

GAMES W1 EXPO

31 MAY - 2 JUNE 2024

NEC - BIRMINGHAM - UK



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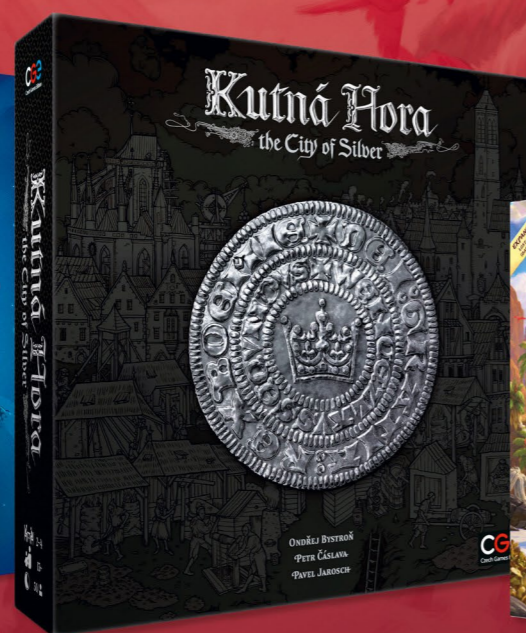
RELEASE
SPIEL 2024



RELEASE
Q3 2024

CGE Visit our booth 2-538

OUT & AVAILABLE FOR PURCHASE



OPENING TIMES

TRADE HALLS

Friday: 9am - 6pm
Saturday: 9am - 6pm
Sunday: 9am - 4pm

OPEN GAMING AND TOURNAMENT

SPACE IN NEC HALL 3

Thursday: 6pm - 11pm
Friday: 9am - Midnight
Saturday: 9am - Midnight
Sunday: 9am - 6pm

OPEN GAMING HILTON

Friday: 10am - Midnight
Saturday: 10am - Midnight
Sunday: 10am - 5pm

ROLEPLAYING ROOMS IN HILTON HOTEL

Friday: 9am - Midnight
Saturday: 9am - Midnight
Sunday: 9am - 7pm

SEMINARS

Open during scheduled sessions -
see [pages 17](#).

LIVE SHOWS

Open during scheduled sessions -
see [page 14 & 15](#).

Mention below hashtags at the
show on your social media posts
and we will reshare the best ones!



#UKGAMESEXPO2024

Cover by: Ralph Horsley
www.ralphhorsley.co.uk

Programme design/layout by:
[Akha Hulzebos](#)

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Contents

Guide

Introduction	5	Living History Village	10
Help Desk	6	Publisher Designer Track	11
Shop & Drop	6	Live Entertainment	14-15
Board Game Library	6	Seminars	17
Lost Child Point	7	Podcasts	19
Open Gaming	7	Throwback 2023	23
Chow Street	7	A Hatchling's Tale	30
Exhibition Services	8	Where's my map?	35
Cosplay	8	Awards	40
Playtest Zone	8	Tournaments	43
Bring & Buy	9	RPGs on Demand	43
Family Zone	9	Pond Life (GAME)	64
Children's RPGs	9	£1000 Giveaway	80
Event Desk	10	Sponsors	81
Roleplaying Games	10		

Articles

Adventures in Middle Earth:		Life at No Rolls Barred	56
Other Minds and Hands	12	Rolling dice, making memories	60
A Year in the Dark Room	24	Let's get this party started	68
50 Years		Armoured Clash: a Q&A with Warcradle Studios	72
Dungeons & Dragons	32	50 years of D&D:	
The World in Miniature	36	A Dungeons & Dragons Ride!	76
Five great discontinued games	44		
From the Dining Room to a Café	48		
On your marks	52		



**AWARD-WINNING GAMES
STAND 1-T98**



Tony, Richard, and the UKGE team extend a warm welcome as they celebrate the 2024 UK Games Expo, marking a special occasion—the 50th anniversary of Dungeons & Dragons.

Spanning an impressive 48,000 sqm, the UK Games Expo boasts over 600 exhibitors, featuring a plethora of tournaments, role-playing games, and live entertainment. Whether you're into seminars, workshops, cosplay, or living history events, there's something for everyone to enjoy. And fret not if it all seems overwhelming; we've got you covered.

Before you venture into the bustling halls, take a moment to peruse the guide section and grab a copy of the First Timers Guide for invaluable tips. Don't forget to pick up the map pack, detailing the layout of the NEC Halls and the Hilton Metropole Hotel.

Let's embark on a journey to uncover all the excitement.

NEC Hall 1 welcomes you with a help desk and merchandise stand. Venture further to discover the Panda Game Manufacturing Press and Business Zone, as well as the convenient Hoplite Game Studios Shop & Drop for your purchases.

In NEC Hall 2, the Family Zone awaits with delights like the Yu-Gi-Oh! TCG Children's Zone, Blue Orange Let's Play Zone and the Monte Cook Children's Roleplaying area. The Family Zone is run by Imagination Gaming, who have trained demonstrators on hand to help kids of all ages! Catch the On Tabletop team at the Main Stage and immerse yourself in the creativity of the Cosplay Zone. Shop & Drop is also available in Hall 2.

NEC Hall 3 beckons with an Open Gaming space, Board Game Library, and the bustling Tournament area. Secure your spot at the Event Desk and explore the World's largest Bring and Buy section sponsored by Chaos Cards.

Need tickets? Head to NEC Hall 3a, where you can also check in your items for the Bring & Buy.

Venture to the lakeside area for a journey through the Living History Village, where the past comes alive.

At the Hilton Metropole Hotel, indulge in open gaming spaces, thrilling role-playing games, and captivating live entertainment shows. Hungry? Visit Chow Street, the food court located in the Hilton car park.

Feeling a bit lost? Seek assistance at the Help Desks in Halls 1, 2, and 3, or approach one of our friendly 'Blue Shirt' Ambassadors for guidance.

Dive in and have fun!

*Richard Denning
&
Tony Hyams*



Guide



NEW TO
UK GAMES EXPO?

THEN PICK UP OUR
FIRST TIMER GUIDE
AT THE ENTRANCE

FEATURES & ZONES

UK
GAMES
EXPO

HELP DESK



1-T57
2-T45
3-316

ZONE

UKGE help desks are located in all three of the main NEC Halls and in the Hilton library. They are manned by UKGE volunteers who will be happy to answer any questions you may have. You can also stop any volunteer who will be wearing a UKGE logo shirt. These are either yellow (general volunteer), Sky Blue (Ambassadors), Green (Team leaders). They will do their best to aid you in anyway they can. If playing in a

tournament or Role Playing Game you can speak to the tournament officials or in Role Playing Games each room has a room captain designated by their tables yellow cloth. If you would like more information then visit the website or use the QR code shortcut for this section.

UK
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EXPO

SHOP & DROP

SPONSORED BY



1-I152
2-I194
3-402

If you find yourself in the position of having too much to carry or want to store your purchases while you play a game or go for food then the "Shop & Drop" is ideal for you. For £3 you can store your purchases in the supplied box which measures 50cmx50cmx50cm. See conditions below.

- All items must be stored in a bag or container (One can be supplied)
- They must fit in a box 50cmx50cmx50cm
- They must be collected by close of trade hall each day (no overnight storage)

£3

CONDITIONS

Store in a bag or container

50cm x 50cm x 50cm

Collect by close of hall

Non collected items are donated to charity

Store items at your own risk

- Any items not collected are donated to charity at the end of each day
- While UKGE will endeavour to ensure the security of your goods all items are left at the owners risk.

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EXPO

BOARD GAME LIBRARY

PROVIDED BY



HALL 3
HILTON

The Board Game Library allows you to borrow a game from our collection of nearly 1000 games to play in the Open Gaming Area. If you want to use the library all you need is a form of id, (bank card, driving licence or other photo id), and a £10 deposit. Go to the Board Game Library, they will issue you with a library card and then you can pick a game to play. This year there are two libraries, one at the NEC in Hall 3 and one at the Hilton Hotel in the Palace Suite.

NEC
HALL 3

FRIDAY

10am - 10pm

SATURDAY

10am - 10pm

SUNDAY

10am - 4pm

HILTON
HOTEL

FRIDAY

5pm - 11pm

SATURDAY

5pm - 11pm

HALL 2 HELP DESK STAND 2-T45

LOST CHILD POINT

OR ALERT ANY VOLUNTEER OR NEC SECURITY

??



There are two Open Gaming Areas at UKGE. One in Hall 3 of the NEC and the second in the Palace and Kings suites of the Hilton Hotel. These areas are available for you to play any games you have with you. This may be a game you have brought from home, a game

you have purchased at the show or a game you have borrowed from the Board Game Library. With over 3000 seats available you are sure to find a place to sit and play. Game Toppers are Open Gaming sponsors and have provided high quality, neoprene table topper game mats to enhance your Open Gaming experience.. Open Gaming is free to anyone with a UKGE pass, please note that tables cannot be reserved. Hall 3 will be open from 6pm - 11pm on Thursday night, so early arrivals can get a pre-show gaming fix. There won't be a Board Game Library at that time, but you can play any games you've brought with you.

NEC HALL 3	THURSDAY	FRIDAY
	6pm - 11pm	9am - midnight
HILTON HOTEL	SATURDAY	SUNDAY
	9am - midnight	9am - 6pm
HILTON HOTEL	THURSDAY	FRIDAY
		10am - midnight
HILTON HOTEL	SATURDAY	SUNDAY
	10am - midnight	10am - 5pm

UK
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EXPO

OPEN GAMING

SPONSORED BY



HALL 3
HILTON

ZONE

UK
GAMES
EXPO

BOARD GAME LIBRARY

PROVIDED BY



HALL 3
HILTON

The Board Game Library allows you to borrow a game from our collection of nearly 1000 games to play in the Open Gaming Area. If you want to use the library all you need is a form of id, (bank card, driving licence or other photo id), and a £10 deposit. Go to the Board Game Library, they will issue you with a library card and then you can pick a game to play. This year there are two libraries, one at the NEC in Hall 3 and one at the Hilton Hotel in the Palace Suite.

NEC
HALL 3

FRIDAY

10am - 10pm

SATURDAY

10am - 10pm

SUNDAY

10am - 4pm

HILTON
HOTEL

FRIDAY

5pm - 11pm

SATURDAY

5pm - 11pm

There are a number of options for grabbing a meal, a snack or a drink. The popular Chow Street food stalls return for 2024 in the open area at the front of the Hilton Metropole hotel. Here you can find a variety of tasty and affordable options including vegan and vegetarian offerings. Inside the NEC, there will be a food court in Hall 3 as well as restaurants in the trade halls. Outside in the Piazza there is a Cornish Bakery, a Starbucks, a Subway and a Wetherspoons. Over at Resort world are some 15 restaurants and cafes.

UK
GAMES
EXPO

CHOW STREET

PROVIDED BY



OUTSIDE
HILTON

ZONE

UK GAMES EXPO

EXHIBITION SERVICES

1-1184

FEATURE

Are you interested in exhibiting at UKGE 2025? Do you need to talk about convention support? Would you like to discuss marketing opportunities?

If so, then please visit Exhibition Services on stand 1-1184 to find out how we can help you.

To get in touch about marketing and collaborations then email us at marketing@ukgamesexpo.co.uk.



The Chaos Cards sponsored Bring and Buy is a second hand market for your old games. You can bring your old games and we will sell them for you, for cash. You pay a small registration fee for each item and 10% of the sale cost that goes to charity. You receive back the other 90% at the show.

Our Bring and Buy is the largest hobby games Bring and Buy at any UK games convention and we believe in the world. In 2023, UK Games Expo donated £23,200 to charity, largely from commission taken on sales. The Bring & Buy is located in NEC Hall 3.

UK GAMES EXPO

BRING & BUY

SPONSORED BY CHAOS CARDS

3-402

ZONE

UK GAMES EXPO

COSPLAY

2-794

FEATURE

All around UKGE you will encounter characters from movies, TV, anime, comics, and games brought to life by our wandering cosplayers. These are provided by the Galactic Knights, Who Zone and cosplayers from Wyntercon. They will be based in NEC Hall 2, at Stand 2-794 but will be wandering the whole show. Don't be afraid to ask for a photo with any of them. If you want to join in and come along in costume this is most welcome. However, for the safety of all of us check the online rules particularly around the carrying and display of weapons.

COSPLAY PHOTO OPPORTUNITY
DAILY - 12.30PM

COSPLAY PARADE
SATURDAY - 11.30AM

The Family Zone is an area specifically designed for families with children aged 5-15. It consists of two areas, the Yu-Gi-Oh! TCH Children's Zone for younger players and the Blue Orange Let's Play Zone for the older kids. The whole area is run by the Imagination Gaming team who work with schools all over the country. Imagination Gaming will help you and your family explore games you can play together.



LET'S PLAY ZONE

Here the whole family can come and relax, surrounded by games that one of our team will be more than happy to teach you. We will also have a range of themed games in the zone that will include all your favourite heroes and films alongside the amazing range of family and educational games we know you love.



CHILDREN'S ZONE

This zone is perfect for those families with younger gamers or that may be new to the UK Games Expo. Here you will find a wide range of games ideal for those with younger inquisitive minds

UK GAMES EXPO

FAMILY ZONE

HALL 2

ZONE

LET'S PLAY ZONE 2-738

CHILDREN'S ZONE 2-638

UK GAMES EXPO

PLAYTEST ZONE

PROVIDED BY PLAYTEST UK

1-384

PLAYTEST

The Playtest Zone is an area specifically designed to allow game designers and members of the public to test new games that are still in the design phase of their production. The gamers get to play new games before they are published, give their input and maybe get a playtesting credit. The designers gain valuable feedback to help them develop their games further.

PLAYTEST UK

Playtest UK is a friendly group of board/card game designers and playtesters that meet regularly in London, Cambridge, Newcastle, Brighton, Cardiff, Leeds, Enfield, Bath, Norwich, Edinburgh, Reading, Birmingham,

Sheffield, Oxford, Bristol, Dundee, Cornwall, Southampton and SE London. (It's free to join and attend.)

PLAYTESTERS

- Just sit down to play new games. There is no charge.
- Give your feedback.
- Prototypes will be in various genres and difficulties; there should be something for everyone to try. No sign-up necessary.
- Playtest feedback forms will be provided on the day on request.

OUR CHILDREN'S ROLEPLAYING
ZONE RUNS GAMES FOR AGES

5-12

This annually popular section of the show allows our younger players, (5- 12 years), to experience their first chance at the great tabletop gaming genre of Role Playing Games. Here you will find a wide range of games ideal for those with younger inquisitive minds. No previous experience is required and the games are free on a first come first served basis. At an hour long they will fire up your child's imagination as they take their first steps into the world of RPGs.

UK GAMES EXPO

CHILDREN'S ROLEPLAYING GAMES

SPONSORED BY MONTECOOK GAMES

2-763

ZONE



EVENT DESK

3-316

FEATURE

Fancy recreating battles from long ago? Perhaps adventuring in a dungeon or exploring the galaxy? Maybe you want to sit back and enjoy a live show or hear industry experts talk about the latest news? Perhaps you fancy seeing a Viking battle or some silly games being played by influencers. Our schedule features hundreds of events. Generally, seminars, podcasts and talks are free and open to all. Tournaments and roleplaying games and some workshops are ticketed and have an entry fee. The event description will make this clear. To find out more about each type of event read the sections below, ask a volunteer or else go to the Event desks in Hall 3 or the Hilton



TOURNAMENTS

HALL 3
HILTON

FEATURE

We host over 100 tournaments in a variety of game systems. These include UK Finals and Open events, some are even World Final Qualifiers as well as many causal events. Most are open to anyone, and you can generally buy tickets on the same day and just turn up. Most are found in Hall 3 and a few in the Hilton Hotel. We also host a number of immersive Mega games where as many as 50 or more can all play in the same event. See the schedule on the events page or else ask at the event desk.



ROLEPLAYING GAMES

SPONSORED BY



HILTON

ZONE

If you love adventure, then our roleplaying schedule is right for you. There will be 500+ games running across 8 sessions over 3 days in dozens of systems including the popular big name games as well as Indie systems. Designed so you can just turn up and play there are games for complete beginners and veteran players. Check the description of the game for details. The RPG's take place in the Hilton Hotel. The full schedule is on the website, but you can also head to the Event Desk in the Hilton Library or in Hall 3 NEC where you can book or ask for advice. Games cost £5 a ticket and last for about 4 hours.



PUBLISHER-DESIGNER TRACK

SPONSORED BY



PIAZZA
SUITE

FEATURE

These events are aimed at an audience of artists, writers, designers and publishers and others in the industry and focused around creating, designing, making, and selling games. We have partnered with Panda Game Manufacturing and Playtest UK to bring you a dedicated Publisher & Designer Track, offering playtest tables, game design and marketing seminars, and panels, networking events and opportunities for budding designers to pitch their ideas to publishers.



LIVING HISTORY VILLAGE

OUTSIDE
IN FRONT
OF NEC

Visit the Living History Encampment on the grass between the Hilton Hotel, Pendigo Lake and the NEC to experience life in AD 60, and in AD 950. In the camps you can find out more about life in the past. In the Arena there will be demonstrations of weapons and battles. The groups include Ardenweard, a Warwickshire based group of Vikings, Regia Anglorum Anglo-Saxons and The Vicus Romans and Ancient Britons. The Encampment is open from 10am till 5pm each day. The full time table is on the website and in the event listings.

DAILY SCHEDULE

10.30am	Dark Ages Weapons Display and Skirmish
11.30am	Romans and Britons weapons demonstrations Only Saturday & Sunday
12.30pm	Hrothgar's Saga and Kiddie Vike
1.30 pm	Gladiatorial combat Only Saturday & Sunday
2.00pm	The Realities of Adventuring.
3.30 pm	Main Battle: Saxons vs Vikings



SOME SHOWS SELL OUT
QUICKLY SO BOOK EARLY TO
AVOID MISSING OUT!

TICKETS ARE ON SALE AT THE EVENT DESKS
IN NEC HALL 3 AND THE HILTON HOTEL

With a range of live shows designed to appeal to our UK Games Expo audience, you can see comedy, really clever things and some pretty daft ones as well as sing-a-longs, daring dos and daring don'ts, all with audience participation as well as a gang of comedians and performers to entertain. Live Events are mostly held in the Sandringham Suite in the Hilton Metropole Hotel this year so give yourself 15 minutes to arrive and find a seat.



LIVE ENTERTAINMENT

SANDRINGHAM
SUITE
(HILTON)

MEEPLE
THEATRE
(NEC)

FEATURE

ADVENTURE IN MIDDLE EARTH

OTHER MINDS AND HANDS

Tolkien-inspired games in the past 50 years
– by Roberto Di Meglio

"I would draw some of the great tales in fullness, and leave many only placed in the scheme, and sketched. The cycles should be linked to a majestic whole, and yet leave scope for other minds and hands, wielding paint and music and drama..." (J.R.R. Tolkien, Letter 131 to Milton Waldman).

In his 1951 letter to Milton Waldman, J.R.R. Tolkien – author of The Lord of the Rings and The Hobbit – entrusted to "other minds and hands" the opportunity to "participate and contribute" to the world he had created through "painting, music, and theatre". In the 50 years since his death, we could witness his “prophecy” unfolding in front of us. Literarily, after Tolkien's death, an immense task of revision and republication began, carried out for almost half a century by his son, Christopher. In those same years, the license for film and derivative rights (granted by Tolkien to United Artists in '68 and acquired by producer Saul Zaentz in '76) started to yield its fruits. The early '70s also marked the period when The Lord of the Rings, after a growing success in the preceding years, burst into popular culture, becoming a symbol and banner for numerous readers. Tolkien's influence increasingly began to permeate and define modern fantasy.

This ferment coincided, perhaps not by chance, with the transformation in the gaming world brought about by the advent of role-playing games. In 1974, **Dungeons & Dragons** emerged, with its creators drawing heavily from the Tolkienian imagination—Balrog, Orcs, Trolls, Hobbits, Elves, Dwarves, all the protagonists and antagonists of The Lord of the Rings were cited without much scruple in the first edition of the role-playing game (subsequent editions had to remove those names to avoid litigations). Afterwards, the gaming world would never be the same. The opportunity to experience fantastic adventures in their own fantasy worlds fired the imagination of thousands of players, and many game masters spontaneously began placing their adventures in Middle-earth. One of them was Pete Fenlon, who would write and publish, a few years later, the first major role-playing game set in Middle-earth, **Middle-earth Role-Playing** (aka **MERP** - P. Fenlon, C.



Charlton; Iron Crown Enterprises/ ICE, 1984): a line that, for almost 20 years, contributed to enriching Tolkien's lore with adventures, maps, and geographical volumes—original but developed with great attention to the sources available at the time.

But let's go back for a moment to those pioneering '70s, when the first board games set in Middle-earth started to appear. These were mostly simulation games that recreated the events and battles of Tolkien's novels in the "hexes and counters" format typical of the time. In the '60s and '70s, companies like SPI and Avalon Hill were publishing board games inspired by real-world wars and battles. Now, the same attention turned to Tolkien's fantasy universe, with game designers handling his stories with the attention formerly reserved to historical events. The Battle of Helm's Deep or the Battle of the Five Armies were simulated on



the gaming table in a similar format to board games inspired by the campaigns of Julius Caesar or the Battle of Waterloo. These early titles entered the market (as D&D did) with some naivety regarding the concepts of "copyright" and "authorized publication." In some cases, they disappeared quickly, becoming collector's items; in others, they were "regularized" retrospectively with the acquisition of rights and came back in new editions, as happened with **Riddle of the Ring** (J. Califf, W. Walker, Fellowship Games 1982), later republished by ICE. However, already in the '70s, a true licensed "kolossal" appeared, **War of the Ring** (H. Barasch, R. Berg; Simulations Publications Inc, 1977), which became SPI's most successful game. With its gigantic map and fascinating gallery of characters, it left a lasting impression on many players of that generation, including the author of this essay.

In a parallel and closely intertwined path with the growing interest of the gaming industry in Tolkien, Middle-earth captured the imagination of an extraordinary number of artists. Tolkien himself had already outlined his creation with his own brushes and pencils, in addition to his words, creating the image of a mythical world, "fresh and crystalline," as he described it in the aforementioned letter—yet perfectly defined in its geography, languages, and history. The gaming industry, with its need for impactful covers, character and creature illustrations, and maps, became an immense laboratory of artistic talents dedicated to defining and refining the image of Middle-earth. Many artists realized that this world had such a precise and defined form that it deserved to be treated more as history than mere fiction. Not surprisingly, one of the most iconic illustrators called by Pete Fenlon of ICE (publisher and co-author of the role-playing game, and himself the author of prodigious

maps of Middle-earth) to work on **MERP** was Angus McBride, already known for his skills in historical-military illustration. Many other artistic talents contributed in those years to give shape to Middle-earth, thanks to their book covers and game art – foremost among them John Howe and Alan Lee, who also became concept artists for the Peter Jackson's movie trilogy, establishing a visual canon which is now hard to avoid for new artists.

Later, other designers and artists, "other minds and hands," took turns in developing games and visual imagery related to Middle-earth. In the last 50 years, the world of game design and illustration has followed a transformative path in styles, tools, and techniques, continuing to give life to new and ever-different representations of Tolkien's work. Each generation of players has experienced Tolkien's places, characters, and events in different ways. From the naive productions of the '70s, the gaming world progressed to more elaborate and complex games in the '80s and '90s, such as – in addition to the aforementioned **MERP** – **The Fellowship of the Ring** (C. Charlton, B. Neidlinger, ICE, 1983) or the **Middle-earth Collectible Card Game** (C. Charlton; ICE, 1995), aimed at an expert audience. In 2000, with the looming release of the film trilogy and advances in game design, the opportunity to play with The Lord of the Rings opened up to the general public with large print runs and refined, authorial game design, as seen in the cooperative game **The Lord of the Rings** (R. Knizia, Sophisticated Games, 2000) – illustrated by John Howe, who established himself as the main artist for Tolkien-based boardgames afterward; or **The Hobbit** (K. Meyers. H. Stern, Sophisticated Games, 2001), illustrated by the talented Ted Nasmith.

After the "boom" driven by the success of Peter Jackson's films, the gaming world certainly did not come to a halt. The last 20 years have seen the continued release of significant games, mostly aimed at experienced and passionate players, such as the board game **War of the Ring** (R. Di Meglio, M. Maggi, F. Nepitello, Nexus Editrice, 2004; Ares Games 2011), published in 16 different languages, and the role-playing game **The One Ring** (F. Nepitello; Cubicle 7, 2011; Free League, 2022). New titles continue to appear and gain great success among enthusiasts: **Journeys in Middle-earth** (N. Hajek, G. Holdinghaus; Fantasy Flight Games, 2019), which incorporates digital technologies, or the recent **War of the Ring – The Card Game** (I. Brody, Ares Games, 2022) and **The Lord of the Rings Adventure Book Game** (J. Little, R. Miller, M. Ross, Ravensburger, 2023). Middle-earth has also been the backdrop for the new Magic: The Gathering set, **The Lord of the Rings: Tales of Middle-earth** (Wizards of the Coast, 2023), notable for innovations in figurative canon and the inclusion of a special "One Ring" card, a single copy of which was purchased for over 2 million dollars by the singer Post Malone.

Looking back, in conclusion, we can see a long authorial journey: countless “hands and minds”, game designers and artists, inspired by an immense love and reverence for the work of J.R.R. Tolkien, who have tirelessly worked to breathe new life into Tolkien's world. With their creations they have placed in the hands of millions of players the tools to live their personal stories in Middle-earth.

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UK
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LIVE
ENTERTAINMENT

FUN FOR ALL THE FAMILY

Some shows are highly recommended for a family visiting together. Tom Crosbie: the Performing Nerd and the Noise Next Door: The Adventure Academy... For Adventurers are suitable for any audience and aimed at families with children from around 8 upwards.

The Dark Room for Kids is a version of The Dark Room suited for older children who might see a 12A movie for example and contains some swearing at times. All the other shows are aimed at older teens and adults.

Tom Crosbie
The Performing Nerd



An hour of memory games and Rubik's Cube fun. A great family show.

Friday & Saturday

Jolly Boat



Cult hit JOLLYBOAT play their geeky, pun-packed comedy songs; an hour of all the fan favourites!

Friday & Saturday

Questiny



The show that combines improvised comedy with tabletop gaming is back with even more adventures!

Friday & Saturday

The Noise
Next Door



The quickest wits in comedy return to UKGE with an exhilarating hour of off-the-cuff comedy based on YOUR weirdest, wildest and nerdiest ideas.

Friday & Saturday

No Rolls
Barred



Watch the cast of the popular YouTube channel No Rolls Barred do an in person Board Game Club, live in front of you, our audience!

All Days

Knightmare
Live



The award-winning stage adaption of the cult television show Knightmare returns to the UKGE for another adventure.

Friday & Saturday

The Dark
Room



The Dark Room is the legendary interactive improv game show that puts the crowd inside a deranged 1980s text adventure – succeed and win money, or YA DIE!

Friday & Saturday

The Magic of
Pratchett



Celebrate the wonder and footnotes of one of the greatest story tellers of all time.

Friday & Saturday

Werewolf
LIVE



Come onstage and fight for your life, hunt down the werewolves or laugh from the audience in this immersive comedy game show!

Friday & Saturday

Friday

SANDRINGHAM

14.00 – 15.00pm	No Rolls Barred
15:30 – 16:30pm	The Noise Next Door
17.00 – 18.00pm	Questiny
18:30 – 19:30pm	Jolly Boat
20.00 – 21.00pm	Knightmare Live
21:30 – 22.30pm	Dark Room

MEEPLE THEATRE

13:00 – 14:00pm	The Magic of Terry Pratchett
14:30 – 15:30pm	Werewolf Live
16:00 – 17:00pm	Performing Nerd

TOUTE SUITE

13:00 - 14:30pm	Live reading of Deathtrap Dungeon
-----------------	-----------------------------------

Saturday

SANDRINGHAM

12:00 - 13:00pm	Shut Up & Sit Down LIVE AGAIN
13:30 – 14:30pm	Dark Room for Kids
15:00 – 16:00pm	No Rolls Barred
16:30 – 17:30pm	Werewolf Live
18:00 – 19:00pm	Knightmare Live
19:30 – 20:30pm	The Noise Next Door
21:00 – 23.30pm	Dark Room Till Ya Die!

MEEPLE THEATRE

14:00 - 15:00pm	Performing Nerd
15:30 - 16:30pm	The Magic of Terry Pratchett
17:00 - 18:00pm	Jolly Boat
20:00 - 21:30pm	Your Adventure Awaits

Sunday

SANDRINGHAM

14.00 – 15.00pm	No Rolls Barred
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MEEPLE THEATRE

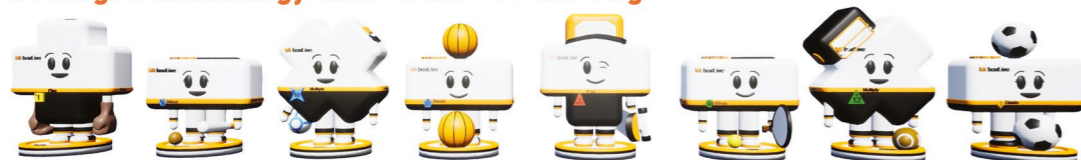
12:30 - 13:30m	Entropoly with Ivan Brett
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Mi-box Live

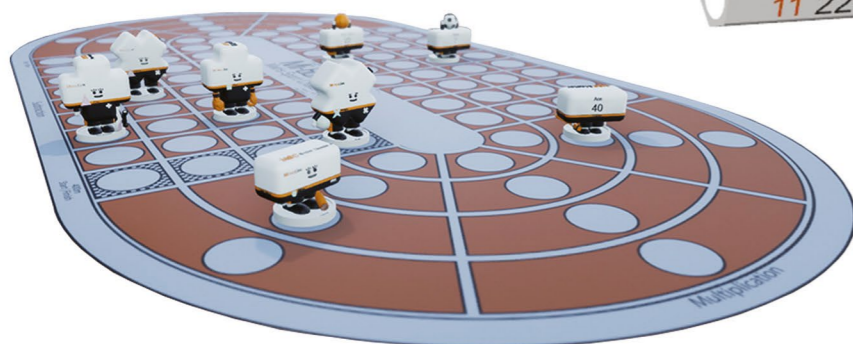
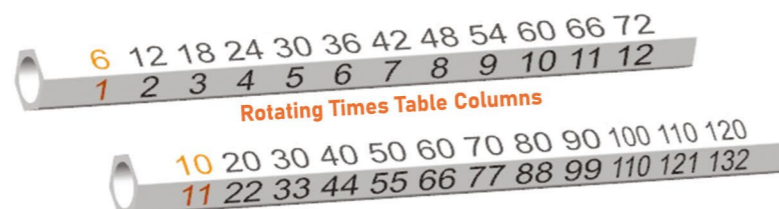
Maths Sport Challenge

Combining numeracy, sport, and games to make the learning of maths fun

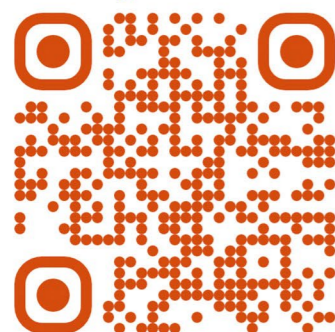
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Our Seminars explore and celebrate the fun of gaming and the games industry. For the full schedule see the events pages on the website by scanning the QR code. All these events will take place in the Piazza Suites, comprising the Panda Game Manufacturing Theatre Room (Piazza 5 to 7), The Meeple Workshop Room (Piazza 1 to 2) and the Dice Room (Piazza 3) and Board Room (Piazza 4). These are all located off the same corridor, near NEC Hall 2. Don't forget our Ambassadors are on hand to help you if you get lost – look for the pale blue UKGE shirts.

UK
GAMES
EXPO

SEMINARS



SEMINARS, TALKS AND WORKSHOPS

Friday

Meeple Theatre Piazza 5-7

11:30 - 12:30pm [How to not Suck at D&D](#)

NEC - Tote Suite

11:30 - 12:30pm [The psychology of The Traitors](#)

Panda Room Piazza 1-2

11:00 - 12:00pm [A definitive guide to therapeutic gaming](#)

12:30 - 13:30pm [How to Manufacture Your Game with Longpack](#)

14:30 - 15:30pm **From Proto to Print:**
The visual journey of a game

Board Room Piazza 3

11:30 - 12:30pm [Ludomachy: The Summoning of Games](#)

13:00 - 14:00pm **Onyx Path Publishing: Games News:**
New Releases and How to Work for Us

14:30 - 15:30pm [Being Sustainable: the Green Games Guide](#)

Saturday

Meeple Theatre Piazza 5-7

11:00 - 12:00pm [Curious? A Behind the Scenes look with Cubicle 7](#)

12:30-13:30pm [How long is a game?](#)

18:30 - 19:30pm [Humour in Tabletop Games: A Panel Discussion](#)

Board Room Piazza 3

16:00 - 17:00pm [Dungeons, Dragons, and Dollars: The Art and Business of Tabletop Game Design](#)

17:30 - 18:30pm **Board Games for Everyone:**
Diversity, Inclusion and Accessibility

Panda Room Piazza 1-2

10:30 - 12:30pm [RPG DIY](#)

16:30 - 17:30pm [RPG Writing and Design - Ten Top Tips](#)

*LISTINGS CORRECT AT THE TIME OF PUBLISHING

SEMINARS

UK GAMES EXPO 2024

17

FREE LEAGUE

MUTANT YEAR ZERO ZONE WARS



GET OUR AWARD-WINNING GAMES AT BOOTH #1-538



SEMINARS, TALKS AND WORKSHOPS

Sunday

Meeple Theatre Piazza 5-7

11:00 - 12:00pm [Cozy Chaos with Dani Standring and Cozy Boardgames](#)

Panda Room Piazza 1-2

11:00 - 12:00pm [Fantasy Worldbuilding Workshop](#)

Board Room Piazza 3

11:00 - 12:00pm [Unleashing potential through play: Educational value of Role-Playing Games](#)

12:30 - 13:30pm [Playing with the Past: Using Wargames to Uncover New Historical Perspectives](#)

PODCASTS

Friday

Dice Room Piazza 4

10:30 - 11:30pm [Game Soup Live](#)
12:00 - 13:00pm [The Geek Pride Cast Live](#)
13:30 - 14:30pm [Whose Turn Is It Anyway Live](#)

Saturday

Dice Room Piazza 4

10:30 - 11:30pm [Miskatonic Playhouse Presents](#)
12:00 - 13:00pm [A Game of One's Own Live](#)
14:00 - 15:00pm [The Bad Spot presents IRONSWORN Live](#)
15:00 - 16:30pm [Damsels in Dicestress D&D Actual Play](#)
18:00 - 19:30pm [Paris Gondo's LIVE](#)

Sunday

Dice Room Piazza 4

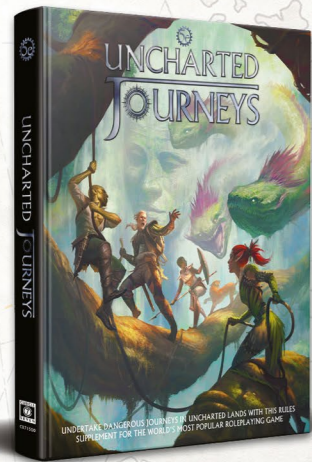
11:00 - 12:00pm [Polyhedron Collider LIVE Podcast](#)
13:30 - 14:30pm [Effekt Podcast LIVE](#)
14:00 - 15:30pm [Dragons Duel The D&D Gameshow](#)

*LISTINGS CORRECT AT THE TIME OF PUBLISHING

PODCASTS

UK GAMES EXPO 2024

19

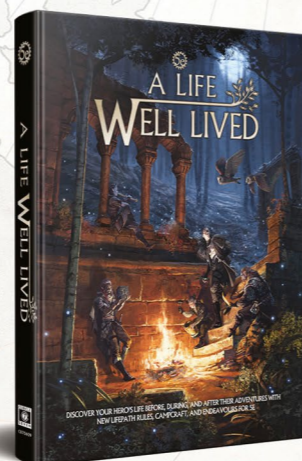


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A LIFE WELL LIVED

OUT NOW



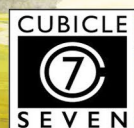
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THROWBACK 2023



A YEAR IN THE DARK ROOM



HELLO, FRIENDS!

To my mounting astonishment my live-action videogame The Dark Room has been at UKGE for 10 years! That's a decade of death, destruction, Darrens, Flamboyant Potatoes, wild cameos, viking raids and that time we crowdsurfed a guy on an inflatable slice of pizza. To celebrate, the nice folks at the Expo have asked me to jot down some notes about what a normal year looks like for The Dark Room, so join me now as you rapidly discover that I perform in a lot of dungeons, but luckily, I'm usually the dragon.

JANUARY

The UK is freezing and so like a coward I retreat to the Southern Hemisphere, where it is summer and therefore much, much worse. Sometimes I end up in South-East Asia, where my act tends to go down very well (it's almost like they've dealt with screaming white people before.) Sometimes I end up in my old hometown of Perth, Western Australia, which is replete with good geeky shops, fine food and dear God don't catch the train if you don't want to hear every racial slur every created.

FEBRUARY

This year, I went to the Adelaide Fringe - the world's second largest Fringe festival. Between the 42-degree days and the glandular fever I had, I think I did some shows. If I didn't, it turns out when I hallucinate, I hallucinate being at work and in Adelaide.

MARCH

I landed at Heathrow on March 19th. The next day I flew to Boston, USA to perform at PAX East, one of the world's largest gaming expos. Landed in London again on March 25th. Was onstage at Insomnia Gaming Festival, the UK's largest videogame event on the 29th + 30th March. I collapsed, dying but extremely happy, at home 31st March. Also, in Boston I discovered the game Crokinole. Have you played that? It's apparently beloved of the Canadian Amish, so you know, it's pretty wild. Also I met an Aussie dicemaker named Will! He's at this event too!

APRIL

Ah! Spring! It's UK tour time! Plymouth, Manchester, Edinburgh, London, these are all places I've been to and mispronounced. How do you mispronounce London? Say "Pleasant city where it's affordable to live". See? That doesn't sound like London at all.

MAY

Still on tour! Stand-up gigs abound! And it's time for my beloved UK Games Expo! Hello! I hope my shows are going well! Have you played Crokinole? The Amish like it!

JUNE

This is the month of my birthday, so the usual festivities (tour shows, state funeral).

JULY

This is the month before the Edinburgh Fringe, the world's largest arts festival, so the whole month is usually spent in a state of pants-shitting terror because I'm about to perform at the world's largest arts festival. But where else can you go when you smell bad and are shaking inexplicably? Music festivals! July is full of them! Last year we did Glastonbury!

AUGUST

Time for the Edinburgh Fringe, where I'll usually do between 40 and 50 The Dark Room shows - so high-octane nonsense 2 or 3 times a day. Sometimes it's so busy it's like having an actual job! This year's August also includes me doing a new stand-up show and performing at Worldcon in Glasgow, so that'll be three sets of pants ruined in preparation.

SEPTEMBER

In an effort to calm down from the excitement of the Edinburgh Fringe, there will now be more tour dates around the U.K.

OCTOBER

This year I'm shooting down to Australia to perform at Pixel Expo in Perth, and PAX Melbourne in, erm, Melbourne. My mother's 70th birthday is in the middle of these. I was going to surprise her, but foolishly I posted my tour dates on my website, and it turns out she checks the dang thing. I'm still going, but she won't be surprised.

NOVEMBER

Back to the UK for the arrival of winter and/or my work visa.

DECEMBER

Final tour shows for the year 2024! I'll also wrap up my streaming shows (twitch.tv/robbotron) for the year, and then take all the boardgames I got at UKGE to various Christmas parties. This will improve some of them, and radically ruin a few more. (Hot Tip For Family Unity: Uno Flip is one of the few times I've seen my mother swear, and definitely the only time I've seen her do it to my grandmother.)

So there we are! It's wonderful to be back with you all, and a pleasure to be able to perform again with some old friends. Please enjoy all your games, support the independent makers who show up and produce wonderful games and merch, be nice to the volunteers and really drink in the annual spectacle of the Vikings camped by the lake being mildly inconvenienced by geese.

If I don't see you at my three The Dark Rooms at UKGE this year, catch me somewhere down the road. All my tour dates are at thejohnrobertson.com/livedates - you can find out where I'm going to be just like Mum did!

CATAN

GET A FIRST LOOK



AT BOOTH 1-702

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a Hatchling's Tale

part one: Waiting for Father



THOM?
WHAT ARE YOU
DOING..?



...IT'S PAST
YOUR BEDTIME.
YOU SHOULD BE
ASLEEP.

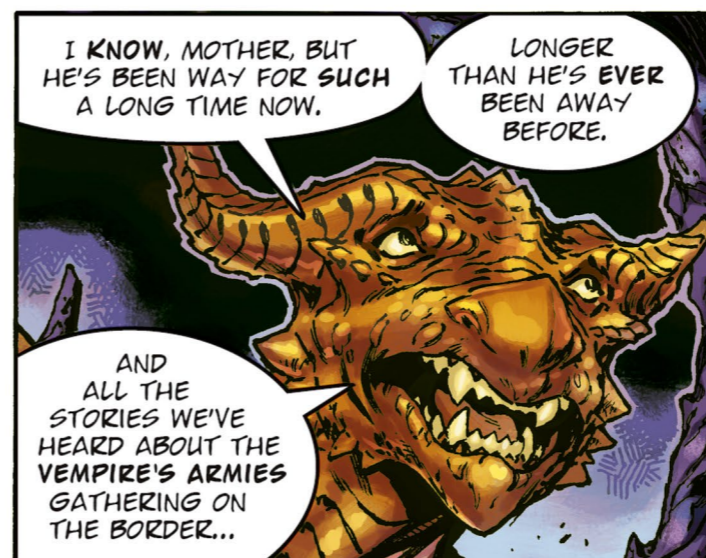


I'M
WAITING FOR
FATHER.



THOM,
WE'VE TALKED
ABOUT THIS
BEFORE...

...YOUR FATHER
IS AWAY ON THE
QUEEN'S BUSINESS.
HE WILL BE BACK
SOON.



I KNOW, MOTHER, BUT
HE'S BEEN WAY FOR SUCH
A LONG TIME NOW.

LONGER
THAN HE'S EVER
BEEN AWAY
BEFORE.

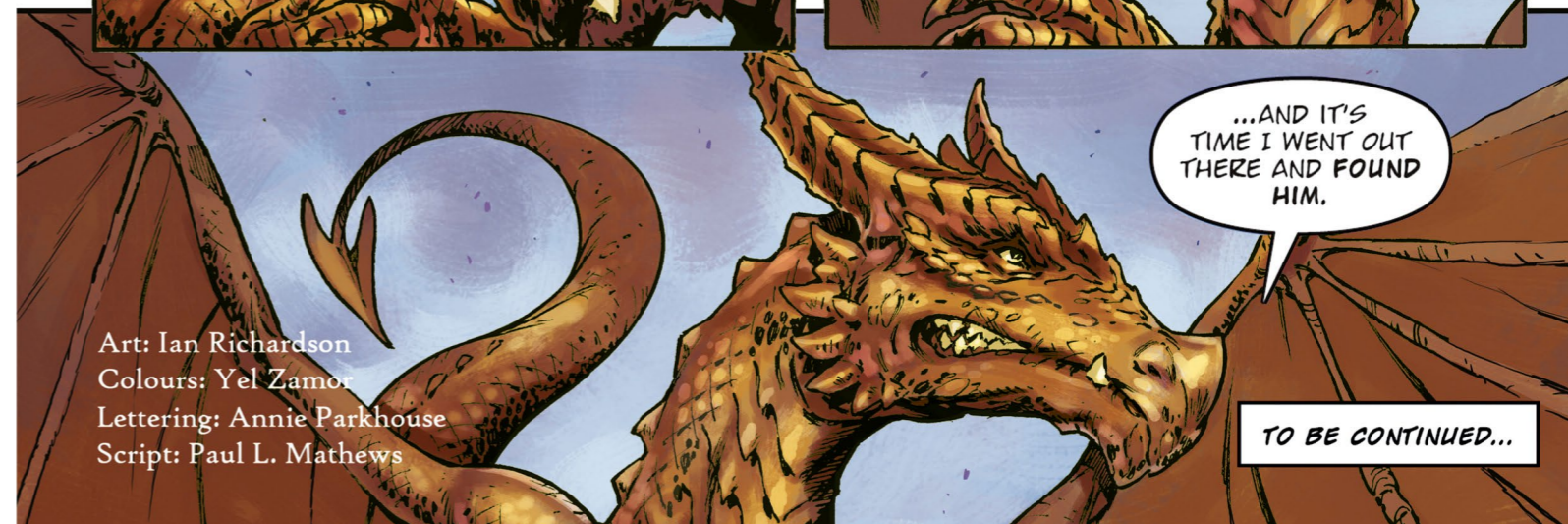
AND
ALL THE
STORIES WE'VE
HEARD ABOUT THE
VEMPIRE'S ARMIES
GATHERING ON
THE BORDER...



...I'M
WORRIED
ABOUT
HIM.



YOU'RE RIGHT,
MY CHILD. HE HAS
BEEN AWAY TOO
LONG...



...AND IT'S
TIME I WENT OUT
THERE AND FOUND
HIM.

TO BE CONTINUED...

Art: Ian Richardson
Colours: Yel Zamor
Lettering: Annie Parkhouse
Script: Paul L. Mathews

50 YEARS

OF

DUNGEONS & DRAGONS

by Richard Denning

This year marks the 50th anniversary of the first version of Dungeons and Dragons. Published by Tactical Studies Rules inc and written by Gary Gygax and Dave Arneson it was a fairly plain box with basic artwork and a limited print run and carried the subtitle "Rules for Fantastical Medieval Wargames Campaigns Playable with Paper and Pencil and Miniature Figures." It was literally a 'game changer.' The genre of roleplaying game was born.

Before Dungeons and Dragons

Tabletop games evolved from Chess and similar strategy games through wargames like Kriegspiel and HG Well's Little Wars to post Second World War Historical Wargaming. During the 1960s individuals started experimenting with these games. Some like Braunstein introduced player roles with motives and aims. Other gamers wanted to bring in magic and monsters leading to a set of fantasy wargames rules entitled Chainmail. Both these approaches would influence what became D&D.

Original Dungeons and Dragons 1974

Dave Arneson was a student in Minnesota when he met Gary Gygax at a late 1960's GENCON convention. He had had been working on what would be one of the very first fantasy campaign settings called Blackmoor. Gygax was working for a wargames rules publisher, Guidon Games. Arneson and Gygax developed the game further and Gygax setup TSR to publish it. 1974 saw the game released to an audience of mainly wargamers. The next year an expanding audience of high school students discovered it. In 1975 The first two settings for Dungeons and Dragons, Gygax's Greyhawk and Arneson's Blackmoor came out.

Basic Dungeons and Dragons

In 1977 a revised version with new art and an easier style was released, followed by new versions in 1981 and 1983. Given its own game world, Mystara, over the next decade the basic game was expanded by four more volumes, Expert, Companion, Master and Immortal all following the same style and still intended to be an accessible game sold in Toy Shops.

Advanced Dungeons and Dragons

At the same time as the basic version offered an introductory game for new players, TSR published Advanced Dungeons and Dragons which was intended as a more complex set for serious gamers. This version was what we think of today as 1st edition. AD&D was still set very much in a Fantasy setting albeit with new worlds like Dragonlance, Forgotten Realms, licensed Conan adventures and Ravenloft.

"I first played D&D in 1975 not long after we founded Games Workshop. The game back then didn't look like much - three basic-looking rule booklets in a fairly plain white box. When we first read the rules we were none much the wiser on how to play, but once we started playing, we were hooked. The concept of role-playing, creating an alter ego and taking on the role of a hero, wizard, cleric or thief, and exploring a magic- and monster-filled dungeon operated by a dungeonmaster was genius. It was a milestone in gaming history. D&D opened up the imagination like no game had ever done before and I don't think any game ever will again. I'll never forget my first D&D character - Anvar the Barbarian, dragon-slayer extraordinaire. He's a bit long in the tooth now, but he has not lost his appetite to go on new adventures."

- Ian Livingstone



"Thank you for asking me for a few sentences on the 50th anniversary and my first memories of D&D. I played my first game of Dungeons & Dragons at age 4 with my father and a group of regulars including Ernie Gygax, Rob Kuntz, James M Ward and a few others whose names escape me at the moment. My dad let me play one of the men-at-arms, or hirelings, that the party hired to help them explore the abandoned Moathouse near the quaint little village of Hommlet. What the rest of the players didn't know was that Otis, my character, was really a ranger who was sent by the druid in the woods to spy on the party. Apparently the druid was concerned that they might be a force sent by the vile servants of the Temple of Elemental Evil to reestablish a presence at the abandoned fortress. Of course the party were servants of weal seeking to eradicate Larric and his servants. Once they earned Otis' trust he asked to join them on their quest and joined them on many more adventures. Otis went to the Steading of the Hill Giant Chief, Glacial Rift of the Frost Giant Jarl and Hall of the Fire Giant King. Of course once they discovered the strange folk who were inciting the giants he delved under the surface of Oerth to suss out the demon worshipping Drow. I was lucky enough to playtest all of these classic modules with my dad and other early TSR creatives before I was 10 years old. D&D is in my DNA and I am so excited to see how strong the community is 50 years after its introduction to the world. I wish my father was here to celebrate with us."

- Luke Gygax

The 1980s Controversies

In the 1980s, organizations like BADD (Bothered about Dungeons and Dragons) campaigned to have the game banned and some lawsuits were filed against schools where the game was permitted or even against TSR. Some religious groups claimed that real magic was being used. Eventually the panic about the game evaporated and ironically the controversy actual appeared to boost sales but did lead to some changes in the next edition of the game.

2nd Edition

In 1989 a 2nd edition was published. References to demons and devils were taken out and the emphasis moved from a Sword and Sorcery environment to a more medieval world. The edition introduced new rules for skills allowing characters to choose actions other than just fighting. New settings emerged. Spelljammer introduced science fiction, Dark Sun an apocalyptic environment, and Planscape interdimensional travel.

3rd edition.

In 1997 TSR was bought up by Wizards of the Coast. WOTC completely revised the core game system bringing in a new era of what is called the D20 system with the launch of 3rd edition in 2000. Using an Open game License (OGL) they allowed the core D20 system to be used by a myriad of publishers creating their own material.

4th Edition

The 2008 4th Edition of D&D was quite different to its predecessors. It brought in game play that felt to many like an online roleplaying game. Some folk loved the version and some did not. Many of those that did not make the transition found that Pathfinder from Paizo - which was a revised D&D 3.5 edition- answered their needs for a game. The vast number of Pathfinder adventure paths offering full campaigns certainly helped.

5th edition

In 2014 after a development cycle that involved 75,000 play testers, a new 5th edition was released and was seen as going back to its roots. It coincided with a mainstream growth in game playing inspired by popular TV shows such as Stranger things and Big bang Theory and the growth of streaming. Huge audiences regularly watch celebrity gamers play the game online.

What is next?

Wizards announced that an evolution of 5th edition called One D&D would be released this year to coincide with the 50th anniversary of the game featuring a revision of the core rules, D&D Beyond that collects all the digital assets and a virtual tabletop environment. We all have our own memories of the game with many great days and nights playing it and so long as gamers want to play, its future seems secure.



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HALL 1

OPENING HOURS

TRADE HALL
Friday: 9am – 6pm
Saturday: 9am – 6pm
Sunday: 9am – 4pm

HALL 2

OPENING HOURS

TRADE HALL
Friday: 9am – 6pm
Saturday: 9am – 6pm
Sunday: 9am – 4pm

HALL 3

OPENING HOURS

GAMING & TOURNAMENTS
Thursday: 6pm – 11pm
Friday: 9am – midnight
Saturday: 9am – midnight
Sunday: 9am – 6pm

HALL 3A

OPENING HOURS

TICKETING
Thursday: 4pm – 8pm
Friday: 8am – 6pm
Saturday: 8am – 6pm
Sunday: 8am – 3pm

HILTON

OPEN GAMING
Friday: 9am – midnight
Saturday: 9am – midnight
Sunday: 9am – 5pm

ROLEPLAYING
Friday: 9am – midnight
Saturday: 9am – midnight
Sunday: 9am – 7pm

OTHER AREAS

LIVE SHOWS
See pages 14-15

SEMINARS
See page 17

LIVING HISTORY VILLAGE
10am - 5pm

THE WORLD IN MINIATURE

We take a peek behind the scenes at MyMiniFactory, the global 3D-printing community at the heart of the independent tabletop miniatures industry.



MyMiniFactory launched online in 2013, as a file-sharing platform where indie makers and creators could buy and sell 3D-printable designs. From the off, the most popular designs being shared on the site? Original miniatures for tabletop games.

While 3D-printing technology has advanced considerably since 2013, back then, 3D-design files (STLs) didn't always provide the most reliable 3D prints. As any long-standing 3D hobbyist will tell you, it would not be uncommon to spend a whole night waiting for your model to print, only to discover impossibly thin connections between parts that would never hold together, or areas that didn't match up.

The whole idea behind MyMiniFactory was to create a value-driven, community-first marketplace, where people could get reliable STLs for original designs from indie creators, explains MyMiniFactory co-CEO Nebo Nikolic.

Our founder decided to print every design uploaded himself to make sure it worked. We had a wall of 3D printers and we had this crazy first year where he would stay behind until midnight every night, testing out designs coming in from around the world, before he would let them get published on the site.

This helped to grow MyMiniFactory's early reputation, though thankfully in 2018, the Photon resin printer was released. At that point, photo-sensitive resin printers enabled a whole new level of design precision, and replaced the existing FDM machines (which "poop" out hot filament and build it up in layers) for small, fiddly creations like tabletop miniatures.

The smooth edges and degree of detail possible with resin printing changed the game for indie designers, whose 3D-printed models could suddenly start to compete with the craftsmanship of a Hasbro or Games Workshop miniature.

As any tabletop fan will know, there used to be a few places you got your minis, and there was limited choice, says Nebo, a self-confessed geek with a background in mechanical engineering.

Only the big companies really had the ability to manufacture them because traditionally, making a miniature is super labour-intensive. The design is carved, then a mold is created around the model, and molten resin or pewter is poured into that mold.

3D printing changed all of that and allowed us to create the community we've got today, where fans can exchange cool new designs for minis and then quickly hold the models in their hands. We get to offer an ecosystem of tools through our marketplace and community that remove barriers of entry when you want to start your journey as a digital and physical creator.

There were early obstacles to overcome when building a platform that aimed to decentralise miniatures creation. The team had to decide whether to put in boundaries around NSFW miniatures. (The general consensus was, if it's not derogatory, discriminatory or dangerous, let it be sold!).

And then there was the serious issue of protecting creators' intellectual property rights. To guard against plagiarism or copyright infringement, each upload still has to be individually vetted and approved.

In the decade following MyMiniFactory's launch, though 3D printing took off as a hobby, it became apparent that there were still far more people looking for something unique for their latest D&D campaign than there were hobbyists with a 3D printer.

In 2021, we decided to take on a new site, Only-Games.co, along with a micro-factory in Central London. As well as providing a marketplace for the community to exchange designs, we became manufacturers for our indie 3D designers, too, says Nebo.

So, any time their customers buy a miniature design on Only-Games, we make the product ourselves and ship it worldwide for them.

The following three years have been a whirlwind, according to Only-Games CEO and MyMiniFactory co-CEO Alex Ziff. "We've grown a team of 3D-printing experts (basically all tabletop fans) in our micro-factory, we've continuously modified the printing process to get the sharpest end product as the technology's rapidly changed, and we've learned our fair share of lessons in creating a new manufacturing industry for indie designers, in a market previously dominated by a few corporations!"

One artist perhaps perfectly poised to give insight into the growth of this indie industry is Morgan Morey, the talented designer behind Printed Obsession, who has been selling his designs on MyMiniFactory since 2018, and was the first person to set up an MMF store, when the company shifted from pay-per-download to creator storefronts in 2020. He has since also become one of Only-Games' most popular creators.

3D printing has changed everything when it comes to designing minis. It's a case of print as needed, rather than produce 500 and hope they sell. So you can be a little more experimental with your design.

As the tech has become more accessible, smaller companies have also been able to grow and expand. Hell, even board games are now including these wonderful miniatures, rather than just wooden blocks. (Nothing against the classic meeple, of course!)

Morgan finds the challenge for him now is in keeping up.

Partly with customer demand for new designs, partly with the tech. Look at just a few years ago, when resin printing was new, compared to now. There is so much scope for creativity.

But in variation there is evolution. It's a lot better to have lots of indie worlds rather than one or two massive producers. And honestly, with some of the big producers, I doubt they could make models for every single one of the vast array of monsters out there. At least with us around, there's a mini for every occasion.

So, what does Morgan think the future holds for the indie miniatures industry? "I personally think 3D-printed colour miniatures are going to play a big part going forwards. It's a really interesting next step and I'm excited to be selling my pre-coloured miniatures now on Only-Games.

And after that, who knows? Hopefully more indie games exploding forth, spawning new minis. Maybe some new systems. And maybe a little VR TTRPG.

As well as being a leading creator on Only-Games and MyMiniFactory, Morgan is now the proud winner of the 2024 Only-Games and UK Design Expo design competition. Look out for 10,000 copies of his baby dragon miniature, printed by Only-Games, being handed out at the Expo.



And don't forget to drop by the MyMiniFactory and Only-Games stand, at 1-838, where you can get your hands on the prize-winning baby dragon, try some painting, create your own custom mini from Eldritch Foundry (and pay only for shipping), take a peek at some full-colour models or nab an exclusive Expo discount on the 40,000 minis available on Only-Games.

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STAND 1-402

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You can then vote for your favourite game in each shortlist, with the winner of each category receiving a coveted People's Choice Award.

AWARD CATEGORIES (19)

- | | | | |
|---|--|--|--|
|  Best Abstract Game |  Best Accessory |  Best American Style Board Game |  Best European Style Board Game |
|  Best Strategic Board Game |  Best Card Game (General) |  Best Card Game (Strategic) |  Best Children's Game |
|  Best Dice Game |  Best Expansion |  Best Family Game |  Best Gaming Novelty |
|  Best Miniatures Range |  Best Miniatures Rules |  Best Party Game |  Best Roleplaying Game |
|  Best Roleplaying Adventure |  Best Roleplaying Expansion |  Best Variant | |

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Batman Miniatures Game Tournament	Marvel Crisis Protocol: Main Event
Battle of Britain Bolt Action GT 2024	Marvel Crisis Protocol Side Event
Bushido Grand Masters	Rumbleslam presents the Birmingham Brawl II
Challenge, Blood Bowl: Tackle Zone Team Trophy	Star Wars Armada Main Event
DBMM - the BHGS Challenge (Book 2)	Star Trek Attack Wing UK Unnationals
Guild Ball UKGE Open 2024	Star Wars Legion: Main Event
Imperial Assault Skirmish	Star Wars Shatterpoint: Main Event
L'Art da la Guerre (ADLG) BHGS Tournament	Star Wars X-Wing: Main Event

BOARDGAME TOURNAMENTS

Ark Nova	CATAN UK Championship	Mega Civilization
Azul	Carcassone	Ticket to Ride
CATAN: Cities & Knights	Carcassone UK Championship	Terraforming Mars
CATAN+ Challenge	Dominion	UK Crokinole Championship 2024
CATAN Championship Open Qualifier	Hive Tournament UKGE 2024 (UK Cup)	Wingspan
		7 Wonders Duel

CARD AND DICE GAME TOURNAMENTS

Digimon Card Game Regionals	Labyrinths of Lunacy	Outer Gods
Doomtown: Weird West Edition Marshall Badge	Lorcana Convention Event	Sea City of Five Sails: Salon UKGE
Dragon Ball Card Game Fusion World Regionals	Machinations through Time	Star Realms Legend Series
Hero Realms Legend Series Tournament	One Piece Championship Side Event	Star Wars Unlimited Convention Event
Keyforge: Aember Party	One Piece Treasure Cup	The Blob that Ate Everything Else
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MEGAGAMES TOURNAMENTS

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Team GB Go for Gold Ready Set Win

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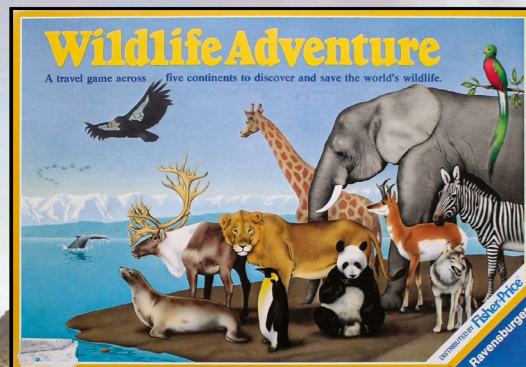
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FIVE GREAT DISCONTINUED GAMES

YOU CAN STILL PICK UP CHEAPLY ON EBAY

Gareth Edwards, game addict and designer of Farplace The Game, Dog Days and founder of Farplace Animal Rescue

Playing board games can get expensive! We all know it and justify it to ourselves on how many hours of pleasure we get per £100 compared to other social activities. And it is true. But there are some hidden gems of games out there you can still pick up for hours of fun and a great experience, without spending a fortune. I have kept these choices to games I think you can get many hours of fun out of without going into 3 figures... although the final two can get expensive if you start to collect.



Most copies selling at around £20.

WILDLIFE ADVENTURE

Review - This is a stunning strategy game that looks like it is for a younger age than it is. You are dealt a hand of endangered animal cards and have to visit them all on a world map. However, all expedition routes are shared and you are placing little plastic route markers for 3 different routes, trying to ensure they get to your locations. There are open discovery animals which score an extra point each, which can mean you win even if you do not get to see all your animals. There are bonus cards and obstacles, some of which can be saved for future turns, and you have a very limited amount of currency to buy extra route extensions or remove annoying route turns. For two players, it is a lovely half hour game, but it plays fine up to 4 no problem. This game has often been pulled out for an after-work not too heavy but fun strategy game, and considering I think I got it from a charity shop for £2 about 20 years ago, I have most definitely had my money's worth a hundred times over. I normally play without the obstacles and obstacle bonus cards for a faster game, but this is a personal variant I play so may not be for everyone. I have put this at number one for the sheer value for money for time spent playing it.

BUCK ROGERS

BATTLE FOR THE 25TH CENTURY GAME

Review - Don't let this appalling title put you off an amazing conflict game good for 2 or more players. The game is about grabbing territory on different planets to earn resources to build more. Think AXIS AND ALLIES but with spaceships, ground troops and the fact that different planets line up at different times throughout the game so you have to plan your planetary invasions to time with these conjunctions, and you have a stunningly strategic game over several hours. Three types of spaceships can invade, with transports carrying your troops and bombers and fighters doing the heavy battle work. You can build defensive satellites in each outer orbit but they are never impregnable to a decent fleet.

This is second on my list for the sheer scale and size of the game, the amazing strategy and no need for any expansions for a terrific game. I have to admit having 2 copies and making additional unofficial routes for an even larger game experience, I love the game so much.



Around £40 for a major beast of a game.

In summary, all 5 of these games are amazing, but the first three will give you hours of pleasure at an affordable price without being tempted by expansions and collections.



Price around £35

KINGS AND THINGS

Price - Around £35

REVIEW - I have had this game for over 20 years too and even though it uses little cardboard tokens from the older game style circa Avalon Hill and early Blood Bowl etc, the game is still a lovely strategy game with a variety of mythical creatures each of which need you to have terrain of their type to be able to battle. You can play them anyway to bluff an opponent into thinking you have a major army in a hex tile, but if they attack and reveal unsupported creatures, you lose them instantly. Played this game only last month and enjoyed it just as much as on my first play. Number 3 as again you just need the one game and away you go.

HEROSCAPE BASE GAME

Review - Yes you can pick the base game up cheap and sometimes others at car boot fairs. But buyer beware - you can get sucked into collecting all the great miniatures and then it is far from cheap. It is an amazing game to build stunning landscapes and play huge battles with 3d terrain, with no end of official (discontinued) and new custom creations, but then it isn't as cheap. Get a base set for about £30 - you can always sell it again if you don't like it. But if you do get into it, be prepared to be poor! The good news is that the game is coming back in the next few years so hopefully the entry point for the new version will not be too bad.



Around £30 if you are patient.



DICE MASTERS

Price - Starting sets from around £10.

Review - I am not a fan normally of collectible dice or card games due to the wastage, but there is such a variety here that you can pick up a little starting set so cheaply and add to it if you like the game. You are building up your dice and if you keep away from super rare dice, you can have a lovely game without breaking the bank. Have a look on BGG and see what theme you would like to try and stick to it - you can play any themes against one another, but you are more likely to get a nice collection sticking to one theme and getting some of the cheap booster packs to hope for a few rarer dice in the unopened bags.

Starting sets from around £10



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From the Dining Room to a Café

By: Becky & Dane Richards



Me and my husband, Dane, have been coming to the UKGE for what seems like forever. It's definitely become a yearly tradition of ours. Over the past few years, we've come for the full weekend, we love bringing our boys along for a weekend of gaming and fun! Both being big fans of gaming, we have played a lot with our children over the years to get them away from their screens and spend some quality time together as a family. The UKGE has been a great place to try out new games and games we'd missed before picking them up for ourselves. A few years back Dane even managed to volunteer and help out with OnTableTop's coverage of the event; I came along too getting lots of photos and talking directly to the game developers, this is what really got us wanting more. To be able to work within the industry was something both Dane and I decided was definitely for us, after a lot of work, in Dec 2022 that dream became a reality and we opened our own Board Game Café in Peterborough.

Back in 2021 we wanted to do something different, being lovers of games and big coffee lovers got us thinking, what about a coffee shop with games for people to play? Not a new concept of course, we'd seen others do similar around the UK and thought what a wonderful idea it was. We wanted to create a space where anyone and everyone could come and enjoy games without having the expense of owning them all, one of the same reasons, us, like many others enjoy the UKGE. Neither Dane nor I had worked in the hospitality industry for a very long time, with only some experience while in college when younger. Me having worked most of my working life within Childcare and Dane serving in the Royal Air Force for most of his meant the prospect of this project was certainly a daunting one, but one we were both sure of wanting to follow through.

Having a location where people can meet for the first time, have a catch up with old friends or enjoy some time with loved ones while playing some amazing games was something we were really excited to build. Though, starting a business from scratch is always very difficult, no matter which field you're in. There were many questions we both had about how to set something like this up, where would we open, what would we offer and how would we offer these services. These things can become quite overwhelming pretty quickly. Around the same time, we came across The Dice Box in Leamington Spa and realised that they were thinking about franchising.

Having a model to work off would mean that most of the questions we had about how the café itself would

operate were easily answered. The Dice Box seemed different too, they seemed to care so much about what they were trying to build and offer to people. They were not a faceless business just trying to sell their brand. Following us attending a discovery day with them we decided that this was the direction we wanted to go in.

There was still much we had to do ourselves, finding an ideal location for the café itself took some time, we looked at many places, but one really sat above the rest. Right in the centre of Peterborough, a unit was available which had 2 floors and plenty of storage space, we put an offer in with the council which was accepted. The business world doesn't move as fast as we expected, and it took around 9 months to go from the offer to getting the keys. It was then a case of kitting it all out, we worked around the clock for 3 weeks, building tables, chairs, shelving. Getting all the games in and unpacking everything. It was a lot of work but so rewarding to see it all come together.

Being one of the first to buy the franchise model from The Dice Box and despite the length of time it takes to secure a location and get everything set up in place, we became the very first Franchise of The Dice Box from their original location. We absolutely love being able to offer something different to the area, the Dark Italian Roasted coffee is like nothing in the city. We also have milkshakes, with vegan options, smoothies, soft drinks and for those wanting something a little stronger, a fully licenced bar with wines, cocktails and our very own The Dice Box beers. We love our food just as much as the next people so being able to offer a great menu is ideal too. Already having been tried and tested at the original The Dice Box, the menu was a big reason for us

to buy into a franchise than try to do things ourselves. Having this broad range was really important to us, we wanted to cater to people no matter their diets. We've got a little of everything, from gourmet burgers to paninis, lite bites and also some great vegan and veggie options too.

If you're ever in Peterborough pop by and say hello, you'll always be welcome. You can find us on Bridge Street in the City Centre; we're right next door to the town hall so super easy to find. If you just want to know a little more about us you can find us on [Instagram](#) and [Facebook](#).





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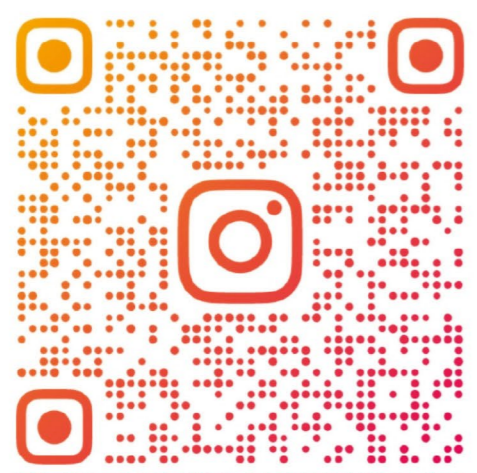
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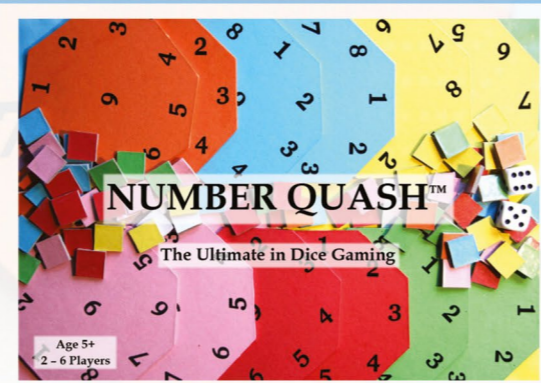
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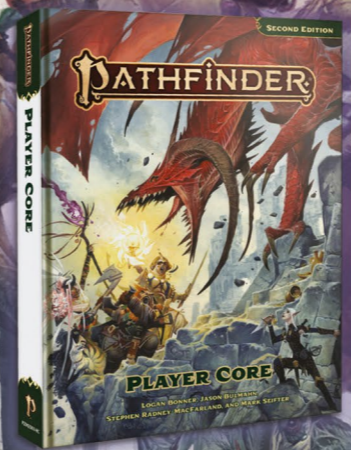


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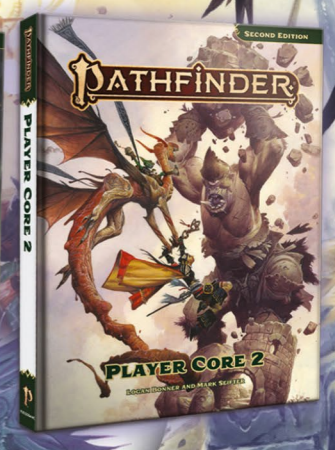
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ON YOUR MARKS...

THE DEVELOPMENT OF TWO TEAM GB INSPIRED GAMES BY ANDREW HARMAN.

When it comes to sport I am an expert – in none of it! So why did I agree to design and develop a game inspired by Team GB with Gibsons Games?

Well, it all started before I was even involved.

ON YOUR MARKS.

Here's Emily Charles, Product Development and Licensing Manager at Gibsons.

'Gibsons started on this journey with Team GB when we heard they were looking for licensees in the run up to the Paris 2024 Olympic Games. Working with Team GB felt like a fantastic opportunity – they are a British brand whose heritage and values align so well with our own. The public get behind Team GB in a huge way in Olympic years and Paris looks set to be the event of the summer!

Originally, we thought it would just be a collaboration on one or two jigsaw puzzles but as the discussion progressed we quickly realised there was more we could do. There was a real opportunity to create a range to get the whole family involved. I knew what I wanted to create, but needed to enlist some help to come up with the concepts and mechanics for the games and I always know I can count on Andrew when all I have is a very vague brief and a theme or a brand! Andrew immediately got to work and the rest is history. It's been a

pleasure seeing these ideas come to life!

When you dig into the brand and the extraordinary values they represent it also becomes very clear that it is about more than just the big events like the Olympics. We hope that our Team GB range will inspire people to get up, get out and get active, but also provide opportunities for families and friends to get together to play. Who knows, maybe the next generation of Team GB athletes will take up their future sport after seeing it in Go for Gold, and Ready Set Win?

Thanks, Emily.

I get a real kick out of working with a new licence way outside my normal field, and when I got the call I was very much in.

Almost as soon as I had agreed to look into developing a game I realised that this was not going to be easy. People are, quite rightly, very passionate about sport and Team GB means an enormous amount to a great many fans. But, what exactly does it mean?

GET SET.

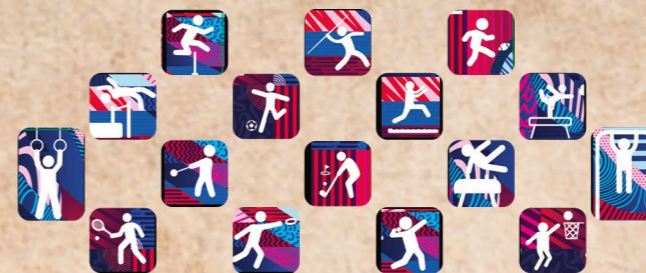
So the research began.

I am a real believer in trying to get to the heart of what makes any licence or IP matter to those who love it. Once I get a handle on what the important stuff is I can start building a game framework on that. For me a game should come out of the IP rather than badging a game mechanic with a bunch of images taken from a style guide. But as helpful as the word cloud was, it seemed to be pointing to elements not often found in game mechanics. Things like feelings and experiences. So how could a few bits of cardboard start to give players a part of that?



After much head scratching an idea formed. Players were coaches for Team GB, arranging training to build the best teams in different disciplines to win at the next set of finals. That had a flow and a logic I could get behind.

Fast forward to a pitching meeting at Gibsons HQ and I brought along two games. The first one - a simple family friendly speed-reaction and pattern matching game - went down great. Phew! The second one was more complex and I was bothered it was too 'gamey'. But when I watched the friendly staff of lovely ladies start playing and in minutes turn claws-out competitive I knew I was onto something. 'Ready Set Win' was up and running.



THE DEVIL IS IN THE DETAIL.

A great big detail I was missing was a definitive list of what sports should be included in the game. Now, I am a big fan of inclusion. I wanted all the sports in there, every one that Team GB could compete in at the Paris 2024 Games. Exactly one year ahead of the Opening Ceremony I got the list. 73 different sports. 73! Now that's not a number that divides easily into neat sets of cards. Oh, and yes, how do we divide them? I mean, some things are clear, there's athletics and gymnastics, but should swimming and sailing and canoeing be grouped as 'water sports'? There appeared to be no 'official' way to group some things. In the end we settled on eight different categories of sports. Thankfully Team GB agreed that the eight made sense and we were off again.

At the tail end of 2023 I handed the development baton over to Product Developer Lauren Heywood-Law, who had recently joined Gibsons, so that the full weight of a professional graphics team could tidy up my scruffy designs.

Luckily for me they were ready and waiting.

...AND GO!

So there you have it, a brief behind the scenes look at game development. A fine blend of team-work, inspiration and a lot of effort later and we have victory - two Team GB inspired games taken from starting pistol to the finish line.

The Point.1888 are the licensing agency representing Team GB. It seems right to leave the last words to Sadie Wright, Brand & Product Development Manager at The Point.1888.

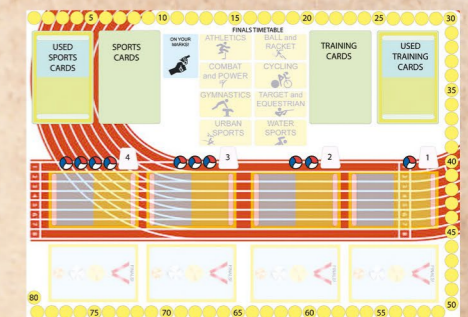
'It's been a pleasure to work with Gibsons on their Team GB range. They are true experts in their category and clearly work with such talented game inventors that it made our jobs much easier! It's brilliant to see everyone's hard work coming to life and we cannot wait to play the games this summer.'

Go For Gold and Ready Set Win are available from Gibsons Games. You can try both games at the Gibsons stand 2-768 and Stand 2 -653.



Here's Lauren. 'So over at Gibsons we were ready to be handed the baton. After looking at Andrew's mock-ups we started planning the look and feel of the game. Looking closely at Team GB's style guide and released digital media, we started to figure out what was possible. Style guides are like libraries of patterns, colours and fonts. Team GB has a fantastic range of style guides and available assets and there were two we loved; one was very retro and the other was full of fantastic patterns. Ideal for the development of both games.

Once we knew what we were working with we started work on the cards as they are the key to both games. We wanted them to share functionality and icons so if people got both games the learning curve would be much easier. Digitally sketching we used elements from both style guides to create age-appropriate elements. After a lot of refining and experimenting we came across a way of using the same patterns across the two games but in different ways to keep the games similar but still unique.'



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LIFE AT NRB

AS TOLD BY SULLIVAN BROWN

No Rolls Barred is the silliest place to work in the world. We have the pleasure of being able to come into our offices knowing that, not only will we be having a silly day, but we'll be working with very silly people. I often find it hard to explain to people who I've just met, exactly what I do for a living as it sounds preposterous. I play board games with my friends and people watch us do so en masse. It's only difficult to explain though because I can't explain how we're so lucky to be able to do this, as it's not a common profession to have.

Each shoot day, when we get into the office, we sit around the table having cups of tea and far too many biscuits, as Teri (No Rolls Barred Channel Head and fan favourite for her excellent work on House Rules) explains the rules of the mornings game. We usually will start with something light to begin with so we can make sure we're not confronted by loads of rules first thing in the morning and leave the heavier, crunchier games to the evening.

Now, surprisingly for someone who plays board games on a regular basis, I'm really rubbish at board games. I can play chess somewhat well and I'm not bad at social deduction games, but give me anything more complicated than the average party game and I will flail around like a fish who's just been appointed manager of the England National team. Luckily for me, much like watching a fish attempt to explain a high-pressing 4-3-3, it's quite entertaining to watch me fail.

Despite being terrible at playing board games, it doesn't stop my enjoyment of playing them. I love playing board games. There is no greater thrill than playing a game that comes down to the wire and there is no greater despair than having all of your well laid plans come crumbling down in front of you. Great board games become stories that you tell your friends and

we're lucky enough to be able to show our unlikely wins and crushing losses with thousands, and sometimes millions of people.

Once we've finished our first game of the day, we go to lunch, often together, and then come back for the afternoon. For some reason, and we're still not sure why, but having food makes us all much sillier. There's most likely a simple scientific explanation as to why we all become giggly and strange, but we simply refuse to look it up or indeed impinge on our lunchtimes.

Food makes us feel sillier.



Silliness is one of our biggest selling points at No Rolls Barred and we'll never stop with the japes, jokes and stupidity. We sometimes will have feedback that we are too silly, and shouldn't make as many jokes, but I feel that this misses the point of what NRB is. Our foundations are light hearted fun. There are countless other YouTube channels that take games very seriously, and probably have some extremely competent people who are playing while always making the most optimal move. But we're a collective of comedians and entertainers at our heart and it would simply not be right to change this.

It is important to have variety in life and if we were to play board games with a view to being actually

good at them, then we would make some dreadful, dreadful content. For us, the world could use a bit more brightness anyway. We live in dangerous times, and at a time where you can see things all over the world that can make even the cheeriest among us depressed. So we wish to help those who want some relief from the pressure of living in these times and make the people who watch us happy for an hour or two every week. After the shoot, we'll usually pop across the road to the nearby pub/bar and have a quick drink and a debrief together in a very informal capacity. Here we can discuss the day's games, and we have so much fun doing it. I think that's something that is so important to how our chemistry on camera works as well. We're genuinely friends outside of the shoots, and we would be behaving in the same ways to each other while recording or not. Not only have we been able to gather this eclectic group of excentrics, we've also been able to bring new members into the group (like Molly-Rose, Tegan and Lorna Rose Treen) who we've met through our comedy connections and they've become firm friends very very quickly.

After the shoot, we'll discuss the day's games, with a drink in the pub.

When we're not shooting content, we will be working away planning the content for the next few months. At the time of writing, we're working on new variations for our show 'Monopoly BUT...' where we take the game of Monopoly and give it a new theme with all new rules. This is probably my favourite show to work on development for at the moment as we get to do a lot of research into the various subjects that we are exploring. Monopoly BUT The Roman Empire was terribly exciting to research as I got to watch hours of documentaries and read many books on how Rome became the behemoth it ended up being. Finding small and hilarious stories from the Roman Empire was a joy. Like Caligula declaring war on the sea! The actual sea! And he won! Well he claimed he won. But still, that's completely mad!

Our content ideas come from all over the office, and it's a lot of fun to come up with. For instance, one of our most popular ideas was 'Guess Who, with vibes only' which was the brainchild of our brilliant social media manager Abbie! That video was our first to ever reach 1 million views and all the credit must go to her and of course, Teri.

We have monthly creative meetings where we share ideas for the coming months and work out what our strategies are going to be. House Rules is definitely one of the most interesting to come up with new ideas for as there are only so many ways to change classic board games, and from those constrictions, we have to become more creative. Often ideas can be sparked from comments on previous House Rules episodes as well which is one of many reasons why I am very very grateful for the community we have at NRB. Every guest we've had on the show has remarked at how surprisingly lovely our comment section is. On top of that, the Patreon discord is filled with lovely, creative people who support us in so many ways. Without those people, we wouldn't be able to do what is the best job in the world and we are forever grateful to anyone who counts themselves to be an NRB fan.



To say our lives have been transformed by NRB and its fan base would be an understatement. It's not just the little things like having people come up to you in the street to tell you they enjoy your work, but it's also the massive support they give to all of our other projects outside of NRB. I've been able to pursue a career in comedy that simply wouldn't be open to me otherwise and for that reason I will always consider NRB my home.

We've got big plans!

Looking forward, we've got big plans to try and expand the scale in what we do at No Rolls Barred. With every new series, we're always taking a risk, but we have an ethos that we want to make all of our content the best it can be and hope that the views will come. So far that seems to have worked on the whole luckily. YouTube is such a strange beast though so to say that we have in any way 'cracked the algorithm' would be an outright falsehood. Often, we have videos where development is relatively easy and we get everything done with minimal challenges, but then there are projects like our Blood on the Clocktower series, which require months and months of planning and development.

Overall, working this job is the single greatest thing I've ever done in my life. It doesn't feel like a job, it feels like I've won the lottery. There are challenges and hard days, and every job will have those, but I'm lucky enough to be able to play board games for a living and I find it incredible that I've been able to play games with my incredibly talented friends and be able to call that my 'day job'. I want to thank every single person who has helped us get to this point, where we can perform in front of millions of people online, and support us in achieving all we've achieved. I hope that we can keep making this content for a long, long time and I know that with the support of people who love games like yourselves we can do just that.

Have an amazing expo everyone!

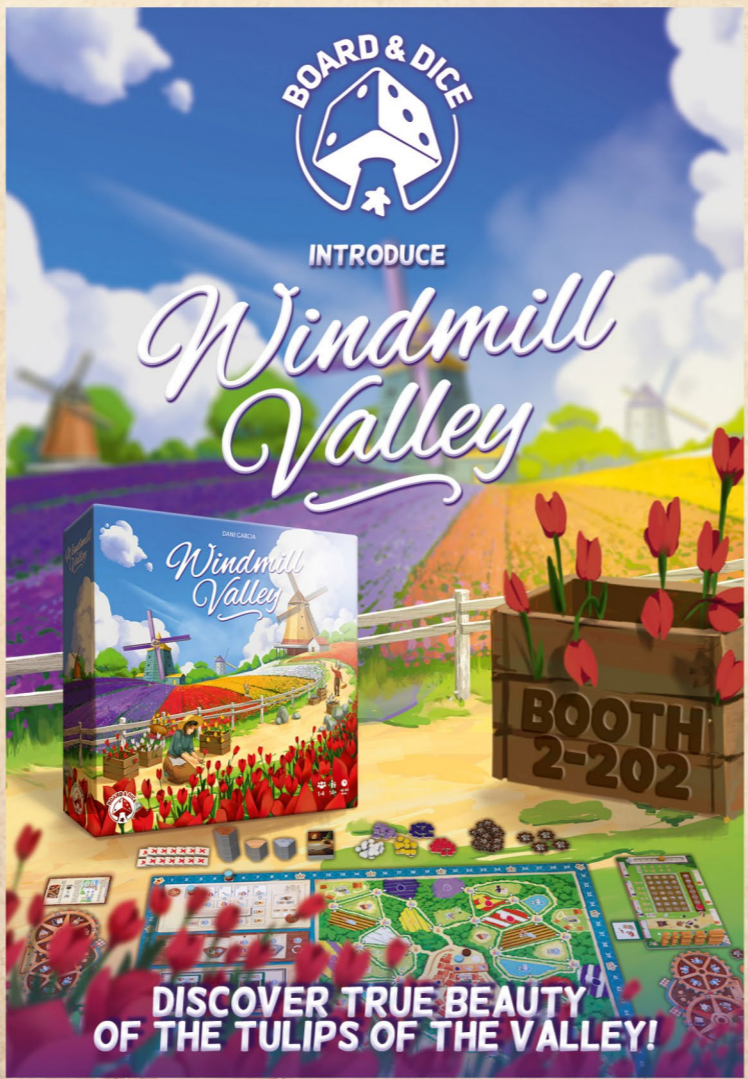




All About Games

guess the weight

win the games!





Rolling Dice, Making Memories

By Alan Jones

Can you remember what you were doing 16 years ago when UK Games Expo first launched? What is your earliest board gaming memory? I bet you can answer *that* question quicker, and with more passion, than the first. After all, that is what gaming is about: making memories. Whatever your earliest tabletop memory, whichever game you were playing, and whomever you were playing it with, I imagine it is a rich and vivid memory. For me, 16 years ago, I was playing Star Wars Monopoly with my university housemates. One of us was banned from using the R2D2 piece as they always won when they did.

Further back, my first gaming memory is playing Cluedo with my Grandad. He had one of the proper sets with metal pieces and rope. I remember the revolver token being particularly heavy in my hand as it was solid cast metal. I don't remember who did it, where, or with what but I do remember, and always will, the feeling of playing it. I was happy, excited, and intrigued. Even better, I can see my Grandad smiling at me warmly. I can also remember the frustration of him thrashing me at Scrabble. Gaming has always had the power to create memorable moments.

Of course, we all enjoy winning a game. We also know that real success around the table is not determined by who was victorious. Instead, everybody wins when everybody has something to remember. Ask any collectible card gamer, or miniature wargamer, about their recent matches and they'll tell you whether they were victorious or not. That won't be the focus though.

Instead, they'll recount how that card draw turned the game for them, how their setup did exactly what they planned it to do, or how the person across the table had just the right play to shut them down. I'm sure we can all remember a time when we turned the script on a friend who was about to beat us at the tabletop, or when they snatched victory from us and danced around the kitchen mockingly.

That competitive nature gaming contains can be the spark for memories but doesn't have to be. Social games, with a focus on communication, have seen a huge boom because of a desire to make memories over the tabletop. Titles like Codenames or Blood on the Clocktower are perfect examples of this. You have to discuss, share information, and operate as a team while the competitive aspect still sits there in the background. Anybody who has played a game of One Night Ultimate Werewolf, or something similar, will be able to tell you of some player's desperate pleas of innocence, or that time the friend they least suspected turned out to be the villain. Whether they won or lost the game didn't matter; what happened, and how, is what they'll tell you about.

Games like Marvel Champions, Pandemic, and What Next? continue to grow, evolve, and enter the marketplace. There are gamers shifting from a competitive to co-operative preference because they want memories to carry forward. Potential players, previously put off by the idea of losing to more experienced gamers, are entering the gaming world. They are bringing more

opportunity to play and more chances to make new memories, especially for those with younger members in their family.

Tabletop role-playing games brilliantly show off the growing need to have a story to tell after a gaming session. There are the narratives you play through and the narratives you crafted along the way. With a monumental growth in player numbers, as well as in the variety of RPGs to play, there are more memories being made around the table now than ever before. How many conversations about an evening of gaming are now filled with tales of epic fails, unexpected successes, and surprise discoveries? When I think about my own time as a roleplayer, and as a Game Master, my mind isn't filled with whether we beat a monster or not. I think of when my friend's character was almost burnt out of existence in the first session, or when the party avoided an entire cavern network by climbing up the toilet chute. It is these things which make us smile - or cry - and bring us back to the table next time.

You will create, or will have created, new memories at UK Games Expo 2024. Perhaps you are planning on sitting down and trying out a possible future favourite game? Are you eagerly waiting to share a new find with your friends and family? Maybe you even made some new friends across a set of dice? While games have definitely shifted towards being more experience focused, so has the gaming space around it. Events like UKGE have changed the way we are able to access gaming drastically for the better. We are all able to

come together and share this incredible passion of ours, in turn creating new moments to remember and new firsts for gamers to dream about. If 2024 is your first UK Games Expo, you'll remember it for years to come. If 2024 is not your first, you know the power of the memories you make here.

As you roam around the Expo this year, or the next time you set up a game, take a moment to consider how much of gaming is now about the experience of playing and not just the result. Everything from the box, to the art, through to the gameplay itself is now designed to create a memory. That sensation of seeing a new set of miniatures, pulling that rare card from a booster, or recognising yourself in a playable character is something developers are factoring in. This experiential focus shift is something to be excited about going forward.

I can't even imagine what memories the next generation of gamers will have. The influx of digital technologies, the inclusion of augmented reality, and a much wider range of personal representation are opening the doors ever wider for people to create their own tales to tell. What I can predict is that in however many years, when you are thinking back, you won't remember the number on the die or who won. You will remember how you felt, how those around you reacted, and you'll remember not to let your housemate use the R2D2 playing piece. Keep rolling dice and making memories.

Alan Jones
[@gameornought](#)

STRANGE GAMES FOR STRANGE PEOPLE



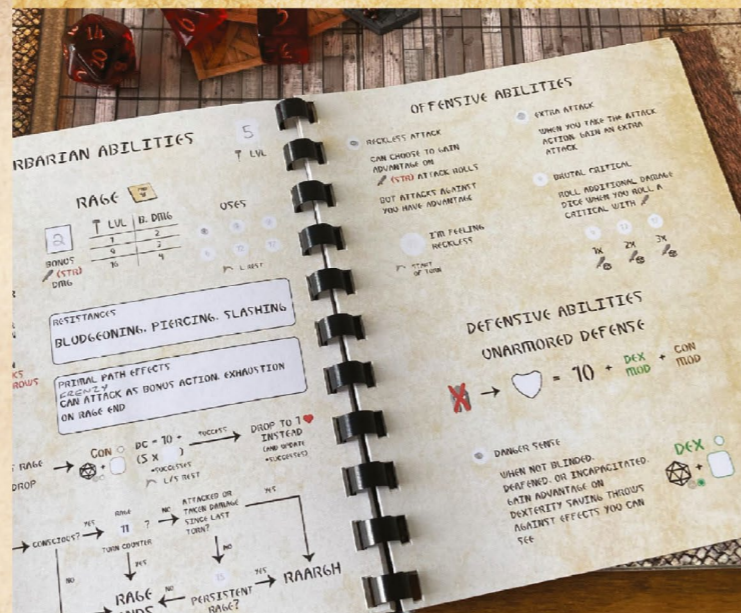
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It's pond time for the frogs. Get your frogs ready for a dip in the blue pond spaces. Take extra actions from frogs on lily pads. Whoever gets the most points from the frog dice in the pond wins!

YOU WILL NEED

6x



D6

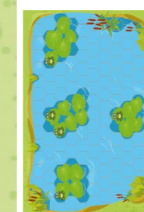
1x



PEN + PAPER

SETUP

Arrange the game like so.



Use another Magazine here.

← ROLL ALLEY

Make sure the rolling alley overlaps the edge of the pond board. This gives a ramp for the frogs and helps hold the pond in place.

The player who can best croak like a frog starts.

OVERVIEW

1 ROLL FROG DICE

You have 5 dice in the game. Roll these one at a time to land in the pond.

2 SCORE FROGS

Count the face value of the dice – but only those in the pond.

3 TAKE FROG ACTIONS

Add extra points from frogs in dark blue lily pad zones.

4 WRITE DOWN THE TOTAL SCORE

Record this turn's score on a piece of paper.

After 6 rounds the game ends. The player with the highest score wins.

PLAY



ROLL

Roll your dice, one at a time along the rolling alley. You are aiming to get the dice onto any blue space in the pond.



In the pond

A die is considered 'in the pond' if any part of the die is on any blue space (light or dark blue). Only dice 'in' the pond will score.



1x

REROLL ONE DIE

After rolling all 5 dice choose one of them and reroll it. This can be a die in or out of the pond. SCORE (see Scoring and Lilypad Actions).

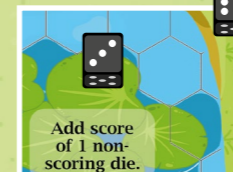
→ HAND DICE TO NEXT PLAYER

LILYPAD ACTIONS



SCORE: 6

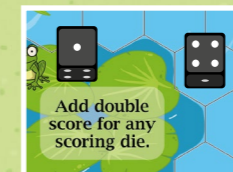
None of these dice are on a lily pad zone. The '2' in not in the pond so these dice will score 6 points only.



SCORE: 9

For each die in this lily pad zone, score any one die in the grass or off the board completely.

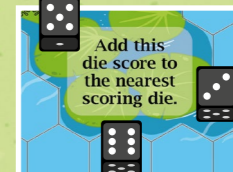
If there were 2 dice in this lily pad zone each die will score the 6 points.



SCORE: 9

Add double score for any scoring die. For each die in this lily pad zone choose any scoring die (including itself), double its face value and add this to the total for this turn.

If there were 2 dice in this zone each die will double any die.



SCORE: 17

For each die in this lily pad zone find the scoring die nearest to it. Add the two face values together and add this for the total this turn.

If there were 2 dice in this zone each die will be added to another die.



SCORE: 17

For each die in this lily pad zone choose any 1 die (scoring or not) and reroll it up to 3 times. You can stop rerolling at any time. Rerolls cannot be split between dice. The rerolled die will score as normal.

Score face value if the die lands on any blue space and trigger the lily pad action immediately if it lands in a lily zone. Add all points gained to the current total for this turn.

SCORING

There are 2 parts to each player's score.

1 FROGS ANYWHERE IN THE POND

First count just the face values of all dice in the pond. Total this up.

2 FROGS ON LILYPADS

Now look at any dice on or touching a lily pad zone (dark blue). These will now give extra points or a reroll depending on which lily pad zone the dice are in. Total up these extra points and add to the previous total. This is the player's score for that turn. Write this total down.

GAME END

At the end of the 6th round add each player's top 2 scores together.

The player with the highest score wins.

In the case of a tie, each player takes one more turn with all the dice. The highest total wins.

POND LIFE
Game play and Artwork by
Andrew Harman of YAY Games.
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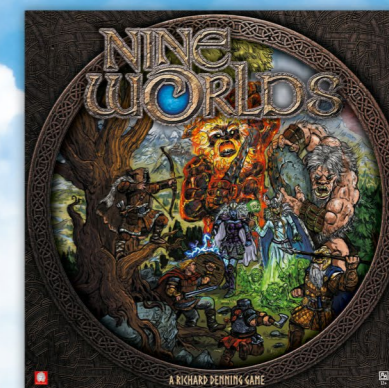
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LET'S GET THIS PARTY STARTED

BY EMMA GARRETT

If you need some Hues and Clues on what to play at your next board game party you'll be a Happy Salmon. Here to remove the Mysterium, I'm on your Wavelength with some Stella suggestions and Fun Facts. Keep your Wits and Wagers about you as we Spyfall right into the Concept of party games.

WHAT IS A PARTY GAME?

As with any sort of classification there's no black and white. You can be sure not to call Minions a horror film, but whether Die Hard is a Christmas film or not remains a sore spot every year. Board Game Geek defines a Party Game as one that encourages social interaction. As a genre, they're quick to learn, easy to play and don't need players to be sat around a table. They're designed to work with a large number of players, although some can be fun with 2 or 3 if your idea of a party that day is a little more cosy.

WHERE DO I START?

This will depend on the party. I wouldn't bring Cards Against Humanity to a family setting; I wouldn't suggest Chameleon to my friend who gets panicked when trying to bluff; I'd steer away from the "NO!" stick' in Poetry for Neanderthals with someone I didn't think could be trusted with the responsibility of a readily available inflatable weapon.

One of the joy of party games is how delightfully they can open up a group. One of the pitfalls is how uncomfortable they can make people feel if pushing the wrong game in the wrong situation. Just like with the party's playlist, it can be hard to please everyone all the time, but a good mix of options can work wonders bringing the atmosphere alive.

AREN'T PARTY GAMES FOR KIDS?

And for adults too! Many party games can be played with an extended family group on a quiet Sunday afternoon visit, or with a few drinks in your new student hall on a Wednesday night before heading out-out. There's a risque sub-genre of hen and stag party games that won't want to make an appearance at the family games table.



WHY PLAY PARTY GAMES?

Party Games are designed to be social springboards, launching the conversation beyond small talk into the unknown. There's something raw about a game where the overriding end goal is having fun with the people around you. It's about playing and being playful. Sometimes they'll offer the opportunity for playful rule breaking - depending on the group! You can get to know people in ways you couldn't otherwise. The shared experience of challenges within the games can sink deep into the legend and lexicon of the group. A concept or occasion can enter the group's common language as an in-joke to return each time you meet. The time that the person reading the wake up instructions for Cheese Thief stole the cheese before night one goes down in legend within the group.

WHAT TYPES OF PARTY GAMES ARE THERE?

Let's Bang! our way through a non-exhaustive list of sub-genres.

CARD LAYING GAMES

Probably the simplest, most familiar even to non-gamers. Take a special deck of cards and let the fun ensue. Whether you're matching, collecting or something else, what starts with a shuffle ends with hilarity.

Examples: Dobble, Uno, Fluxx, No Thanks, Sushi Go! Party, Exploding Kittens, Muffin Time

BEING FUNNY GAMES

Your one goal is to be hilarious. Especially later in a party, when people have become comfortable with each other you can find unbelievable things coming from the mouths of people you thought you knew. Children can shine in these, unleashing their unbridled imagination and silliness. As a dedicated introvert, these sorts of games are far from my wheelhouse, so be careful with your group, check they're happy, and if there are delicate ears around - old or young! - read the cards beforehand.

Examples: Snake Oil, Funemployed, But Wait, There's More!, The Hen Commandments, Ransom Notes, Cards Against Humanity, Trial By Trolley.

TRIVIA GAMES

Trivial Pursuit in its many versions can still be fun, but there are now dozens of twists and turns on the theme of knowing or naming things.

Examples: Wits & Wagers, Cranium, Smart Ass, Outsmarted, Snakessss, Colour Brain, Linkee, Herd Mentality, Fun Facts, Sounds Fishy

DEXTERITY GAMES

For when manipulating and balancing the square blocks of Jenga isn't a challenge enough, there is a whole range of alternatives. Most will only work with a smaller group as everyone has to be able to reach the play area. They promise to be fun even for those on the periphery!

Examples: Junk Art, Pitch Car, Crokinole, Bausack, Bamoleo, What Next?, Men at Work

WORD GAMES

If your party is one that like to get their brains ticking, word games could be just for you. What you associate with a word is immensely revealing about you. Time and time again what is completely obvious to you, appears absolutely bonkers to someone else. Getting on the same train of thought as your team is a challenge. Nothing beats the lightbulb moment when someone suddenly realises what the clues have all been pointing towards.

Examples: Just One, Decrypto, Codenames, So Clover!, Werewords, Letter Jam, Poetry for Neanderthals, Phantom Ink

COMMUNICATION GAMES

Alongside the reliable fun of pictionary and charades style games, there are some really unique and beautifully abstract communication games. These would suit parties where the group love to think outside the box.

Examples: Stella, Wavelength, The Mind, Pictures, When I Dream, Concept, Mysterium, Monikers, Dixit, Time's Up, Telestrations, Obama Llama, Block Party.

BLUFFING AND SOCIAL DEDUCTION GAMES

What says party more than lying to your friends, family, and new acquaintances? Your mission in these games is to call out those who are bluffing, or slip under the radar without being yourself. This is a genre that isn't for everyone. The scope is limitless, giving the group a brilliant opportunity to pretend and create.

Examples: Skull, Chameleon, So Fishy, Coup, Werewolf, A Fake Artist Goes to New York, Spyfall, Cockroach Poker, Saboteur, Spicey, Perudo, Blood on the Clocktower.



As someone relatively new to board gaming, I was initially tempted to steer away from Party Games, at least until I had my bonafide board gamer credentials solidified. This didn't last long. Before I knew it, I fell in love with the opportunities for playful, memorable experiences.

Party Games are a Time Bomb of raucous fun for couples, families, friends and acquaintances. Next time you find yourself in a social group thinking What Next? take a chance to Spicey things up with a Party Game. In 25 Words or Less: there ain't no party like a board game party.



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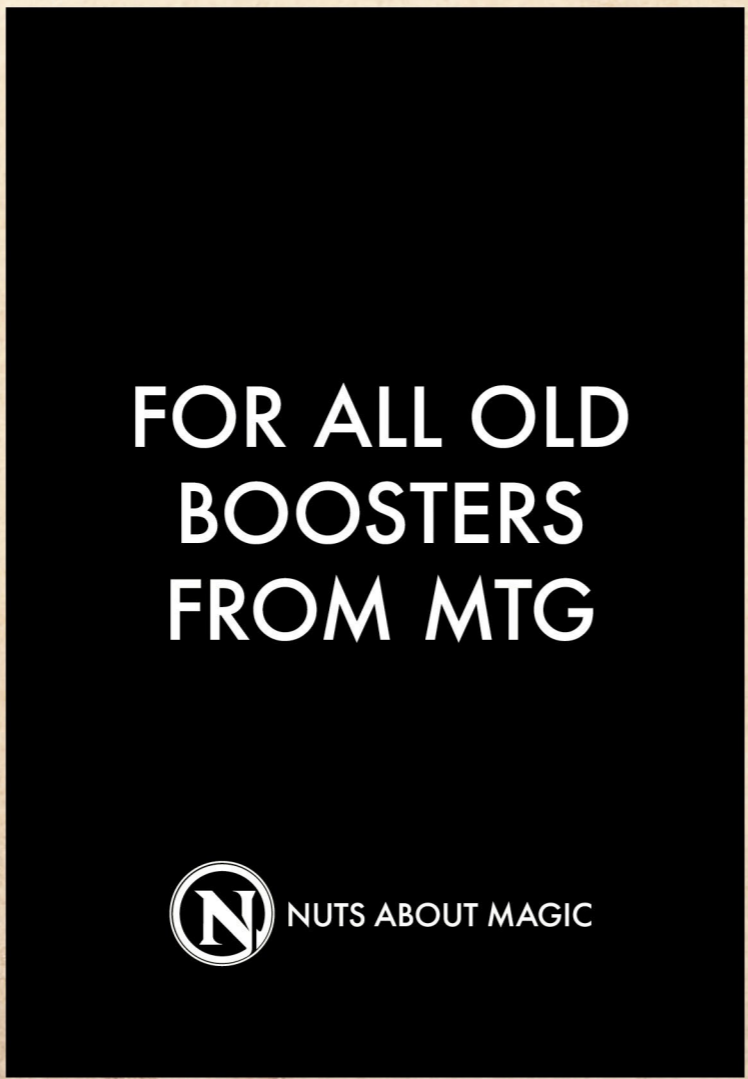
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WARCRADLE STUDIOS: THE COMPANY THAT BRINGS US WILD WEST EXODUS, MYTHOS AND DYSTOPIAN WARS, HAS A NEW GAME COMING OUT THIS SUMMER. ARMOURED CLASH IS ALSO SET IN THE DYSTOPIAN AGE; THEIR OVERARCHING SETTING. WE'VE POSED A FEW QUESTIONS TO THE STUDIO TEAM SO WE CAN LEARN A LITTLE BIT MORE ABOUT THE GAME.

Congratulations on the announcement of Armoured Clash. Can you give us an overview of the game and what sets it apart from other similar miniature war games on the market?

Armoured Clash is a 10mm scaled, fast-paced, and exciting tabletop wargame set in the Dystopian Age. With massed ranks of troops and tank regiments at a player's command, the game feels thrillingly anachronistic with a sense of being almost Napoleonic with its serried ranks of soldiers. And yet, this is backed by the roar of aircraft overhead and the crash of armoured fighting machines at the flanks. Of course, what makes Armoured Clash special is not just the miniatures. Players can expect to experience unique gameplay mechanisms that really bring the battles to life and reward strategy as well as courage. A key tool the player has to influence the events during the battle is the Command & Conquest card deck. Integral to the play experience, these offer a range of tactical options and ways to score victory points. Mastering such tools and manoeuvring your forces to secure the battlefield is essential to achieving victory.

"EXPERIENCE UNIQUE GAMEPLAY MECHANISMS THAT REALLY BRING THE BATTLES TO LIFE."

Miniature war games often have rich lore and backstory. Can you tell us about the world and factions players will encounter in Armoured Clash?

Though it's set in the Dystopian Age, the word 'dystopian' is actually a bit of a misnomer. The society of the world is much as it was in our own history in the 1870s. Eight geopolitical power blocks have formed across the globe and are focused on empire-building, expansionist trade, elitist politics, and conservative diplomacy. Laws are upheld, and the general populace is safe in their beds at night (in most places across the globe). The spectre of a lawless society remains at the frontier of those great powers, such as in the Badlands of the Union. We explore this in much greater detail in our Wild West Exodus game.

However, science and engineering in the Dystopian Age are far more developed than in our own 1870s. This gives the potential for devastating warfare on an almost unimaginable scale with legions of mighty warships and battle tanks at the command of the Great Powers. In a period where any man or woman can potentially wield fantastical weapons with awesome capabilities, the world is cautious about allowing such unrestrained devastation to be unleashed. The eight great powers are in a vicious stalemate with spies, privateers, sabre rattling and even localised proxy wars all aimed at gaining some decisive advantage. But the diplomats and nobility are finding it ever more difficult to resolve these actions so that the match isn't yet lit to the powderkeg that would ignite the world in a dreadful war to end all wars.

What inspired the creation of the game?

When developing Dystopian Wars one thing that really stood out was the disconnect between the gigantic size of battleships and other naval units contrasted by the land elements such as infantry and battle tanks. We used the 1:1200 scale for Dystopian Wars, as the focus is on the hulking warships of the great powers. In such a setting, a sailor would be about 1mm tall! Thankfully, for modelling purposes, they are assumed to be inside the ships when they fight! In such a scale, if we were to expand to land battles, do we just ignore infantry, or reduce them to representative tokens? Even modern tanks would be three millimetres in length in such a scale unless we made them all warehouse-sized! This felt like we'd be doing the land battles a great disservice. We wanted to ensure the tanks, aircraft, and infantry were all of a fair size to give players some fantastic details and features to build and paint while still really getting that epic sense of conflict. And so for Armoured Clash, a scale of 1:160 was chosen, where a fighting man or woman is roughly 10mm tall. This really allows us to bring the large land battles of the Dystopian Age to the table in all their detailed glory. The tanks and landships are massive machines of destruction, but at this scale, they remain detailed enough to be playable. This scale difference between Dystopian Wars and Armoured Clash also allows us to do some really exciting things. Fighter aircraft and bombers in Dystopian Wars, for example, are only four or five millimetres in size at that scale. With Armoured Clash, we can take those designs and give players a much larger miniatures full of fantastic detail that will look amazing on the table.

The miniatures themselves are a significant aspect of the game's appeal. Can you tell us about the design process behind the miniatures and the artistic direction you took?

We are very fortunate to have Roberto Cirillo, our Art Director, who does a fantastic job at creating our concept art. He has been steering the aesthetics of our miniatures for most of the past decade, and it helps to keep the overall look and feel of each faction very cohesive. When we developed the factions for our games, especially Armoured Clash, we aimed to make sure that each had a different appeal. Each faction is both identifiable and thematic, appealing to different players and playstyles. It is essential that every miniature looks the best it can be and has the right level of detail as well as being something that players feel the need to have in their force. The design is influenced and refined at every stage of development by the sculpting team where the final design is produced in plastic or resin. We felt it was important to be able to control and produce all of this in-house, allowing for a joined-up process between the designers, sculptors and manufacturing team. Ultimately the end result is a range of miniatures we are really proud of.

Customisation is often a key aspect of miniature war games. Can you discuss the level of customisation available to players in terms of army composition, tactics, and strategies?

Each faction has its strengths and weaknesses. Some might be particularly good at using transports to get their infantry across the battlefield, while others might rely more heavily on faster infantry. These themes are something that players can dig into for their force building. Each Faction will have plenty of units to choose from, and many will be included in the Faction Starter Sets. Within this, there will be variants for many of the

units, turret swaps for tanks and artillery variants that will allow a high level of customisation. It is important to us that players have a sense of ownership toward their forces. By combining decisions based on faction, force composition, unit loadout and painting, a hobbyist can really make the force their own. The rules reflect this aspect, allowing a player to focus on a particular aspect of a game, such as ranged strikes or brutal close-ranged combat. Of course, it may not be the most optimal way to play, but there's something undeniably pleasing to have nothing but massed infantry at your command!

Community involvement is crucial for the success of any tabletop game. How do you plan to engage with and support the player community around your game?

Our Warhosts will be leading the charge on this. We are fortunate to have an international team of volunteers eager to launch events in their local stores and run demos of Armoured Clash so that players can get to see the game in action. Warcradle will also be running demos at many events this year, including UKGE, to give people the opportunity to give the game a try. We keep engaged with our official Facebook and Discord communities, and it's a joy to connect with hobbyists on there discussing rules, arranging games and encouraging each other's hobbies.

In terms of gameplay mechanics, what are some unique features or innovations players can expect from your game?

My favourite mechanism in Armoured Clash is the way modifiers to dice work. The action dice in the game use symbols, with the combination of those symbols determining the result of the roll. Modifiers are applied from a number of sources such as units being in cover or having special rules against particular targets. These make the results on the dice more or less effective, rather than only adding or removing dice from the pool. This gives players a hugely interactive experience as each set of dice rolled is uniquely influenced by what is happening in that moment of the clash.

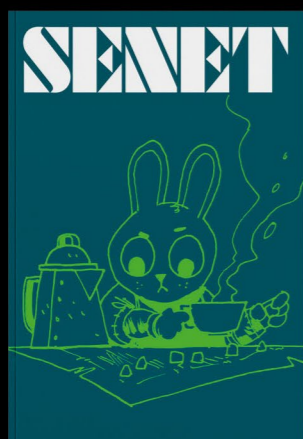
Lastly, what do you hope players will find most enjoyable or rewarding about playing Armoured Clash, and do you have any future plans for expansions or updates?

We've made an effort to create a game that, while epic in scale, can be played in a reasonable amount of time. Sometimes, people can be put off by a game with dozens of tanks and hundreds of tiny men, thinking that they need a weekend just to get a game in. This shouldn't be the case with Armoured Clash, especially with a quick play reference sheet by your side and a few games under your belt. Just knowing that players can get a clash or two in on their regular game nights will be fantastic. No matter how many design iterations we go through in the studio when it gets into the hands of the players, it will truly come to life, and we're sure that they will come up with paint schemes, terrain and kitbashes far beyond what we could imagine. As for future updates, there will be a variety of units for each faction, from infantry and artillery pieces to aircraft and mobile fortresses. Not to mention truckloads of tanks! After that, who knows? We're sure that hobbyists will want a way to narratively combine their games of Dystopian Wars and Armoured Clash. So perhaps something that lets you do just that?

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A Dungeons & Dragons Ride!

From South Wales to Middle-earth, Gallifrey and all the grim and perilous settings of Warhammer, Cubicle 7 game designer and publisher Dominic McDowall has come a long way to join us at UKGE! As part of our 50th anniversary celebrations, we asked him to share his experiences of Dungeons and Dragons as a player and game designer, including how he brought Middle-earth and D&D together officially for the first time with Adventures in Middle-earth.

At the start, Dungeons & Dragons just left me with questions. Who was the elderly 'Dungeon Master' who spoke less directly than Yoda? Did I want a pet unicorn? Why didn't they ever actually hit the baddies with their magic weapons? Despite these mysteries, the classic 1980s cartoon captivated me. I could feel there was so much more to it, just out of reach in the background of the show. I was much older - almost 11 - when I came across D&D again in the late 80s. Dragonlance led me to the roleplaying game, and I was hooked. It slotted in perfectly with the fast-growing list of things I loved. Doctor Who, King Arthur, Tripods, Middle-earth, Fighting Fantasy, Star Wars, Lego Castle, Lone Wolf, all things Warhammer and Games Workshop, and countless wonderful authors and artists.

Just 14 years after D&D's launch, clear paths existed into this new niche hobby from fiction, interactive fiction, computer games, boardgames and wargaming. So many of us got involved thanks to the efforts of Gary Gygax, Dave Arneson, Ian Livingstone, Steve Jackson, Greg Stafford and many, many more. Not only because of the games they created, but also because of their genuine passion to share this fascinating, unique and immersive new experience with as many people as possible.

Without that, I wouldn't have been able to see how far the Dungeons & Dragons ride would take me. I've been tremendously fortunate to be able to make roleplaying games in settings I love, most recently with Warhammer Fantasy Roleplay, Warhammer Age of Sigmar and Warhammer 40,000 - see the edited highlights in the timeline boxout.

The founders of the hobby succeeded on a scale that created opportunities for the generations to come. Cubicle 7 featured in the Financial Times' list of the fastest growing companies in Europe last year. I'm proud of the achievement, and proud to recognise that we build on everything that came before us.



More directly relevant to D&D, I've also created and published award-winning games and expansions for use with Dungeons & Dragons under the open gaming license. Adventures in Middle-earth (the first game to bring Middle-earth to D&D), Doctors & Daleks (check out the non-violent conflict resolution for a very different way to play) and the Vault 5e series of expansions aimed at helping us have the best 5e games we can. I've enjoyed the design challenge of developing thematically different gaming experiences using the same core mechanics. With D&D's place in geek culture it also helps me bring my passion for RPGs to potential gamers and introduce them to this awesome, life-enhancing hobby. And that's what I'm here for.

D&D's 50th Anniversary reminds us of lots of different things - below is the obligatory list of what it's brought up for me. Overall, it has reminded me of the positive impact we can have on people we've never met, all over the world. It's a touching reminder of how interconnected we are, all of us imaginative, creative, storytelling humans.

- Dominic McDowall



Bringing Dungeons and Dragons and Middle-earth together for the first time is one of my career highlights.

Like many of us, The Hobbit, The Lord of the Rings, and pretty much everything to do with JRR Tolkien's Middle-earth means a lot to me. It has been with me from some of my earliest memories. Describing it simply as an influence feels like a disservice.

Back in the lead up to D&D 5th edition, I'd been keeping an eye on how the game was developing and if there would be any opportunities for publishers. The 3rd edition had an Open Gaming License (OGL) that let other companies develop and sell compatible content. As many RPG groups stick with D&D rather than learning another ruleset, that was a big deal.

Publishers were wary, however. The 4th edition had a different license not many publishers used, and the 3rd edition OGL market eventually crashed from over-supply, causing financial issues in the industry. Everyone was carefully considering their options. As the details were revealed however, it all landed in the right place for me.

One potential issue was the possibility that the 5e version of a game would compete with the originally developed non-D&D version we were also publishing, so I had some thinking to do. I strongly believe that the rules of the game should positively reinforce the themes of its setting, so we'd always put a lot of work into that, and this factor ended up helping a lot.

As I started to explore the options and decide on my design approach, I realised that D&D players needed the game to remain recognisably D&D, otherwise they were still having to learn a new game - the problem I was trying to avoid in the first place! So, there was a limit to how much could change mechanically, and thematic game development would have to be done cleverly using the existing parts of D&D in interesting ways.

This is game designer cat nip; fetch me my conundrum hat and three days' HobNob rations! Handily, it also resulted in a very clear difference between the original game and the 5e version, appealing to people in different ways and meaning that each had its audience.

Decision made, I successfully pitched the idea to our licensing partners to let us do it, got down to work with the rest of the talented Cubicle 7 team, and Adventures in Middle-earth was born. I was delighted by its reception, it was a great success for us, winning Origins, ENNIE, and UKGE Awards and running solidly until I ended our license. Bringing Middle-earth and D&D together for the first time was an honour, a pleasure, and still puts a smile on my face when I think of it!

D&D - And you and me

What has D&D ever done for us?



Getting UK roleplaying started

D&D helped establish Games Workshop in the 1970s, thanks to an exclusive license to distribute the game in Europe. The success of this deal also helped GW import many of the other roleplaying games springing to life in the US.

When I got into RPGs, I was presented with a good choice of systems, genres and settings. White Dwarf carried adventures and articles on a range of these games and advertised retailers across the country, leading me to Encounter Games in Cardiff.

Without this early partnership, roleplaying in the UK might have looked quite different - if for instance TSR UK had introduced us to RPGs instead of GW, perhaps the greater spotlight given to D&D and other TSR products would have come at the expense of their competitors. It might have been even harder to find a group that would experiment beyond the D20!



A common language

Regardless of your favourite system, you have to admit that it's handy to have a common lexicon for a smorgasbord of RPG terms and concepts. Computer RPG designers definitely have to admit it, or else they have to hand back hit points. And we'll pass them back to the wargamers if they notice and ask nicely - the wargaming contribution to the development RPGs is huge but it's D&D's birthday so we'll not go into it here. Character classes, spell slots, old men dying in front of you with maps, even just meeting up in a tavern and waiting until an adventure starts. Thanks D&D!



Bringing us all together

D&D's success helped create the critical mass of gamers to properly launch the hobby. It's easy to take for granted where we've got to, but a lot of things had to happen in order for me to find a gaming group in Bridgend in the late 1980s! And if all those kids who went on to work in TV, movies and journalism hadn't gotten into gaming in the 70s and 80s, then roleplaying games might not have been part of the glorious rise of geek culture in the 21st Century. Think how hard it would be to explain roleplaying to family members then!



Creator Creator

The open gaming license meant anyone can make and sell games, expansions, adventures and a million other things that are compatible with Dungeons & Dragons. The impact of the recent kerfuffle shouldn't be minimised, but the benefit for designers getting to practise and hone their skills has been huge. It helped people realise their dreams of creating gaming content, and meant they could hope to reach an audience and do this for a living. Companies have been founded solely on the success of doing this, especially in combination with Kickstarter.



Beloved settings

D&D brought us much loved settings for RPGs, fiction and computer games. The Forgotten Realms, home of Baldur's Gate, is close to mind with its recent CRPG success, but Dragonlance also brought a load of people into the gaming ecosystem. TSR's other settings like Dark Sun are still talked about passionately today. Extend that out beyond TSR and Wizards of the Coast to everything created by other publishers, and the directions streamers have taken the hobby, and that's an enormous amount of places, characters and story that have enriched our lives and continue to give us joy.



Opening up the world

Growing up in 1980s South Wales, there was also an exotic American sheen to D&D and TSR. We didn't see a lot of Wisconsin on TV, so imagination filled the blanks. I thought it was probably like Dukes of Hazzard, but more genteel because TSR's home town of Lake Geneva sounded a bit posh. Poring over Dragon Magazine, reading about GenCon, I didn't dare dream I'd ever get to go, let alone attend as a game designer and publisher,

and certainly not as a guest of honour 20 years later.

Publishing highlights

With over 400 titles published, we can't list everything, but here's some highlights!



2008

Victoriana 2nd Edition
-
Starblazer Adventures



2009

Doctor Who:
Adventures in
Time and Space
-
Qin



2010

The Laundry
-
Legends of Anglerre



2011

The One Ring
-
Cthulhu Britannica:
Shadows over Scotland



2012

The Time Traveller's
Companion
(Doctor Who)
-
Yggdrasil
-
The Doctor Who
Card Game



2013

Victoriana 3rd
Edition
-
Kuro
-
World War Cthulhu:
The Darkest Hour



2014

Doctor Who
50th Anniversary
Rulebook
-
The Darkening of
Mirkwood
(The One Ring)



2015

The Lone Wolf
Adventure Game
-
Cthulhu Britannica:
London



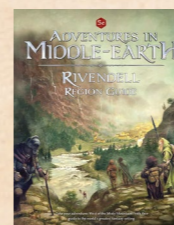
2016

Adventures in
Middle-earth
Players Guide
-
Doctor Who:
Time Clash



2017

The Doctor Who
Roleplaying Game
-
Adventures in
Middle-earth
Loremaster's Guide



2018

Warhammer Fantasy
Roleplay 4th Edition
-
Rivendell Region Guide



2019

WFRP Starter Set
-
Rough Nights and
Hard Days
-
Lonely Mountain
Region Guide



2020

Warhammer
Age of Sigmar:
Soulbound RPG
-
WFRP Enemy Within
Volume 1
Enemy in Shadows



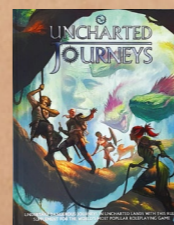
2021

Warhammer 40,000
Wrath & Glory
Rulebook
-
WFRP Enemy Within
Volumes 2&3
WFRP Altdorf



2022

Warhammer Fantasy
Roleplay Enemy Within
Volumes 4&5
-
The Doctor Who RPG
2nd Edition



2023

Warhammer 40,000
Imperium Maledictum
RPG
-
Doctors & Daleks (5e)
-
Uncharted Journeys (5e)



2024

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Our 2023 Winners!



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DAY 2: £1000 GIVEAWAY WINNER



DAY 3: £1000 GIVEAWAY WINNER

A BIG THANK YOU

Richard Denning and Tony Hyams would like to thank everyone who helped plan, build and run UKGE 2024 – the largest tabletop games show ever run in the UK. In particular we thank:

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UKGE Productions
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Additional thanks to the Team Leaders and other individuals who come on board on Expo weekend.

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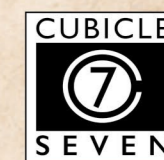
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Iain Lanchbury
Victoria Coleman

Richard and Tony would also like to express gratitude for the partners who run sections of the show: Playtest UK, Mind Sports Olympiad, Imagination Gaming, On Tabletop, Galactic Knights, Ardenweard, Viccus, Regia Anglorum, Wyntercon Cosplayers, The Who Zone, all our live acts and seminar speakers and of course our show build partners Nautilus and Be Events. Above all we would like to thank the 200+ volunteers, umpires, GMs, cosplayers and others without whom UKGE just couldn't happen.



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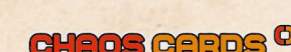
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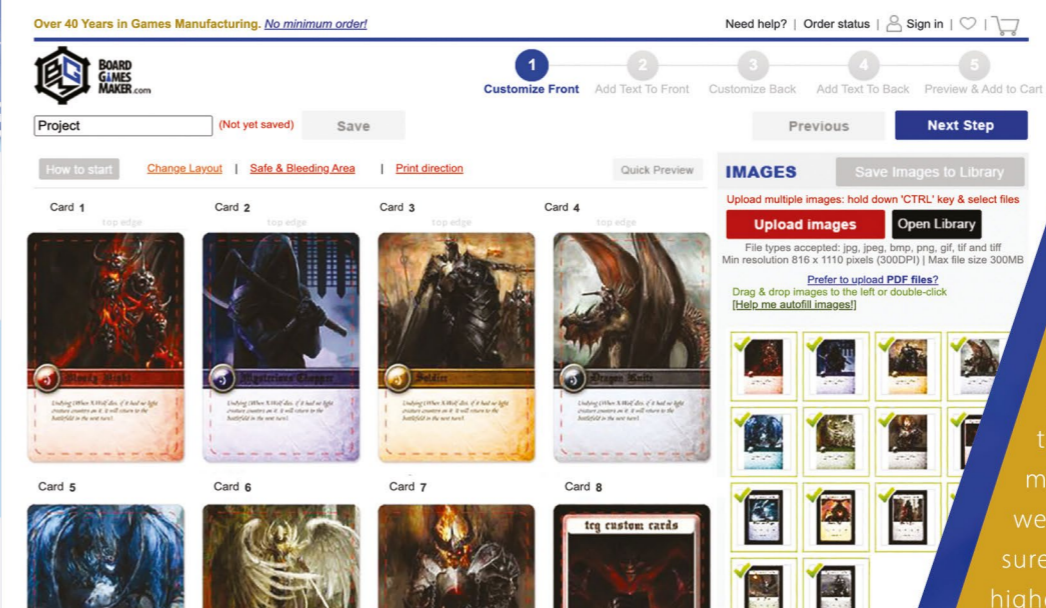
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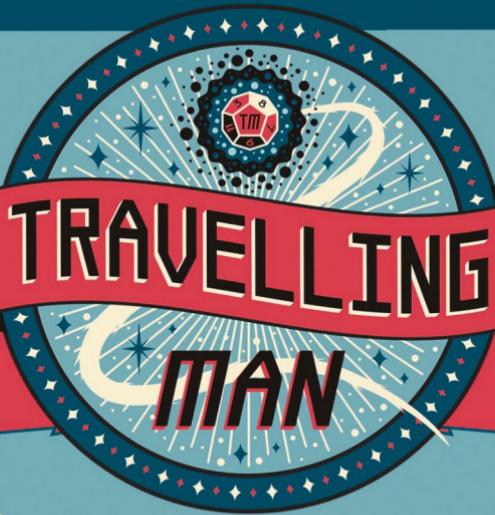


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