompanied by the music of Queen, this is the 1980 slightly camp, slightly corny tale of Flash Gordon and his journey to the planet Mongo to save Earth.



# GUESTS

## RANDALL HOYT

Is a designer/educator currently teaching at Keene State College. Randall's award-winning studio practice encompasses screen-based and environmental design projects for national and international clients. He is also a game designer and the star of the movie *The Next Great American Game*.

## ERIC LANG

Is a game designer with over 100 credits to his name. His credits included games based on licenses like *Star Wars*, *Lord of the Ring*, *World of Warcraft* and *A Game of Thrones*. He has also designed many original themed games such as *Quarriors!* and *Mystick*. His design and development credits span over 100 games and expansions.

## MATT M MCELROY

Is the Director of Publishing for *DriveThruRPG.com* and related sites and the owner of *Flames Rising Press* which publishes the type of fiction and games he loves. Matt has also done freelance development for *Vampire: the Masquerade* and *Hunter: the Vigil*. James

Wallis is a games designer and consultant, best known for setting up *Hogshead Publishing* in the 1990s, and for his work in story games, co-designing *Once Upon a Time*. He is lead designer on the new edition of *Paranoia*, lectures in game design at *London South Bank University*, and runs the games consultancy *Spaaace*.

## DOUGLAS MORSE

Has adapted and directed medieval and Renaissance dramas for the screen, which are studied at universities around the world. His credits include a documentary about hikers on the *Appalachian Trail*, a docu-drama about *Manhattan parents searching for a kindergarten for their gifted child*, and the indie feature *The Adulterer*. He is also the producer of *The Next Great American Game*, which has its UK premier at the UK Games Expo.

## UDO SCHMITZ

Has organised hundreds of boardgame-events, tournaments, fairs and special events in Germany. From 2003 – 2005 he was a member of the jury for "Kinderspiel des Jahres"

and from 2001-2011 was founder and director of *FamilyGames*, the game-educational field of activity of the *Karl Kübel Foundation for Child and Family*. Since 2011 he has been a *Freelance Coordinator for marketing and promotion for Carcassonne* on behalf of the game publisher *Hans im Glück*, Munich.

## MONICA VALENTINELLI

Is a writer and game designer who works on both original and media tie-in fiction as well as games and comics. Currently, she is the lead writer and developer for the line of *Firefly RPG*. In 2014, she designed a worldbuilding game called *Build a World*, which she's currently running at conventions.

## ALEX YEAGER

Has a variety of board game, card game and role-playing playtest credits. Alex started working with the *Mayfair Games* crew in the late 1990s, and became a full-time member of the *Mayfair* team in 2005. He coordinates two game groups (in *Ann Arbor, MI* and in *Toledo, OH*) and runs program for local schools and *Girl Scout* groups.



# FAMILY ZONE

The Family Zone is an exciting area with a dedicated room in the *Warwick Suite*. Not only for families and young people, there will be games on offer that can surprise and entertain everyone. *Imagination Gaming* will be bringing a range of games from all over the world, some of which you may know, others you will not, but all of which will have you thinking, laughing and enjoying yourselves.

They are all simple to learn, easy to play and

don't last too long, which means you will be able to play a huge number of games before the day is through. There will be a great team of demonstrators on hand to help teach you how to play in the quickest and cleverest ways possible. There will also be lots of prizes and competitions on offer.

Alongside the Family Zone is face painter *Victoria Mullis* (charges apply).

## CHILDREN'S ROLEPLAYING

*Richard and Chris* are back, with two different games on the go, so youngsters can pick their fate, or come back for a second helping. The game are recommended for children aged five to 13. No knowledge of rules is needed — just imagination and a willingness to learn.

It is advisable to sign up early, as places fill up very quickly.

## FIVE NIGHTS AT SCOOBY'S

Hello, and welcome to your new summer job cleaning the new and improved *Haunted Train* ride from *Lawlock Entertainment*. I'm here to talk you through some of the things you can expect to see during your first week here, and to help you get started on this new and exciting career path.

First, I want you to forget anything you may have heard about the old location... some people still have a somewhat negative impression of the company. But we cannot be held responsible for a three thousand year old mummy deciding to return to life in our attraction. I want to assure you that we are now committed to family fun and, above all, safety. The company has spent a small fortune on new animatronic attractions for the ride, complete with facial recognition and advanced mobility. That being said, the new system is not without its kinks... you're the second clean-up crew to work on the ride. So, if you come across the old crew while inside, please either clean up the mess, or direct them to the nearest exit, depending on the circumstances.

Please note, *Lawlock Entertainment* is not responsible for damage to property or person. Upon discovering that damage or death has occurred, a missing persons report will be filed within 90 days, or as soon as property and premises have been thoroughly cleaned and bleached.

## SECOND STAR TO THE RIGHT

Our adventure begins in a sleepy nursery in *London*, at first it looks to be a boring night like any other, but a mysterious boy turns up at your window, offering you the adventure of your life. Before long you find yourself whisked away to a magical world where children can fly, mermaids swim in the sea and you never need to grow old.

That's when you run into a fearsome captain and his cutthroat crew. With your friends captured and your ability to fly stolen, it will fall to you to free your friends, defeat the evil pirates and regain the power of flight before something worse rises out of the deep to attack you. So jump out of bed and head directly for the second star to the right. Adventure awaits.

## IMPORTANT NOTICE

The Family zone is NOT a crèche. Parents or carers must remain with children under the age of 11 at all times. Supervision of the children is the responsibility of parents and carers and not that the volunteers.



# SEMINARS

## FRIDAY

### DRAW LIKE A PRO

3.00pm: In this two hour workshop you'll have the chance to work under veterans *Gillian Pierce* and *Linda M Jones* and hone your drawing skills. Only has 15 available spaces and you must bring your own drawing materials.

### DRAW LIKE A PRO

4.00pm: As above.

### WRITE LIKE A PRO

5.00pm: In this workshop you'll work with *Darren Pierce* to help you fine-tune your RPG writing skills and help you become a pro adventure designer. This workshop only has 15 available spaces and you must bring your own writing equipment.

### ALWAYS BE ROLLING

8.00pm: See page 37.

### THE DARK ROOM

9.00pm: See page 37.

## SATURDAY

### BOARD GAME REDESIGN LAUNCH

9.00am: See page 29

### HOW TO DESIGN A SCENARIO FOR STAR WARS: X-WING

10.00am: Take a look at *X-Wing Mission Control*, a free resource for you to create your own scenarios for the *Star Wars: X-Wing Miniatures Game*, with developer *Alex Davy*. There will be a short a short Q&A session at the end.

### BEHIND THE CURTAINS: THE GAME INDUSTRY FROM A PROFESSIONAL ANGLE

11.00pm: Ever wondered what it is like to be inside the games industry and be a professional game designer? Game designer *Eric Lang* knows better than most and will be sharing it in this seminar.

### SEE JANE PLAY – WHY REPRESENTATION IN GAMES MATTERS

12.00pm: In this seminar, *Cat Tobin*, *Monica Valentinelli*, and guests, look at how we, as gamers and publishers, can improve representation to create more inclusive gaming environments for women and minorities, and better storytelling opportunities for everyone.

### DIY: INS AND OUTS OF PUBLISHING RPGS

1.00pm: Learn about the process of designing and producing an RPG from the perspective of *DriveThruRPG.com's* Director of Publishing *Matt*

*M McElroy* and *Firefly RPG* developer *Monica Valentinelli*.

### TURNPIKE

2.00pm: *Randall Hoyt* speaks about his project to create a board game about driving in the rolling shark tank of the *American highway* system, as featured in documentary *The Next Great American Game*.

### ALWAYS BE ROLLING

3.00pm: See page 37.

### THE DARK ROOM

4.00pm: See page 37.

## SUNDAY

### CARCASSONNE WORKSHOP

9.00am: Discover which marketing-events have worked so well for *Carcassonne*, and what's planned for the future – including prototypes of the next game releases which will be published in 2015 and 2016.

### Q&A SESSION: ASK ANYTHING. AND WE MEAN ANYTHING

10.00am: Come along and quiz *Erik Lang* about games and game design.

### SECRETS OF GAME PUBLISHING

11.00am: Have you ever considered what

it is like to publish a game when you're just starting? Or what it is like to have a crowdfunding campaign? Or what are those little secrets that no one tells you? *Agnieska Kopera* of *NSKN Games* and *Martin Vaux* of *Black Box Games* share their wisdom.

### CREATING GAMES FOR LICENSED PROPERTIES

12.00pm: *Vampire the Masquerade* developer *Matt M McElroy* and *Firefly RPG* developer *Monica Valentinelli* talk about the pros and cons of working with licensed properties, and offer suggestions for approaching property owners.

### SCI-FI QUIZ

1.00pm: Sci-fi and science quiz with comedian *John Roberston* and assisted by teams of cosplayers.

### THE DARK ROOM

2.00pm: See page 37.

### MAIN PRIZE GIVING

3.00pm: The results of the 2015 UK Games Expo Awards and Best Cosplay Award.

## ALL SEMINARS WILL BE HELD IN THE ARDEN SUITE

# MEET THE TEAM

The UK Games Expo takes many months of work to bring together and requires scores of volunteers together with the Hilton staff to make the weekend happen. We extend our thanks to everyone who helped out in whatever capacity because it is simply not possible to run the convention without your hard work.

## 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 the Awards (a role now passed on to Pat). 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.

## TONY HYAMS: EXPO DIRECTOR

Since 2007 Tony has been responsible for the website, booking systems and all the ticketing. He is jointly responsible with Richard for the overall show. His main responsibilities include all the technical aspects of running Expo. Tony created the programme and keeps an eye on it (although the editor is now Laura). In 'real life' he is an ordained minister.

## PATRICK CAMPBELL: EXPO LOGISTICS MANAGER

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 and Richard sit down together and count how many boards and tables Expo actually needs. He also does a substantial amount of the pre-show PR work at other shows during the year. He can often be seen during the weekend being sent off on some thankless task by Richard or Tony. This year Pat will be running the Awards.

## KEITH THOMASSON: EXPO OPERATIONS MANAGER

Keith handles the booking and organisation of crowd control, car parking and a dozen other operational tasks. Keith is a retired Games Retailer - having run Heron Games for many years and now the poacher becomes games keeper as he tries to keep the exhibitors in order.

## JOHN DODD EXPO: RPG MANAGER, GUEST MANAGER, COSPLAY

John handles the organised play, LARPs, cosplay and front desks. On the weekend he makes sure that the only things that get through to Richard and Tony are the things that need to get through to Richard and Tony (not the T shirts, like last year).

## LINDSEY HARRISON: EXPO ADMINISTRATOR

Lindsey joined the UKGE volunteers in 2010 and has risen swiftly through the ranks due to

her enthusiasm, willingness to just get on with jobs and ability to tell Tony when he is wrong (which he is quite a bit but no one else will tell him). This year she handled all the volunteer recruitment as well as accommodation for 200 volunteers and GMs!

## HEATHER AND SIMON FLETCHER-RAMSDEN

Our Lady of the Cloth, Heather handles the thankless job of working out how much cloth we need. Simon does much of the overnight mark up along with others and is just a useful guy to have on team.

## JANE DENNING AND MARGARET DENNING

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

## JOHN DENNING AND HELEN DENNING

Richard's father and daughter have been working the expo since the first days. Helen is now our official photographer whilst John just tries to sell you one of Richard's books, which are actually not that bad, honest.

## 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. This year he is helping judge the Board Game Redesign Competition.

## NIGEL SCARFE, CHRIS STANDLEY, TIM AND LISA OAKLEY

Nigel and his team are continuing their work with Lisa and Tim in expanding and running the Family Zone. Working with children is always a challenge but these guys always produce a good time for all the children involved.

## RICHARD LAW AND CHRIS LOWE

Richard and Chris will be running their very popular roleplaying games for children ages five to thirteen.

## PACO-JAEN

Paco organizes the seminar schedule as well as the Press Preview and Press Passes. We thank him and UKGMN for providing tech support.

## ROB HARRIS

Rob is an active member of Playtest and runs the play test area where you can get prototype games played and tested.

## JASON GARWOOD AND JERRY ELSMORE

Jason, Jerry and their team are running the bring and buy again this year. This year they will have extra work installing and operating the all new computerised system.

## MICK PEARSON AND THE SENIOR VOLUNTEERS

Mick assists Lindsey with the volunteers in advance of the show as well as being one of the senior volunteers. The UK Games Expo relies on scores of volunteers whose activities is coordinated on the weekend by a number of Senior Volunteers, which apart from Mick also include Peter Collins, Steve Berger and Andrew Stephenson. These guys are our eyes and ears all weekend, spotting issues and rushing to sort them out.

## MATTHEW COMBEN AND LAURA HUTCHINSON

Well read are Matthew and Laura. The fruits of their efforts are in your hands right now. Matthew designs and lays out the magazine for us as well as doing the design for those tickets you all bought, the awards voting forms and other printing designs. Laura edited the magazine as well as chasing and sourcing articles and adverts.

## STUART DAWSON

Those You-Tube videos on the website that thousands of you watched? Stuart made those. This year he'll be back with his trusty vid. Who knows, you might be in the scene next year.

## UMPIRES AND GMS

We want to thank the dozens of Games Masters that are running anything from one to eight RPG sessions over the Expo (for a full list of names see the vast online RPG schedule) and the many Tournament Umpires who run the tournaments (see the tournament schedule).

## AMBASSADORS

Looking for a tournament room, lost, not sure where you are, holding the map upside down?

Look out for the lads and lasses in blue Expo shirts. The blue shirts are our help team. Their job is to help you. They are based at a help point near the Library in the Foyer but also will be seen roaming the building looking for folk who have lost their way. They might ask you some questions and try and help or just get some feedback.

## QUESTIONNAIRE

We usually undertake a poll of visitors to gauge feedback on Expo so we know what to make better next year.

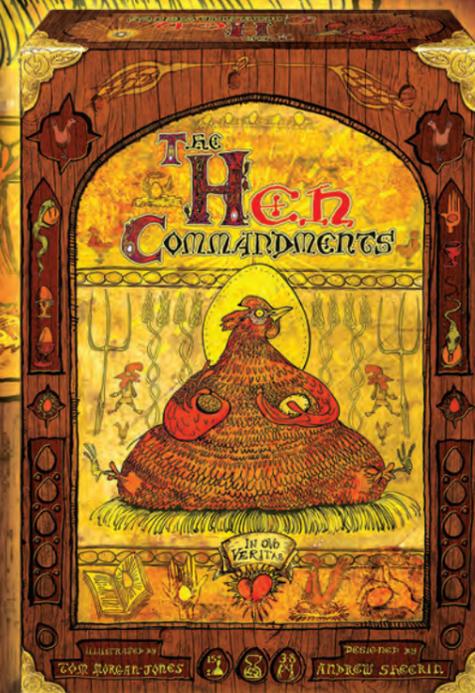


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# THE EVOLUTION OF PARTY GAMES

MARTIN WOODS, CO-CREATOR OF 'FUNNY FEELING', DISCUSSES THE LIGHTER SIDE OF SOCIAL GAMING.

As a child I always loved playing games of all kinds, whether it was card games around the dining table with my parents and brother, inventing mazes and word puzzles or playing role-playing games. A particular favourite was at large family gatherings, birthdays or on holiday where we'd normally play party games of one kind or another.

Traditional party games like musical chairs or pass the parcel were some of my favourites as a young child and these are still great games that most kids will enjoy. They're a great way to pass the time in any situation with a group. For the vast majority of them, it doesn't matter if players are different ages or already know each other or not.

Over the last few years, many new party games have been released, some aimed at children, some at teenagers or adults, which can greatly enhance a party or even be used in team building activities. These games often incorporate traditional elements and are simple to learn and play; however they have evolved in terms of the game play, design and overall richness of them.

## WHY PARTY GAMES?

As the amount of leisure time has increased over the last century or two, people have played more and more games. The first record of a game like 'Pass the Parcel' was in 1888; Sidney Addy's Glossary of Sheffield Words described a game where players passed a candle round and whoever was holding it when it went out had to pay a forfeit.

In addition to being fun, party games serve a whole multitude of purposes. Games for

children are often largely luck based and so provide a level playing field, where shy children will find it easier to come out of themselves and younger children are just as likely to win as older children. They teach that being competitive can be fun if not taken too seriously and that if you lose, there's always another game to play.



where the mafia 'murders' an innocent (only the mafia players are 'awake' at night) and 'day', where surviving players debate the identities of the Mafiosi and vote to eliminate a suspect from the game. Play continues until all remaining players are either Mafiosi or innocents.

Like Mafia, The Werewolves of Miller's Hollow requires a Games Master, and the Mafiosi are replaced with werewolves. In Asmodee's version of the game, instead of being killed, players selected at night become werewolves. It also includes several additional characters like the Amor, who chooses two other players to fall in love, meaning that if one dies, so does the other. This adds an extra layer of interest to the game.

We have two boys, now teenagers, who we've always home-educated. The Werewolves of Miller's Hollow is a game that is guaranteed to come out on any home-education do, where there are always loads of children and teenagers of all different ages playing. The story-telling aspect of it, as night falls and the werewolves come out, is one of the aspects that I love. Jungle Speed, also by Asmodee is another popular party game, which has evolved from Snap, where the card designs are bright and bold, a totem is introduced that players have to grab and extra cards change the dynamic of the game play.

These kind of games do eliminate players, which is fine if you're in a large space where



## GAMES FOR CHILDREN

One particular example of a party game that's evolved from a traditional game is The Werewolves of Miller's Hollow by Asmodee.

This is inspired by Mafia – a game originally created by Dmitry Davidoff in the USSR in 1986, which sees players secretly and randomly assigned to two groups: the mafia and the innocents. The game has two alternating phases, 'night',



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the eliminated kids can hang out and have fun without disrupting the game. They are also quite short, which means eliminated players are quickly playing the second round. While I personally love playing Monopoly with two or three or other players, it makes a bad party game with a large group as the eliminated players are hanging around for ages, which is far from ideal.

I'm looking forward to someone inventing a party game that's deliberately designed for a party where people arrive at different times, or where another game's being played that people are eliminated from, in which players can join at any point in the game! There may already be one, but if there is, I've not yet come across it.

### MURDER MYSTERIES

One genre of party game that deserves special mention is the murder mystery. Unlike other party games, you can't just get out a murder mystery game and play it spontaneously. Most murder mysteries will need to be organised a few weeks in advance, with invites going out so that you know exactly who's coming and can assign them roles, and they have time to put a suitable outfit together, as fancy dress significantly adds to the fun.

The first murder mystery game, Jury Box, was invented in 1935. The format was very different to modern murder mysteries; in Jury Box the evidence was presented and the jury (the players) had to guess who the murderer was, whereas modern games have far more interaction between players.

I've created and run a few murder mysteries with between six and twenty-two people and absolutely love inventing them for individuals, giving characters to friends who I know will appreciate their role and devising suitable plot-twists and riddles to solve along the way.

While murder mysteries are set in a myriad of settings and time periods (mine included a Cluedo-esque one, a pharmaceutical plot and one set at the fictional Chateau Chocolat, as it coincided with Easter), they tend to come in two distinct styles – Scripted and Unscripted. It's important to choose which you think will suit your audience best.

Scripted murder mysteries are closer to acting out a play, with several scenes that include detailed dialogue that players read and act out. If you're with an amateur dramatics society, then these would go down a treat, and they also ensure that the murder mystery goes according to plan. After the acting's finished, players then reflect on all the information they've learnt and decide who the murderer is.

Unscripted murder mysteries include a character description with secrets and a bio, and can include some short scripted elements, like instructions for tasks the character must perform over the course of the evening (e.g. "Demand your money back from Mr. Tight" or "Find some new clients for your Peculiar Phobia Treatment business"). These may be instructions that could be interpreted in multiple ways, like the above examples, or might be short scripts.

In an unscripted murder mystery, players circulate and choose who to ask what questions to and which evidence to pursue further. Unscripted murder mysteries are ideal for those who like to ad lib and where the majority of participants are reasonably confident. Some of these let certain players murder other players, who then come back as a new character (typically a detective).

If you're looking for a murder mystery, look for one that has a range of motives and diverse, interesting characters. Most require a Games Master who knows the plot in advance, so can place clues, etc., which allows for a more in-depth story. Others are designed in such a way that there's no need for a Games Master, and this allows everybody to play a character.

### NEW PARTY GAMES FOR TEENS AND ADULTS

There are plenty of simple party games that appeal to teenage or adult only groups. One of my favourites is Who am I?, where players each write the name of someone famous on a post-it note or rizzle and put it on the forehead of the person next to them. Players then ask 'yes' or 'no' questions and aim to figure out who they are in as few rounds as possible.

The classic UK TV show Call My Bluff has recently inspired a new party game called Fictionaire by Days of Wonder. This takes a fresh twist

on the game that keeps all the players involved each round. All but one player is presented with the correct definition of a word. They can then either give that definition, but in their own words, or create a new one and the opponent has to guess which is the true definition. The rules ensure that one player always provides the correct definition and that the fake ones aren't too similar to the real one.

One game that is soon to be released is Funny Feeling by You and Me Games.

In Funny Feeling you lay nine 'Funny Feeling' cards (e.g. Surprised, Romantic or Evil) and six 'Role' cards (e.g. Poet, Salesman or Zombie) on a table and take it in turns to perform actions, or recite lyrics or jokes from one of the Do or Say/Sing cards. Unlike other charade based games, everyone knows the action you're performing, but they don't know which of the Feelings and/or Roles you're miming it with. You might end up miming "Gluing your hand to a rhino" in a mysterious fashion, or "Teaching a class of children" as a reckless nurse.

'Ask' cards ask the performer to instead choose which of the nine face-up Feelings best answers a question, e.g. "If I became seven years old again, I'd feel ..." or "Women love men who are ...". Other players in your team then try and guess which Feeling you've picked within a one minute time limit.



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# THE BOUNDARIES OF GAMING

A FRIEND OF MINE, PETE, A FELLOW GAMER, WORKS LONG HOURS IN THE CARING PROFESSION PERFORMING A RANGE OF TASKS FOR A VARIETY OF INDIVIDUALS, FROM THE ELDERLY TO THE VULNERABLE AND THOSE WITH LEARNING DIFFICULTIES.

A few years ago we were chatting about one of his clients, who he'd started playing a few games with. He was asking for suggestions of what else he might try, knowing that my own collection is pretty extensive. His client, Greg, was in his early 40s with learning difficulties and wasn't hugely responsive. Before long the two of them started visiting my house every few weeks to play games. Now, I had no prior experience working with people with disabilities and didn't know what was and wasn't possible, so we sat down and the process began.

Our first game was Incan Gold, a simple, push your luck game in which you have a choice of two decisions each turn: to stay or leave and pocket what you've found. It was soon obvious that once Greg had chosen a card he wouldn't change it. We tried a few other short games that evening, carefully explaining each one and trying to work out how to find games that we'd enjoy and where he could make more of the decisions himself.

My impressions of Greg on that first evening were of a likeable, quiet man, someone who obviously found determining the outcomes of choices difficult. He looked constantly to the left, down and away from both Pete and I, and answered question with question. It was also obvious that he wasn't incapable, after two or three rounds of a game he'd pick up what he was supposed to do, even if he struggled with making the decision of what to do.

For the second session we played Can't Stop, another push your luck game, but this time with dice. It took a few rounds before he understood what he was trying to do, then he started having to sum the numbers he'd rolled and work

out how to apply those to the available columns, which ones to choose. We started off helping, but a session or two later he'd sorted most of the game out and was needing less assistance. Dice work better than cards for Greg.

For the third session out came Alien Frontiers, an introduction to worker placement games where dice represent your workers. Greg was struggling again, this time with the cards, the effects and how they work. The next time we played we just took the cards out of the game, and though it reduced the options of where to place a little it's such a good game that it plays perfectly well without. By now he was rolling the dice, looking at the board and the decisions were becoming more his own again. This process repeated for each new game we played, except now we tried to do it in advance, identify what might be obstacles to play and enjoyment, modify the game and give it a go.

Alhambra was one of the next games he showed an aptitude for, and we've revisited it quite a lot recently. In Alhambra you collect cards so that you can buy a range of buildings, hopefully at the shown price, and place the tiles that the buildings are on around a fountain. There's a good visual element to this game as you have to be able to walk from tile to tile and reach everywhere but the longest wall. You also have to score your points on each of the three scoring rounds. Greg now does the scoring for us, meaning he has to interact more, look around at each of our sets of buildings and work out who has the majority, who's second etc.

Three years on Greg's playing Stone Age and Nations reasonably independently. Although

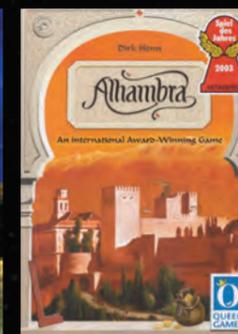
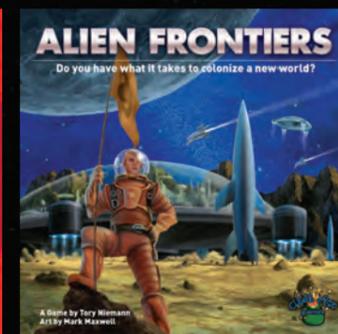
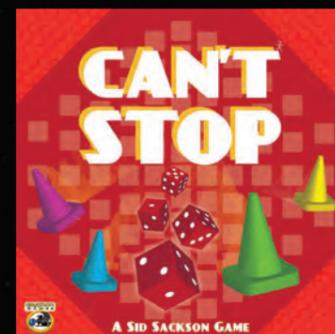
he needs a reasonable level of support with Russian Railroads, Caylus and Ivor The Engine, there aren't many games we wouldn't try with him, though I've yet to figure out how to best introduce him and Pete to Terra Mystica and Tzolk'in. Mainly we try to let him make his own choices, guiding him by offering options as the game develops, re-iterating rules as we see fit.

One evening he taught Pay Dirt (well with a fair amount of coaching from Pete) and did a reasonable job of explaining the buildings and the sequence of play, how to use machinery to make your extraction process more efficient and the winning conditions.

I suppose my best moment was when Pete told me that Greg's care team were really noticing the differences in him, the increase in confidence, better interaction with those around him, improved communication, his becoming more able to take decisions for himself and so on. Greg is never going to reach the levels that most of us, including myself, take for granted but if by playing games and enjoying ourselves we've helped him, his family and the team who look after him, then that has to have been worthwhile.

I've changed the names of everyone in this for anonymity, and because what Pete and I are doing isn't outstanding or exceptional or worthy of recognition. We are enjoying games, and that reward is enough. What I would ask all of you to consider is this: if there's someone you exclude because they are less able, then think about how you could modify the game or the environment to give them a chance to join in and share your enjoyment of games.

A thought strikes me now I've written this, the potential for roleplaying games. Perhaps that's our next challenge!



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# Climbing the foothils of Mount Essen

Just over three years ago Andrew Harman, long time games fan and author, started designing a game. He and his wife Jenny set off on a journey into the unknown, discovered several hundred different sized problems, somehow overcame them and actually reached Mt Essen. He's gone on and designed another game 'Sandcastles' and they are still bumbling around, as lost as a meeple in Carcassonne, wondering quite how it all happened.

Or at least setting up basecamp...er, twice.

Last year in the library something incredibly exciting happened. We set up our game, nervous and excited, not knowing how anything would go. We held our breath before the doors opened. And...we were totally overwhelmed by everyone who wanted to play our first game 'Frankenstein's Bodies'. We did not stop for two solid days of fun. Those frantic sessions made us certain that publishing our game was the right thing to do. So we did. And there's another game, 'Sandcastles', on the way! So, it's all been plain sailing right? We set the rudder and headed smoothly out to Mt Essen? Errr....nope.

A frenzy of snags.

First there was a frantic month of tweaking all the artwork after some excellent feedback, then stuffing huge data files down the tiny optics of the web to printers, then being delayed by chocolate barons getting Easter egg boxes made (in September!) then getting delivery of games and sending them out to backers (which was not a snag - just very hectic and very close to deadline - but we did it on time!) - and there was more - little irritating delays and snags scattered on the yellow brick road of gaming but, somehow we did it. October rushed in and we headed off towards Essen - drawn like eels from the Sargasso - hiding our imaginary pang of doubt.

The Pangolin of Angst.

All this way to be doomed by a lack of 'footfall' and a malevolent tumbleweed? No - it was not going to end this way. Essen would be a success. We would have our launch...yeah but how? 'Pang,' clanged the pangolin of angst.

Essen, Essen - So great we set up twice!

The glimmer of hope was lit by our now 'unofficial mentors', Surprised Stare who saw through our thin 'brave faces'. It seems, they had heard of a rare happening back in the mists of time when two brave hobbits had confronted the system and asked to...hushed breath, nervous glances...move stands. Could it be possible? Could we possibly...? Feeling like Oliver heading towards an imposing Dickensian Beadle we approached the business-suited 'damen' of the organizers. 'Please miss, we'd like to move?' 'Move?' she peered back over efficient hornrims of denial. 'MOVE?' A long pause....'Ok. Ja, das ist gut.' By a miracle there was space in Hall 2. We grabbed our new 10m2 with both hands and ran. We snaffled extra sack barrows from our British chums and, dodging vexed tumbleweeds, bolted for Hall 2 to set up with lightning speed. It felt like some mutated version of 'Supermarket Sweep' but we scraped it. Somehow, through sweat and toil, we were set and ready for.....

The BIG DAY!



Pressing the Go Button at t' printers.

Can you hear tumbleweeds?



Can you guess where we are yet?

The splendid chaos of Essen.

Mount Essen and the Real Pang of Doubt.

It's not a bad drive across a whisker of France, a chunk of Belgium and then over the Ruhr and into Essen. (At least it wasn't bad once we had actually got onto the M25 after a 3 hour delay and we'd missed the tunnel crossing...but that's another story). So we arrived at the massive Messe Essen, excited and all a bit 'first day at school' to be greeted by security guards. They look at our booking papers, scratch heads, shrug, say things in German. 'You are really in Hall 4?' one asks in a fetching accent. We nod, eager puppies. Again with the security shrugs. 'Haben wir ein problem?' I ask, rusty German creaking awkwardly. Security chappies continue chatting incomprehensibly. One gets on the phone. More shrugs, then a sheepish smile. 'We didn't think Hall 4 was open.' As we head back out onto the main road, round the corner and in through a tiny back entrance we begin to have our first real pang of doubt.

The Tumbleweed of Despair.

Hall 4 is empty - except for one bearded chap and a small suitcase. The stands are up but no numbers. I'm sure a tumbleweed rustles and prepares for a slow roll by. 'It's ok,' we tell ourselves, 'we are very early. People will come.' We have an hour to set up. We get in, unpack games, assemble shelves, tables out, posters up. We go to check the rest of the Messe out and.... All the other halls are buzzing. Sack barrows, pallet trucks, electricians rigging lights. I half expect to see a flurry of rock stars and jaded roadies humping drum kits. A second pang of doubt, Hall 4 is not like this. Pang. Pang.

**FRANKENSTEIN'S BODIES**  
by Andrew Harman

Award Winning \* surgery in Frankenstein's laboratory. Can you build the finest bodies to impress the Baron?

Competitive surgery for 2-6 players.

\*Winner of the Griffie Award 'Best Board Game 2015' at Conpulsion.

Essen opened. Within the hour people had rolled into Hall 2 - the Chinese stand near us was woking up a storm - and we had players. And they simply did not stop...ever! We had six-player games going with Poles, Spanish and Germans not understanding a word we, or they, were saying to each other cheerfully tearing body bits off each other. (It's ok - that's the game!). We ended up with three games being demo'd in parallel. I don't know where those four days went. But along the way we somehow ended up peaking at number 7 in the BGG GeekBuzz, had a few more interviews, sold games and met what felt like everyone in Europe. And now we're set to do it all again. Somewhere along the way we've found time to make another game 'Sandcastles', due for a summer release. A light, quick and family friendly game of building sandcastles on a beach.

A Splashette in the Ocean of Gamery.

Last year we were wide-eyed 'wannabes' with our first game. Now, thanks to a ton of support from a whole host of people we are back as bleary-eyed 'getting theres' with a pair of games. And next year there'll be more. We've made a tiny splashette in the ocean of gamery and we quite like it. Keep gaming people - we know you want to!

Andrew and Jenny will be in Kings on K14 amazed and delighted to be back at UK Games Expo. Grab your buckets and scalpels and come along and play 'Frankenstein's Bodies' and 'Sandcastles'.

**SANDCASTLES**  
by Andrew Harman

It's Summer in a box. Grab your buckets and spades to create the best sandcastles on the beach. Smash your opponent's sandcastles in 30 minutes of mayhem. For 1- 7 players.

'Frankenstein's Bodies' and 'Sandcastles' are published by Yay Games. For more information visit [www.yaygames.uk](http://www.yaygames.uk) [www.frankensteinsbodies.com](http://www.frankensteinsbodies.com) Follow us on facebook:- yaygamesUK Twitter YayGamesUK

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UDO SCHMITZ OF PUBLISHER HANS IM GLÜCK, TELLS US ABOUT ONE OF THE WORLD'S BEST KNOWN BOARD GAMES AND THE GROWING COMMUNITY THAT SURROUNDS IT.

Do you know Carcassonne – the tile based board game of the German game inventor Klaus-Jürgen Wrede?

In 1999 the German teacher spent his holidays in the Carcassonne area in the south of France, travelling the way of the Cathar Crusade. After visiting all the castles and small cities, one evening he had the idea for this fantastic game.

Back in Germany, he build the first prototype and sent it to Hans im Glück Verlag in spring 2000. Only a few weeks later, it was published as his first game, and in 2001 it got the prestigious "Spiel des Jahres" award in Germany.

## THE GAME

Now, 15 years later, Carcassonne is one of the best known board games in the world, decorated with many national and international awards.

It has been translated into more than 30 languages and is sold in over 40 countries. The Carcassonne basic game, the nine big expansions and all the spin-offs have sold more than 10 million copies worldwide!

But what is the reason for this big success? Maybe it is because Carcassonne is popular with young and old players, is easy to learn, every game is different, the playing time is short and it is a game suitable for children as young as seven years old as well as game experts.

There are not many games where the pawns have become so ubiquitous; Carcassonne is the game that gave us the 'meeple'. Designed by Bernd Brunnhofer, the owner of Hans im Glück, today it is part of many games, not only Carcassonne.

The first German Carcassonne Championship started in 2003, organised by the Spielezentrum in the city of Herne. In 2006 the World Championship followed. Last year, 33 nations were represented at the tournament at the game fair in Essen. This year around 40 nations are expected to take part.

## THE GEOCACHING EVENT

Special events and campaigns organised around Carcassonne are also very important for the game. So in 2013, with the launch of the Around the World edition of Carcassonne, we organised a worldwide Geocaching event. Ninety nine key chain meeples were located in different geocaching boxes around the world, with the aim being that they would make their way to the gamefair in Leipzig in October 2013. On the way, each meeple had to visit at least 15 different caches.

The geocaching event was a big success. The meeples visited 36 countries, and today 42 are on their way around the world.

## THE TOUR

Since 2012 there has been a big promotion in Germany, called "Carcassonne on Tour". Around 75 days a year the Carcassonne Game Mobil drives to places where families spend their holidays. Equipped with tables, chairs, a tent and all the Carcassonne Games, we bring the game to the holidaymakers.

Destinations for the tour are seaside resorts at the German North Sea, special family hotels and gaming events in shopping malls. Every year about 10,000 people meet Carcassonne on Tour.



Klaus-Jürgen Wrede with a geocaching Meeple in the Cité of Carcassonne

Beginning with "Die Windrosen" in 2012, each year we have a special giveaway on the tour. In 2014 it was German Monasteries, with this year's giveaway being the mini-expansion German Castles.

## THE FANS

Also important for Carcassonne are the fan meetings. These began 2008 with 100 visitors at the Königstein Fortress in Saxonia, and we now have three meetings in Germany a year. The meeting in Königstein Fortress, one of the new tiles of the 2015 expansion, had 700 visitors last year! For all the fans it is very important that the inventor of the game, Klaus-Jürgen Wrede, is on location. He presents his new Carcassonne game ideas, there are different tournaments like our meeple building contest, and of course autograph sessions.

Carcassonne's international fan communities are very important for the game: [www.carcassonnecentral.com](http://www.carcassonnecentral.com) (English) and [www.carcassonne-forums.de](http://www.carcassonne-forums.de) (German).

Carcassonne Central was founded in 2007 by Pete Goudswaards, better known as "Gantry" and Matthew Harper ("miharper"). It is an active forum where everybody can ask questions about the game, expansions and gaming events. It is also a platform for fan ideas, online leagues and everything concerning the game!

Matthew Harper was also the person who started the CAR (Complete Annotated Rules) of

Carcassonne. At the moment the CAR is a book of around 300 pages, and is often referred to as the "Bible of Carcassonne".

Carcassonne Central has members from around the world, from South Africa to Norway, from the UK to Italy, from Thailand to New Zealand and from Canada to Venezuela.

CarcassonneCentral is also on Facebook ([www.facebook.com/CarcassonneCentral](http://www.facebook.com/CarcassonneCentral)) and Twitter ([www.twitter.com/carcassonne](http://www.twitter.com/carcassonne)).

The German Carcassonne Forum was founded in 2012 by Maik Neumann. Before this date, the fans communicated via the Hans im Glück publishers website.

At the moment, the Carcassonne Forum has around 700 active members, most of them from Germany (66%), followed by fans from Austria and Switzerland (10%). The other members are from all over the world.

The job of the forum is, among other things, to answer questions about the rules, to organise an international fan meeting at the fair in Essen and to provide a place for a workshop with fan expansions.

Beside all the administrators and moderators of both forums, Marion Haake ("kettlefish") is one of the very important mentors on these forums.

## THE TEAM

So, you see, the world of Carcassonne is carried by the Hans im Glück team and a big community of fans, with a lot of actions, events and surprises.

Carcassonne is not only a game, Carcassonne is a feeling!

## THE WEBSITES

Here the most popular Carcassonne websites: [www.hans-im-glueck.de](http://www.hans-im-glueck.de)  
[www.carcassonne-on-tour.de](http://www.carcassonne-on-tour.de)  
[www.carcassonne-form.de](http://www.carcassonne-form.de)  
[www.carcassonnecentral.com](http://www.carcassonnecentral.com)  
[www.carcassonne-form.de](http://www.carcassonne-form.de)



Carcassonne on Tour at the beach of Sankt Peter Ording.



Carcassonne Fans in Saxonia.



Carcassonne Team at the Game Fair in Leipzig 2014 with the new game 'Goldrush'.



On arrival you were given an A4 sheet. One side is the Treasure Hunt, the other side is the voting form for the UKGE awards. Simply tick one box in one or more categories to vote for your choice of the best game in that category. Return the form by 1pm on Sunday to the [admin desk in the library](#). Please only return one voting form per person. We do monitor suspicious forms and reserve the right to and reject them.

In the weeks before Expo the games have been rated by our judges in several local gaming groups. Half the marks for a game come from the judges. The other half comes from YOU the public. Patrick Campbell, our Awards Organiser and chief Umpire, will collate all the marks and at **3pm on Sunday 1st June** we all find out the results.

Good luck to all our entries.

## BEST FAMILY GAME



ADVENTURE TOURS  
SCHMIDT SPIELE



HOOK  
PEGASUS SPIEL M3A



HOT TIN ROOF  
MAYFAIR GAMES P25



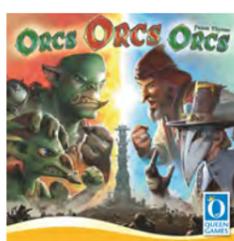
JAM SUMO  
CUBIKO GAMES P33



MAD CITY  
MAYFAIR GAMES P25



OM NOM NOM  
BRAIN GAMES  
PUBLISHING SIA K29



ORCS ORCS ORCS  
QUEEN GAMES M11



WAGGLE DANCE  
GRUBLING GAMES K1



WASH DASH  
BRAIN GAMES  
PUBLISHING SIA K29



WHY FIRST?  
PEGASUS SPIEL M3A



LOONY QUEST  
LIBELLUD  
ASMODEE K20



DRAGON VALLEY  
QUEEN (KIDS) GAMES  
M11



CHICKYBOOM  
BLUE ORANGE



MMM!  
PEGASUS SPIEL M3A

## BEST CHILDREN'S GAME

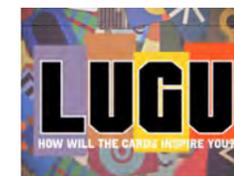
## BEST STRATEGIC CARD OR DICE GAME



D&D DICEMASTERS  
BATTLE FOR FAERUN  
WIZKIDS GAMES



ELYSIUM  
SPACE COWBOYS  
ASMODEE K20



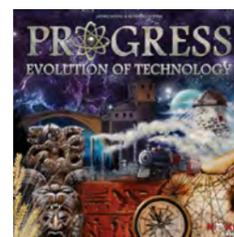
LUGU  
CARD TOWER GAMES  
P10



ORCTIONS  
ELLIOT SYMONDS



PANDEMIC  
CONTAGION  
Z-MAN GAMES



PROGRESS  
EVOLUTION OF TECHNOLOGY  
NSKN GAMES P17



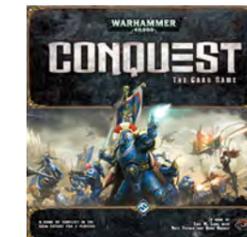
SHERIFF OF  
NOTTINGHAM  
DICE TOWER ESSENTIALS



SONS OF  
ANARCHY MEN OF  
MAYHEM  
GALE FORCE NINE



THE DICE GAME  
(EVERY ROUND  
COUNTS)  
THIRSTY KNIGHT GAMES  
K19



WARHAMMER  
40000 CONQUEST  
THE CARD GAME  
FANTASY FLIGHT GAMES  
K20



## 2014 RESULTS

Best New Boardgame  
**SPLENDOR** Asmodee

Best Role-playing Game  
**ACHTUNG CTHULHU  
KEEPERS GUIDE**  
Modiphius Games

Best Miniatures Range  
**SAILS OF GLORY**  
Ares Games

Best Family Game  
**LUCHADOR!**  
Backspindle

Best Abstract Game  
**CASTELLAN**  
Steve Jackson Games

Best Strategic  
Card Game  
**TRAINS**  
AEG

Best General  
Card Game  
**CHEATY MAGES**  
AEG

Best Children's Game  
**THE MAGIC  
LABYRINTH**  
Drei Magier Spiele/  
Lion Rampant Imports

Best Party Game  
**ANOMIA**  
Coiledspring Games

Best Accessory  
**GAMING BAG**  
All Rolled Up

## BEST ROLE PLAY GAME



HELLFROST:  
RASSILON  
EXPANSION 2  
TRIPLE ACE GAMES P35



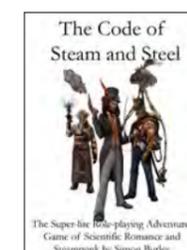
MUTANT YEAR ZERO  
MODIFIHUS  
ENTERTAINMENT P8



RIVER OF HEAVEN  
D101 GAMES M23



SLEEPER:  
ORPHANS  
OF THE COLD WAR  
DEATHSPIRAL GAMES L22

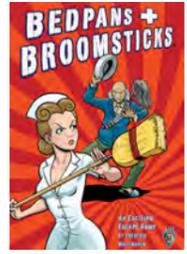


THE CODE OF  
STEAM AND STEEL  
SIMON BURLEY



THE LONG CON  
INNSMOUTH  
HOUSE PRESS

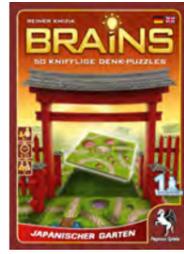
# BEST BOARD GAME



BEDPANS & BROOMSTICKS  
MAYFAIR GAMES P25



BLACK FLEET  
SPACE COWBOYS  
ASMODEE K20



BRAINS  
PEGASUS SPIEL M3A



CAMELOT  
THE COURT  
WOTAN GAMES K15



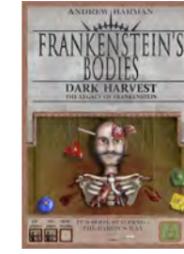
CV  
GRANNA



CYCLING PARTY  
SNAKE EYE GAMES



EXTRA! EXTRA!  
MAYFAIR GAMES P25



FRANKENSTEIN'S  
BODIES DARK  
HARVEST  
YAY GAMES K14



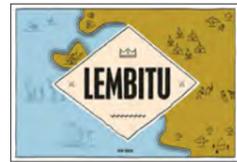
GROG ISLAND  
PEGASUS SPIEL M3A



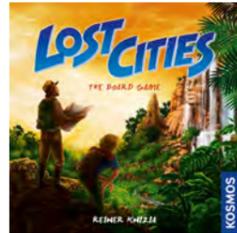
HOSPITAL RUSH  
PEGASUS SPIEL M3A



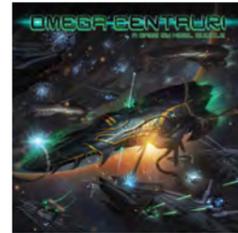
HOYUK  
MAGE COMPANY M8



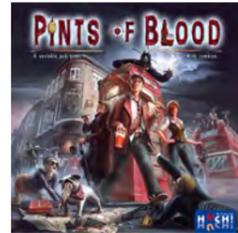
LEMBITU  
2D6.EE GAMES K18



LOST CITIES, THE  
BOARD GAME  
THAMES & KOSMOS  
M26



OMEGA CENTAURI  
SPIRAL GALAXY GAMES



PINTS OF BLOOD  
HUCH!



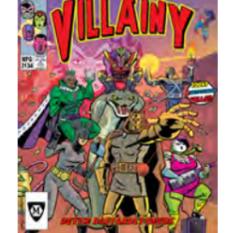
SUPER DUNGEON  
EXPLORE  
FORGOTTEN KING  
SODA POP MINITURES



THE MAGNATES A  
GAME OF POWER  
PHALANK GAMES P15



VERAILLES  
NSKN GAMES



VILLAINY  
MAYFAIR GAMES P25



SAMURAI SPIRIT  
FUN FORGE

# BEST EXPANSION



12 REALMS:  
ANCESTORS  
LEGACY  
MAGE COMPANY M8



RCONQUEST:  
PHASE 1  
HAWK WARGAMES P6



ELVES V LIZARDSMEN  
MAGIC AND  
MONSTERS  
BLACK BOX GAMES P37



FIREFLY, BLUE SUN  
RIM EXPANSION SET  
GALE FORCE NINE



KEYFLOWER THE  
MERCHANTS  
R&D GAMES  
HUCH!



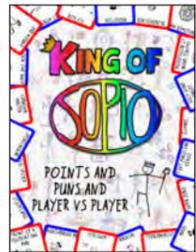
GUILD BALL  
STE4AMFORGED  
GAMES LTD M18



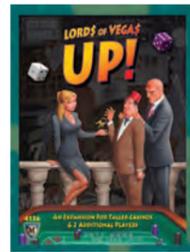
POSTHUMAN  
REPUBLIC  
STARTER ARMY  
HAWK WARGAMES P6



RESISTANCE  
CYCLONE  
HELICOPTERS  
HAWK WARGAMES P6



KING OF SOIPO  
SOIPO CARDS K30



LORDS OF VEGAS UP!  
MAYFAIR GAMES P25



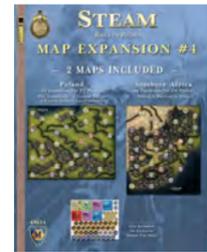
ORCS V DWARVES  
MAGIC AND  
MONSTERS  
EXPANSION  
BLACK BOX GAMES P37



RESISTANCE  
STARTER ARMY  
HAWK WARGAMES P6



GRIM B##T##DS  
CLUB EXPANSION  
GALE FORCE NINE



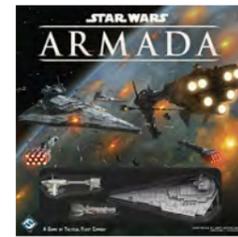
STEAM MAP  
EXPANSION #4  
MAYFAIR GAMES P25



SCOURGE  
OPPRESSOR  
HAWK WARGAMES P6



SHALTARI TRIBES  
STARTER ARMY  
HAWK WARGAMES P6



STAR WARS  
ARMADA  
FANTASY FLIGHT GAMES  
K20



UCM PHOENIX  
COMMAND  
HAWK WARGAMES P6

# BEST MINIATURES

## BEST GENERAL CARD GAME



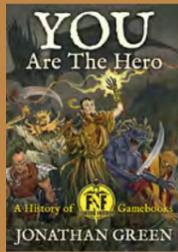
FRENZI  
WHO IS EXHIBITING??



LEAGUES OF ADVENTURE  
ROCKET RACE  
TRIPLE ACE GAMES P35

## HONOURABLE MENTION

YOU ARE THE HERO  
JONATHAN GREEN  
Each year, there is an award for a single product of exceptional quality that couldn't be entered into any other category, but deserves the recognition.

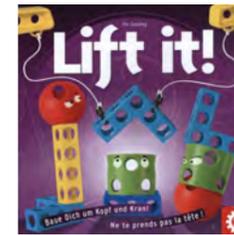


YOU ARE THE HERO  
JONATHAN GREEN

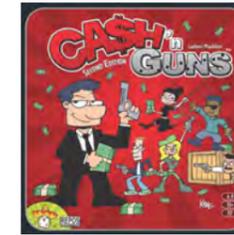
## BEST PARTY GAME



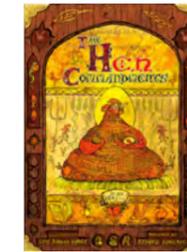
EVERY ROUND COUNTS  
THIRSTY KNIGHT GAMES  
K19



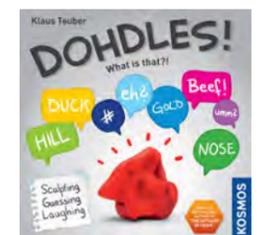
LIFT IT  
GAME FACTORY



CASH 'N GUNS  
REPOS PRODUCTION

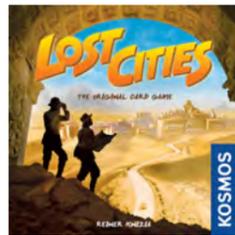


THE HEN COMMANDMENTS  
TERRORBULL GAMES M20

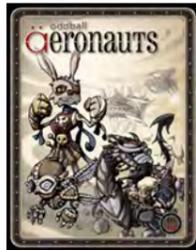


DOHDLES!  
THAMES & KOSMOS M26

## BEST ABSTRACT GAME



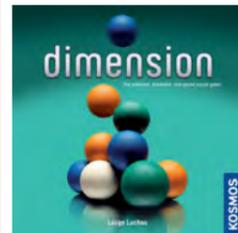
LOST CITIES  
THE ORIGINAL CARD GAME  
THAMES & KOSMOS M26



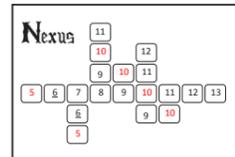
ODDBALL AERONAUTS  
MAVERICK MUSE K21



SAFE BREAKER  
NORTH AND SOUTH GAMES P36



DIMENSION  
THAMES & KOSMOS M26



NEXUS  
NEXUS THE GAME L6



12 REALMS  
MAGE COMPANY M8



STAR WARS IMPERIAL ASSAULT  
FANTASY FLIGHT GAMES K20

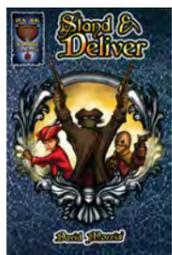


XCOM:  
THE BOARD GAME  
FANTASY FLIGHT GAMES K20

## BEST BOARD GAME WITH MINITURES



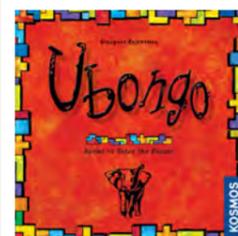
SPEED SNACKS  
PEGASUS SPIEL M3A



STAND & DELIVER  
DARK BLADE CREATIONS L32



STEAM DONKEY  
RAGNAR BROTHERS P11



UBONGO  
THAMES & KOSMOS M26



HEXAGONY  
JJR DISTROBUTIONS LTD



THE FRONT NINE  
NICK CASE



THE INSTITUTE FOR MAGICAL ARTS  
DOCTOR FINN'S GAMES



SUSHI GO!  
GAMEWRIGHT



MURDER IN THE FORUM  
GOTHIC GREEN OAK



AQUASPHERE  
PEGASUS SPIEL M3A

## BEST ACCESSORY



12 REALMS:  
ANCESTORS LEGACY  
MAGE COMPANY M8



CLASH OF NEBULAS  
GAMING MAT  
ARTSITIC IMPRESSIONS K37



SQUAREHEX PADS  
SQUAREHEX L29



SYRINSCAPE  
SYRINSCAPE PTY LTD K28

# The Treasure Hunt

AROUND THE UK GAMES EXPO WE HAVE PLACED 6 PICTURES OF MONSTERS AND CREATURES FROM MYTHS AND LEGENDS, PAINTED BY OUR GUEST ARTIST LINDA JONES OF SHE BLACK DRAGON. A LETTER IS HIDDEN ON EACH PICTURE. FIND ALL SIX TO REVEAL A MONSTER'S NAME AND YOU COULD WIN A PRIZE.

TO PLAY, PICK UP YOUR TREASURE HUNT SHEET FROM THE UK GAMES EXPO ADMIN DESK (OUTSIDE THE MONARCH SUITE)

# EXPO 2016

MOVING HOUSE IS NEVER AN EASY THING AND WHEN YOU HAVE 10,000 DEPENDANTS WHO ARE MOVING WITH YOU, IT IS NO WONDER IT IS LISTED AS ONE OF THE MOST STRESSFUL THINGS A FAMILY CAN DO.

We have always considered the UK Games Expo a family affair, a community of like minded people enjoying all the great games that make life a bit more fun. However, we can all see that the current house is overflowing and if we are to fit in more of the games and more fun, then Roy Scheider's advice that "we're gonna need a bigger boat" has never been more applicable.

The only thing better than a bigger boat is two boats. So from 2016 the UKGE will become a two-venue event incorporating Hall 1 of the NEC and the convention space at the Hilton Metropole.

## HOW WILL THAT WORK?

The NEC Hall 1 will be the home of the trade halls, family zone, boardgames library (which will transfer in the evening), seminars, the bring and buy and some of the tournaments and other events that fit into the standard trading day of 9.30am - 5.00pm.

The Hilton will hold most of the national tournaments, RPGs, huge open gaming areas and after 5.00pm, the boardgames library so you can play into the small hours of the morning. It also allows us to look at games that

require more space (LARP) than we are currently able to give them and may even see a return of the Living Dungeon by 2017.

With 10-15,000 people expected in 2016/17 this gives us unlimited space at the NEC to allow the traders who make, publish and demo your games breathing room to give you the experience they want you to have. Using the Hilton for gaming allows us to give gamers space and an environment that suits what they play and gives us the ability to game into the small hours of the night.

## NOW WE ARE AT THE NEC I SUPPOSE PRICES WILL DOUBLE?

Pricing is always key for both the traders and the gamers. We can say now that there will no increase in the price of trade space or door entry tickets for 2016 (unless a VAT change occurs) and we only envisage an inflationary adjustment for 2017.

However, we have always been honest with you. As this now becomes a part NEC event, it control the parking and we can no longer offer subsidised parking at the NEC, so there will be a charge there. We have agreed the same

free parking for residents with the Hilton as in previous years

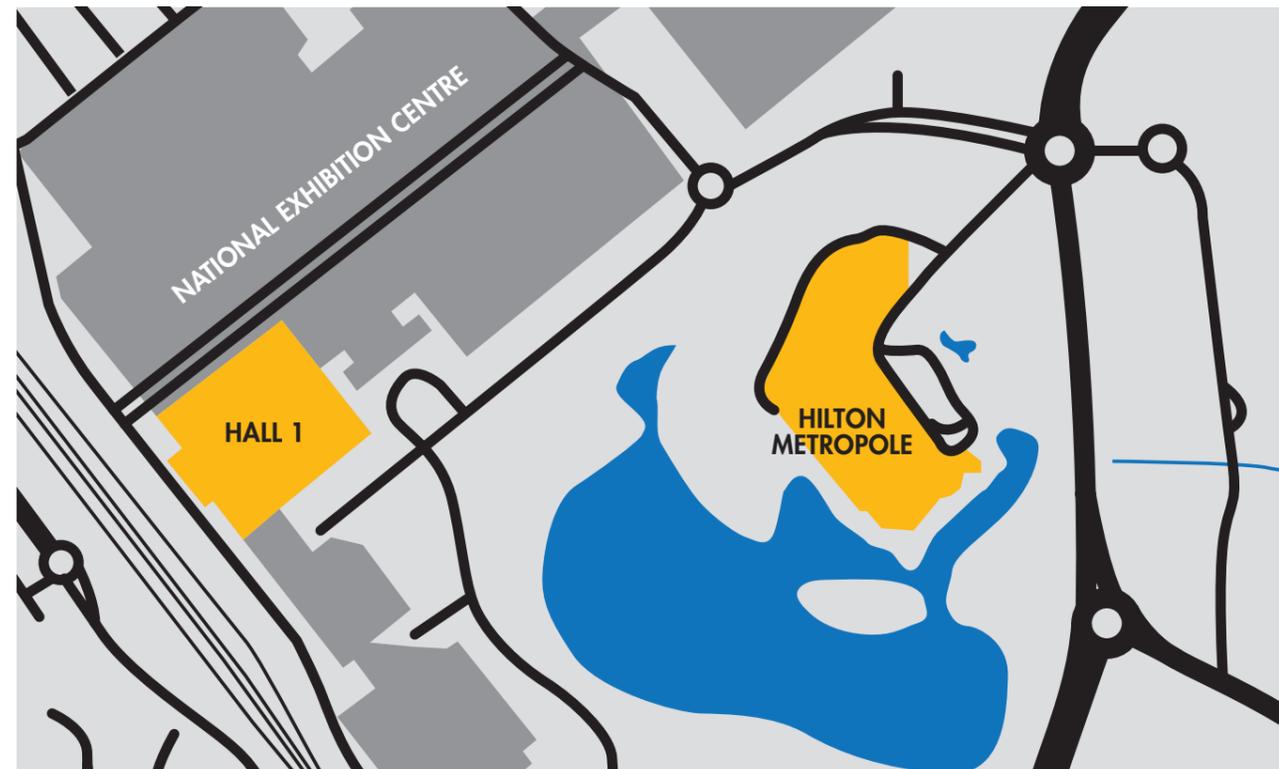
We hope that we can continue to grow the UKGE and with interest growing from European and international companies, the future looks good for a lively show that could one day be talked of in the same terms as Essen and Gen Con. We believe the UK deserves a show that aims to beat the others by being more fun to be at!

Next year is our 10th show: a decade of UKGE. We aim to make it the biggest and best yet. We hope you'll move house with us.

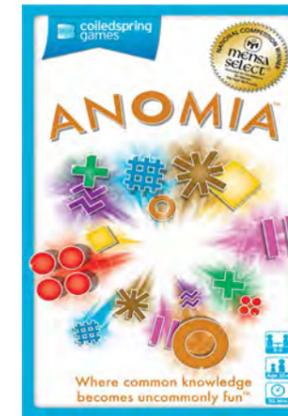
Dates for the 2016 Show are June 3rd to June 5th at the NEC Hall 1 and NEC Hilton Hotel.

Our Exhibitor pack for 2016 will be ready on October 1st, 2015.

To keep informed of UKGE do follow us on Twitter @UKGamesExpo and Facebook [www.facebook.com/UKGamesExpo](http://www.facebook.com/UKGamesExpo) and also sign up to the newsletter [www.ukgamesexpo.co.uk/newsletter.php](http://www.ukgamesexpo.co.uk/newsletter.php) and keep an eye on the website.



## Last year's winners



## Launching at UKGE 2015



Pints of Blood  
Nominated for  
Best New Board game



Adventure Tours  
Nominated for  
Best Family Game

## Other nominations:



Sushi Go!  
Best Card Game



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