

# UK GAMES EXPO 2009

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# UK GAMES EXPO

Welcome to the third annual UK Games Expo. During the Credit Crunch folk might question if they can afford to play games. What I say is that playing games is



a great hobby at any time but even more so at times like this. Why? Well getting together with friends to play games is great fun, a social occasion and a good way to take your mind off the rest of life for a while. Moreover it can actually be cheap entertainment as well. To illustrate this I am going to look at a few games you can see at Expo this year.

Firstly let's examine wargaming. These last few months has seen a revival of plastic figures offering Ancient Romans, English Civil War, Napoleonic and World War Two. They take a bit of assembly but allow for a great variety of poses. Buy a box of two opposing armies, use the Army Painter system that allows even the in-artistic like me to knock out painted figures quickly, and get a game going. Plastic has a way to go to match the variety of metal figures but they compete well on cost.

Roleplaying just needs one copy of the rules per group and maybe a game setting book. There are some great choices such as Traveller from Mongoose, Victoriana from Cubicle 7, Hellfrost from Triple Ace and Duty and Honour from Collective Endeavour. Then you grab a table and get gaming. Roleplaying games flow from the imagination of the players and many weeks gaming can be had from just one book.

Card players perhaps have it easiest of all with games such as Huntik, Chaotic, Football resurrection, Solaris and Fzzzt. Grab a pack or two and there are many hours of fun for the money you spend.

Board Games also allow for cheap entertainment with huge numbers of games – some for just a few pounds including games suitable for children such as Cubiko, those appealing to serious board gamers like Automobile, or lovers of abstract games like Kamisado.

In all these different types of games you can buy entertainment that can be reused, which provides great value for money as well as fun times you can share with your friends and family.

That is what we aim to bring you – fun times you will enjoy and remember.

**Richard Denning**

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We would like to thank Ralph for his great cover artwork once again this year.

Art by Ralph Horsley - copyright Paizo

# What Makes a Good MMO ?

By Marko Matijevic

**W**hat makes a good massively multi-player online game? Where did this craze all begin? Are there elements that are common to every good MMO or is it all pot luck? This genre of games has blossomed over the past five years.

It began, arguably, with Ultima Online back in 1997, and is currently in the public eye with behemoths like World of Warcraft. Before Ultima however, came adventure-dungeon games like Zork and a networked based variant of it called MUD (multi-user dungeon), developed at Essex University in the late 1970s. MUD took the concept of Zork and made it multi-player. Its success at Essex was massive and instant.

Various MUD games were released and the popularity of these games at college and university campuses in the UK and US spread over the following years. By the late 1980s they were played around the world using bulletin-board systems and the early online service providers, with Lucasarts (then known as Lucasfilm Games) releasing the first graphical MUD called Habitat in 1986. Habitat is considered by many to be the first "MMO". However, it wasn't until the Internet became popular in the home in the mid to late 1990s that these games truly found their home on the computers of video gamers around the world.

The success of the genre varies from game to game. There can be stark differences between two games within the same genre. People's tastes differ but the mark of a successful MMO is one that adapts to meet demand of the majority of its player base, and at the same

time does not alienate the users who've played since launch. The fate of Star Wars Galaxies is a testament to getting these adaptations badly wrong. Known as "The New Game Experience", the changes made were vast. From the interface, to the career paths your character



One orc and his dog

Lord of the Rings Online

```

PAUSE: INIT DONE statement executed
to resume execution, type go. Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD. THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING. AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.

```

Text based MUD's still popular



Good runner one careful owner



Rancor objects to new Jedi dental methods

could take, including making the role of Jedi much easier to attain. This alienated existing fans of the game as the developers made an effort to reach out to new players. Old players left, new players didn't arrive, and the population of that world has faltered ever since.

Lets get back to the question in hand. All good MMO's - certainly the popular ones, are all grounded in the same ease of socialising with people with shared interests. The story or lore of the worlds that you inhabit draws you into the game and into the world you are taking part in. Worlds like the fantasy-based Azeroth and Middle-Earth or the space-based EVE Universe are spilling over with rich lore and history developed over many years of writing by the authors of the works that the games are based on, or teams of dedicated writers for original properties, crafting and shaping their worlds into living tapestries. This is true of any game, no matter the genre however. Bioshock, a First Person/Roleplay mix of game play, could have been a maudlin, middling game were it not for the intricate world of Rapture, influenced heavily by the works of the controversial Ayn Rand, and in particular her last fiction work "Atlas Shrugged".

### Custom Characters

Character customisation is another characteristic of all MMOs, and a successful implementation of this that allows you to personalise your character is seen as a key component to an ultimately successful MMO game. Making your character unique to yourself and stand out from the crowd, makes a game feel more personal, as if it belongs to you. The idea being that you can take one of several varied and different career paths to make your

character slightly different to the character opposite you. The character opposite may be of the same race and class, but other than that the re could be quite different simply by the various choices you and your fellow player has made throughout their time in-game. You may just want to spend your time fishing, or hunting, and making money from looting the world around you, or you may want to take the quests you choose, following your own route in the world. It is almost key to the success of an MMO, that the more you can 'stand out from the crowd' the better.

Taking the game and making it your own is what MMOs games should be about. Sometimes spending the time to make your character your own through visual customisation, and career path decisions can be a powerful thing when deciding whether or not to stick with a game, or even give it a chance in the first place.

### Player vs Player

The ability to compete against other players, known as "Player vs. Player", (PVP), content is also key to many MMOs. The ability to wreak controlled havoc in a world is essential to some players and makes you and those people playing against you evolve to try and compete against other players, and ultimately become a better player yourself.

Standard bearer Ultima Online had a very open PVP system and when the player killer characters, who became unable to enter towns because of their behaviours, became too much the guilds would rise and try to take them down. Player killer characters would literally encircle whole towns, making travel between

them incredibly difficult and creating an atmosphere of attrition around the world.

PVP is a more controlled and ordered affair these days, usually requiring some kind of consent or in games such as LOTRO, requiring you to enter a separate area in the game called Monster Play. This allows you to create a new character of one of the Orc or Spider classes available in the area known as the Ettenmoors from Tolkien's lore. It was seen inappropriate for hobbits and elves to fight to the death in the ultimate battle of the forces of Mordor vs the free people's of Middle-Earth.

Other games will allow characters to fight with their existing characters, but nearly all games in the MMO genre require consensual fights instead of forced battles against players that you may not wish to fight, or have the ability to. No one wants to be fodder simply for being new.

### Make your choice

To sum up; the genre is wide and varied and to pin down what makes a good MMO really boils down to personal preference of genre, abilities and customisations. For us, customisation, a solid story and a richly unique and varied universe are key to what makes a good MMO. Does the game engage us? Do you feel a part of the universe you are playing in? Can we make the game be what we want it to be and follow our own path that is different to those around us? If we can answer yes to these three questions, then we know we have found an MMO that we can call our own. We don't want to feel like we are controlling a character around a world, we want to feel as if we are that character.



Eve Online - beautiful space opera



Not another bug hunt!

# Getting into Boardgames

**What to do if you don't have a Cluedo !**

**By David Norman**

Hopefully are enjoying your time at the UK Games Expo 2009. While your here make sure you take advantage of the board games companies running free demos at the show. (For full list see page 20 *Ed.*) With over 80 game publishers and shops having stands in the trade halls, you've had plenty of opportunity to do so.

When you do you will probably think that board games weren't like this

when you were a kid! Our games used to just be roll a dice and move that many spaces. The only exceptions were games like Chess and Bridge – but you could never be bothered to put in the study time learning opening books and bidding systems, and analysing exactly how to find the best move.

Well there's good news and there's bad news...

The bad news is, if you go into most high street chains, you'll find that their games are still like that. Shops like Toys R Us and W H Smiths still only sell the basic, safe run of the mill board games.

The good news is, the games you've seen this weekend – often known as Strategy Games, or Eurogames, are becoming more popular and as they do so, more opportunities to play them are

becoming available. You just have to know where to look...

## Trying them out for free

One of the great things about conventions like Expo is that they give you the opportunity to try new genres of games you have not tried before and usually for free. Many companies demo their games at the show so you get a chance to experience the game and ask any questions before you buy. This is a great way to learn the game and a cheap way to spend a day.

If you have never played a Eurogame before you may think that they are too complicated for you. However they are rarely as complicated as you think. Having to make more decisions than roll and move can seem daunting but you'll soon find that it is these strategic decisions that give the games their appeal. If you invest a little time you will find you will have discovered a whole new world of strategy and fun.

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The second rule is pick a game that has a subject you might be interested in. If you like steam trains look for a game about steam trains (*Steam: rails to Riches*), interested in history pick an historical themed game, (*Civilisation*). Like polar bears try *Ice Flow* an Expo awards winner. The variety of games is huge and you will always find something.

Picking a subject you like will mean you already have a connection to the game and will quite possibly find your understanding of a subject or period may give you a head start. These games are usually made by enthusiasts of the subject and often historical or factual accuracy is a great feature of the game.

### Finding the games

Firstly, find out if there is a shop near you which sells Eurogames. If there is, then you've probably just solved two problems at once. Firstly, you now have a place to buy games. And secondly, the shop will almost certainly know of any groups which meet regularly to play games – often in someone's house, or in a pub function room, or sometimes even in the back of the shop, usually either one evening a week, or one Saturday or Sunday a month.

If that doesn't work, then as with most things, the internet is a good place to look next. One place you might want to start your search is

[www.boardgamegeek.com](http://www.boardgamegeek.com)



**Ice flow - UK Games Expo 2008 Award Winner**

This is a great resource for all things board game and you can always post on the site to see if you can find a local club. This site also has an extensive database of board games, each with reviews and player ratings. If you do become interested in board games then you really will find this a home from home.

A lot of games groups have websites, and once you've found one group, if it's not quite what you want, or it's a bit too far away, they usually know about other groups nearby. You can also try the publishers websites for the games you've liked – they often list the shops which sell their games, and once again, once you've found a shop, you'll find it fairly easy to find a game group nearby. When you do don't be shy just go along and make sure you tell them it is your first visit. Not only is it usually free for the first week but they will make sure you get a game.

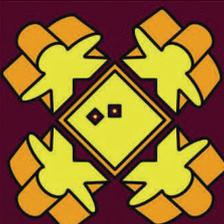
### Conventions

The other opportunity to play games is at boardgame conventions. While these events are smaller than something like UK Games Expo and the trade presence is much smaller they are great opportunities to play all the games that you have bought or are thinking of buying.

Generally these run from Friday afternoon to Sunday. Sizes vary from 50 to 200 people getting together to play games for a weekend. They are usually held at a hotel, so that accommodation is available on-site. And unlike most people's expectation before they attend, most players at a games convention are not ultra-competitive, or unbeatably good at the games they play, and newcomers are always most welcome to join in.

Most conventions are run annually, but there are enough of them that there is usually one or two each month, and being spread from Edinburgh and Glasgow in the north, to Brighton and Exeter in the south, most people can find one that's not too far from home. There are several websites that keep up to date lists of up and coming conventions and a quick google search for "boardgame conventions" will usually provide adequate results. However if that is too much for you then <http://homepage.ntlworld.com/the-labyrinth/games/calendar-2009.html> have a list.

So, if you have enjoyed playing Eurogames at the UK Games Expo then there is no reason why you can't find some more opportunities to play them before we see you at the UK Games Expo 2010.



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# Bucket list For Boardgames

By Stuart Dagger

In the quarterly magazine I edit, an annual exercise sees a group of the regular contributors each selecting their favourite five new games. For this article I've combined the votes to give you what, in our view, are the best twenty from the last three years. If you will boardgames you should play before you die.

*Canal Mania*, *Brass* and *Tinners' Trail* all take their themes from Britain's industrial heritage. The first is about

the building of England's canals, the second about the Industrial Revolution in Lancashire and the third about tin mining in Cornwall. These are not "educational" games and nor are they detailed economic simulations, but they are all built around game mechanisms that succeed in giving you some understanding of the problems faced by the people at the time.

Such things as the difficulty of building a canal if the terrain is hilly, the importance for its profitability of being part of a busy network, the vital importance of transport links (initially canals and later railways) for getting coal to the cotton mills and cotton to the ports, the speculative nature of mining and the effect on its costs of the fact that large parts of Cornwall have a high water table.

*After the Flood* is another with a strong, historical theme, though this one goes much further back, to Sumer and the period from 2500 BC to 1100 BC. Players build cities, trade with the surrounding regions for the mineral wealth that Sumer itself lacked, use this to boost the importance of their cities and control a succession of invading armies.

## Cooperative Games

In "cooperative" games players work together to overcome problems generated by the game system and in 2008 America produced two of the best of them in *Pandemic* and *Battlestar Galactica*.

In *Pandemic* plagues erupt in various parts of the world and threaten to go global. Each player is assigned a special skill and you have to work together to bring things under control. Succeed and you all win; fail and you all lose. *Battlestar Galactica* is based on the television series and, just as there, one or more of the players is a Cylon



Battlestar Galactica The Co Operative Boardgame



**1960: The Making of the President**



**Agricola**

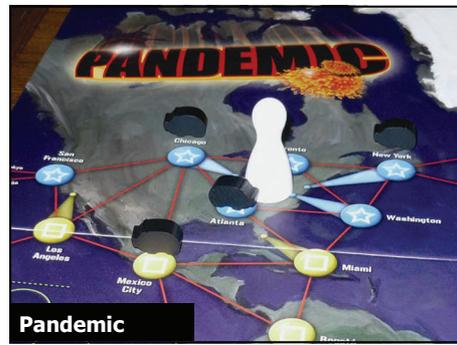
and only he or she knows who it is. So not everyone is working for the success of the mission and to cooperation you add paranoia.

In American Presidential elections there is no such thing as a good clean fight and the same was true of the Cold War. In a nicer world it wouldn't be like that, but such struggles furnish good source material for a talented games designer with an interest in political history. Such a description fits Jason Matthews who is on the political staff of an American senator and is the co-designer of both *Twilight Struggle* and *1960: The Making of the President*. These are both 2-player games. The first sees the two super powers in a diplomatic struggle for influence in the various regions of the world and the second enables you to replay the Kennedy-Nixon election.

Computer games have often looked to boardgames, either for something to implement on a machine, or as a source of inspiration. *Age of Empires III* and *Through the Ages* return the compliment. This is not an easy thing to do, because you have to find a way to strip out a lot of the complicated detail while retaining the essence, but both these titles do it well. The former, which comes in a large box with lots of plastic miniature figures, concentrates on the discovery and settlement of the Americas. *Through the Ages* is based on the computer game *Civilization*, which was itself inspired by Francis Tresham's boardgame of the same name. It achieves the required simplification by downplaying the military side and concentrating on the economic: feeding your population, keeping them contented, advancing your civilization and building the great wonders.

### Worker Placement Games

An inevitability in any form of design is that a good new idea will generate a bandwagon, and the last 5 or 6 years have seen an instance of this with so-called "worker placement" games. In these you have a limited number of "worker pieces" which you place in various places on the board in order to gather resources, which you then use to achieve your aims. The difficulty comes from the fact that you don't have enough of these pieces to do all that you would like and that if other players get to a location first, you miss out. Four of our choices belong to this group: *Pillars of the Earth*, *Agricola*, *Stone Age* and *Le Havre*. The multi-award winning *Agricola* was one of last year's fashion items and is the favourite with the group I



**Pandemic**



**Le Havre**

belong to, but if you're looking for a place to start, *Stone Age* is probably a better choice. It is simpler, more forgiving of mistakes and plays in half the time.

These next three games, like the previous four, are German designs. *Thurn und Taxis* is based on the medieval inter-city courier service which was the forerunner of the modern Bundespost. The aim is to create a network of routes linking the cities of the German-speaking principalities. Like *Stone Age*, it is a good game to start with if you are new to this type of modern boardgame.

*Hamburgum* and *Imperial* are a bit more advanced, though no more so than the four British games I began with. In the former the players are merchants at the time when the city was going through a church building phase rather like that of London in the aftermath of the Great Fire. Build up your wealth through trade and then use it to acquire prestige as a benefactor. At first glance *Imperial* looks like a multi-player wargame set in 19th century Europe, but in those each player plays a country; here you are an international financier using his money to influence the policies of countries while owing loyalty to none of them.

The large number who like *Dominion*, which is a cardgame built around the "deck building" idea from games such as *Magic the Gathering*, do so at a level that approaches addiction. However, our panel was split, half siding with the enthusiasts and half (including me) unable to see what the fuss is about.

### British Games

I end as I began with some British games. *Snow Tails* is about husky racing and like the real thing is fast and furious. Movement is by a very clever mechanism involving numbered cards that leaves players struggling to stay in control of their sleds.

*Take it to the Limit* is a development of the same designer's earlier (and recently republished) game *Take it Easy*. Each player has an identical set of tiles which they will fit into a grid in an attempt to achieve a high score. The problems come from the fact that not all the tiles are in use each game and you have to place each tile before the next one is drawn, which makes for a roller-coaster mix of glee and anguish.

All of these games offer a unique challenge and you should at least try them before it's too late.



**Brass**



**Tinnners' Trail**

<b>The Full List</b>	
(How many have you played ?)	
Canal Mania	<input type="checkbox"/>
Brass	<input type="checkbox"/>
Tinnners' Trail	<input type="checkbox"/>
After the Flood	<input type="checkbox"/>
Pandemic	<input type="checkbox"/>
Battlestar Galactica	<input type="checkbox"/>
Twilight Struggle	<input type="checkbox"/>
1960: The Making of the President.	<input type="checkbox"/>
Age of Empires III	<input type="checkbox"/>
Through the Ages	<input type="checkbox"/>
Pillars of the Earth	<input type="checkbox"/>
Le Havre	<input type="checkbox"/>
Agricola	<input type="checkbox"/>
Stone Age	<input type="checkbox"/>
Thurn und Taxis	<input type="checkbox"/>
Hamburgum	<input type="checkbox"/>
Imperial	<input type="checkbox"/>
Dominion	<input type="checkbox"/>
Snow Tails	<input type="checkbox"/>
Take it to the Limit	<input type="checkbox"/>

# Cthulhu Calls

Exploring the world of Lovecraft's RPG

By Paul Maclean

It was the worst storm California had seen in decades, much like those you'd think of when looking upon Frankenstein's castle, but back on Friday 13th November 1981 something was else was born, something that has lived almost unchanged ever since - the Call of Cthulhu roleplaying game by Chaosium inc.

Based on the works of Jazz Age weird fiction author H. P. Lovecraft, the Call of Cthulhu roleplaying game immerses players in the exciting settings of Lovecraft's creations. The most common setting for such games is during the 1920s, often with flappers, adventurers, prohibition and the unspeakably monstrous creatures of H.P Lovecraft's 'Cthulhu Mythos'.

In Call of Cthulhu players take on the roles of people drawn into dark mysteries in an attempt to thwart the sinister plots of the 'Cthulhu Mythos'. In Lovecraft's writings the Cthulhu Mythos were a race of ancient Gods

groups they plot to trick, bribe and threaten their way into manifesting in our world. As investigators your role is to seek out these groups and thwart the servants of the Cthulhu Mythos by whatever means you can.



## Yog-Sothoth.com Website

from another dimension. These gods are trying to break through into our world in order to wreak havoc and exert their terrible rule over the human race. Using various cults and occult

“What’s going on in that old house on the hill?”  
— Exploring the ruins of ancient Mayan temples, plumbing the depths of the machinations of nefarious cults. You could be a detective, reporter, archaeologist, venturesome librarian or whatever character you decide to create.

## How does it play ?

The rules used for the game are straight forward and unobtrusive, using a simplified version of Chaosium's Basic Roleplaying System (BRP) that uses an intuitive percentile system to resolve tasks and skills: if your character (Investigator) has 30% in Driving, 55% in Library Use and 80% in Latin you instantly get an idea of what your character can do.

Call of Cthulhu is not a game for combat junkies as fighting tends to be quick and very deadly. With the use of guns any fire fight can be over in a few rounds while encountering the powerful and mysterious entities of the 'Mythos' is usually a one way trip death and madness. It is a game that often rewards brains over brawn, where the knowledge held in an arcane tome is of more use than a the gun in your pocket or even 100 canons.

## LOVECRAFTIAN TALES FROM THE TABLE



Besides your life, you must also guard your sanity. The creatures and knowledge of the Cthulhu Mythos are terrible beyond human imagining and to represent your hold on Sanity in the face of these terrors your character has a SAN characteristic (which starts at 99 and heads down from there.) The lower your SAN becomes during play the more tenuous your grip on the normal human world and the more prone to insanity you become. How long can your intrepid Investigator survive, to save your friends and the rest of humanity from the awful truths of the Mythos? Play and find out...!

## Source Materials

Over the past quarter century and more Call of Cthulhu has produced some of the most enduring and respected scenarios for any tabletop roleplaying game including classics such as *Masks of Nyarlathotep*, *Horror on the Orient Express* and *Beyond the Mountains of Madness*. These are three fully fledged campaigns spanning many hours of gaming and are loved by all those players who have fought their way through or gone insane trying.

There are more than 200 supplements that have been published in the English language ranging from the aforementioned epic campaigns through to collections of short scenarios, studies in insanity and asylums, city books, secret organisations, bestiaries and explorations of New England's "Lovecraft Country". If you have never

**"How long can your intrepid Investigator survive, to save your friends"**

While the 1920s acts as the default setting for the Call of Cthulhu game it is far from the only one. Besides the Jazz Age of the interwar years, players also often play against the backdrop of the Victorian (Gaslight) era and the present day (Cthulhu Now), add to that Pagan Publishing's Delta Green modern conspiracy setting and the forthcoming Pulp Cthulhu and it's easy to see just some of the attractions in playing the first ever horror roleplaying game.

## Why play now ?

The Call of Cthulhu roleplaying game is now in its sixth edition, but the changes over the years

have been extremely minor, you can still use the earliest of editions to play the latest of games, making all the available back catalogue of Call of Cthulhu materials usable at your table.

It is also because Call of Cthulhu is such a rules light system that it is by far one of the cheapest RPG's you will ever invest in. Players do not need to by a players guide at all and the GM has everything he needs in the one book.

Miniatures are not really needed as combat is very quick and fluid and not very positional at all. In fact a set of dice and a healthy fear of things that go bump in the night should be all you need.

## Free Stuff

In addition the the core rules and scenarios and background material you can purchase Chaosium Inc was one of the first roleplaying companies to have a web presence back in the 1990s ([www.chaosium.com](http://www.chaosium.com)) and a plethora of materials exist on the web to support the tabletop game. Perhaps one of the largest online resources available today for the game is Yog-Sothoth.com (aka "YSDC") a site devoted to the Call of Cthulhu roleplaying game and the works of H.P. Lovecraft. YSDC has been online for over a decade and offers an active community forum with over 5,000 members as well as more than 600 downloads, news, reviews and the Yog Radio show, a long running podcast often featuring interviews with the great, the good and the undead of the Cthulhu world.

## Yog-Sothoth

Yog-Sothoth.com recently released a Limited Edition 10th anniversary DVD-ROM (Lovecraftian Tales from the Table: Horror on the Orient Express & The Masks of Nyarlathotep) containing a series of audio recordings of actual Call of Cthulhu games in play - for the curious and those who enjoy hearing some of the strange adventures of "The Bradford Players". The disc also contains a cornucopia of bonus materials including interviews with game and campaign designers, Lovecraft scholars and Lovecraftian writers



Yog Radio Logo

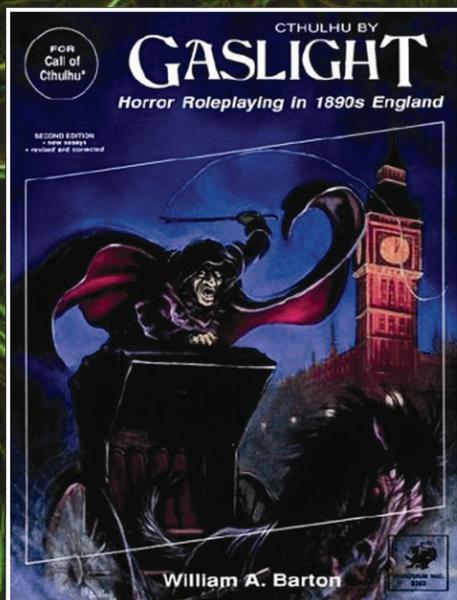
such as Ramsey Campbell, add in a Quickstart version of the rules, character sheets and handouts and there's usually a little something for everyone served up on a (silver) platter.

## The Call of Cthulhu

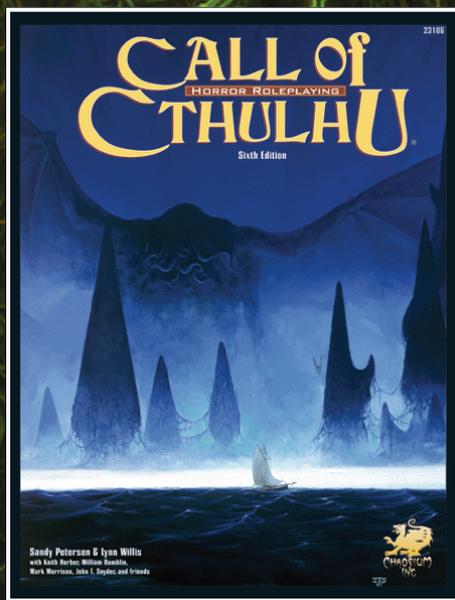
If you are a role player and you have never played Call of Cthulhu then you have done yourself a serious disservice. Many surveys and polls have rated it the best RPG ever written. It's combination of atmosphere, 1920's setting and the sheer horror of the invading and creeping Mythos sets it apart from the more run of the mill material. Perhaps it is because it is based on the works of a talented writer in H P Lovecraft and it has never strayed to far from the source that it has a innate depth.

It may be that because we are familiar with the setting that players identify and get into character more easily. It could just be that discovering a severed head covered in foul smelling other worldly slime in a deserted house just as you hear the front door slam trapping you inside panders to that little bit of all of us who wants to be scared.

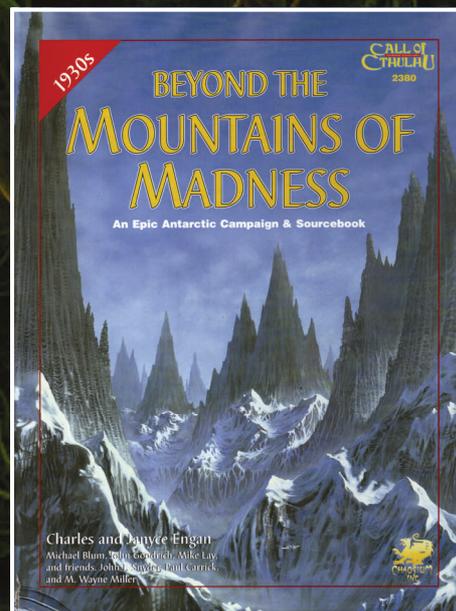
If it has been a while since you have played Call of Cthulhu then perhaps it is time to dust off those books, strap on the colt 45 and prepare to do battle with the dark forces and an ancient and powerful race of gods. After all, you've got nothing to lose, except you sanity!



Cthulhu By Gaslight (Second Edition)



Call of Cthulhu (Second Edition)



Beyond the Mountains of Madness CoC Supplement



# Ralph Horsley

Freelance  
Fantasy  
Illustrator

Dungeons & Dragons,  
Magic: The Gathering,  
World of Warcraft tcg,  
Warhammer,  
Talisman  
and many more.

[www.ralphhorsley.co.uk](http://www.ralphhorsley.co.uk)

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# Above and Beyond (The Dungeon)

## Options for RPG's

By Phil Masters

Tabletop roleplaying games (RPGs) have been around for many years now, in which time they've become influential far beyond their specific audience, and they've also diversified considerably. But because of their history, and the particular game which started things and which has been most influential of all, maybe not everyone who thinks they know about RPGs really understands all that diversity.

The core of the RPG hobby is, of course, the "dungeon" adventure – which, to be fair, doesn't have to mean just an underground maze full of random monsters these days – and by far the most common game is the one that is designed and fine-tuned as well as named for such adventures; Dungeons & Dragons. The influence of this sort of adventure can be seen in many places, notably the computer game world, which is full of medieval-knights-on-steroids wandering through mazes hacking apart goblins and dragons. The snag for D&D may be that computers do this particular thing better than tabletop games, from some points of view, and they're certainly a lot more convenient for many people.

### Computer Games

With computers setting the pace for class-and-level, maze-based, monster-slicing adventure, D&D sometimes seems to be struggling to catch up; certainly, the latest (4th) edition of the game borrows a lot of ideas from the computer world. Meanwhile, people who want to fight fantasy battles with beautifully crafted and painted figures can play fantasy wargames, those who want to play out intricate magical combats with gorgeous or garish artwork can do so in collectible card games, and so on. Which isn't to say that modern D&D is nothing but an imitation of a computer game, or a feeble cousin to Warhammer or Magic: The Gathering.

### Table Top Games

There are still things that tabletop, pencil-and-paper gaming does better than any computer or any set of wargame or CCG rules. A human referee can improvise and make ad hoc rulings, applying common sense, originality, and humour on the fly. Pencil-and-paper games also allow groups of players to get together and interact properly, face to face, in ways that don't quite happen on computers or even in wargames or CCG sessions. Still, there's an opportunity here for other RPGs; if computer games and other products take over from their parent, D&D, to a large extent, that parent's younger, stranger siblings can still jump up and show



D&D 4th Edition Artwork by Anne Stokes

off what they can do – which is often a long way from anything that any other sort of game can match.

People who think of RPGs purely in terms of one style of game and one set of rules are, honestly, missing out on a lot. We started to

see the sheer range of options available to RPG'ers fairly early in the history of the hobby, with games about everything from interstellar commerce to Watership Down-style rabbits, but things took off in the early '80s with games such as the legendary Call of Cthulhu, a game of weird horror based on the work of H.P. Lovecraft.

It's possible to explore strange labyrinths and fight monsters in CoC, but it's frequently not a very good idea; not only are those monsters incredibly tough, just meeting them can scramble an adventurer's brains. The idea of the game is to save the world through investigation, deep knowledge, and just occasionally the application of explosives, but getting mixed up in this business usually sets your PCs on a downward spiral into madness.

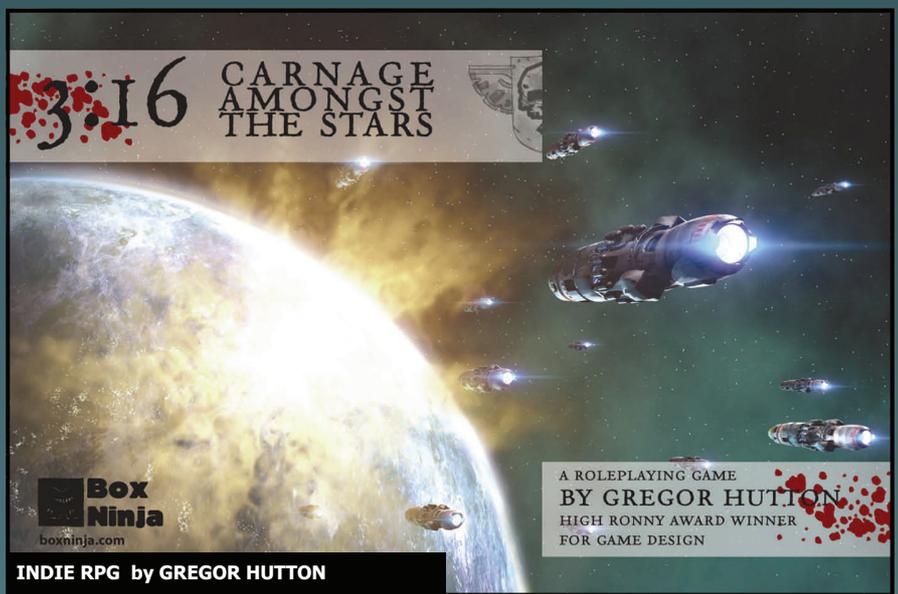
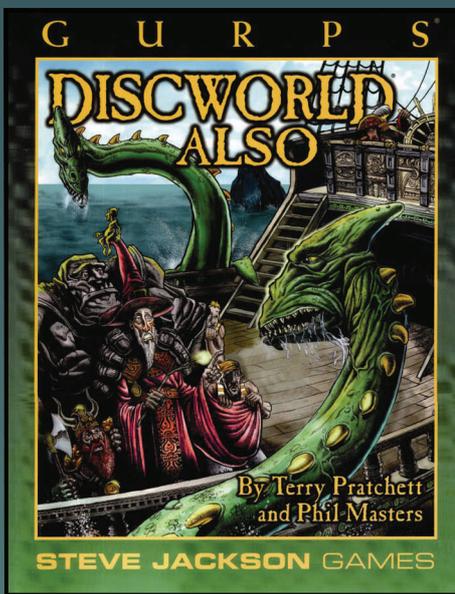
### New RPG Concepts

If that sort of heroic self-sacrifice doesn't appeal, the period also saw the appearance new RPG concepts from Champions (a superhero RPG which allowed players to create the exact superbeing they wanted in intricate detail), to Paranoia (the RPG as black comedy and dystopian satire). By the early '90s, RPGs had broadened enough to reach out to the gothic world of Anne Rice fans with White Wolf's "World of Darkness" games, starting with Vampire: The Masquerade, in which the PCs were themselves monsters, and there was much talk of pained introspection and the loss of humanity.

The idea of roleplaying games was, after all, playing a role, and the range of interesting possible characters went far beyond sword-swinging adventurers. Indeed, faced with the unlimited range of possible settings and characters, some publishers have taken to offering general-purpose rule systems, such as Basic Roleplaying (BRP), GURPS (the Generic Universal Role-Playing System), and the Hero System, and then followed the core books for these systems up with books for particular settings or genres.

All of these games, specific or generic, still allowed scope for hacking, shooting, or exploding interesting opponents, even if the victims of PC enthusiasm might well be other PCs (in Paranoia) or politically rivalrous fellow vampires (in V:tM). Frankly, the need for directed violence is almost always a convenient starting-point for a plot; it provides players with excitement, catharsis, and the chance to show off their tactical ingenuity. Character development doesn't mean anything without something for the developed character to do, and detective work is tricky to get right, romance can be embarrassing to roleplay out, and diplomacy is often less dramatic the better you do it.

There was a good reason why D&D remained the most successful RPG, the real 500 lb.



gorilla of the hobby, even as computer gaming and the like grew; its core idea, of the incredibly tough, larger-than-life adventurer doing battle with an enormous range of bizarre monsters in a constrained environment, remained hugely appealing. Likewise, companies such as Palladium were able to carve out their own niches by offering variations on the theme.

### The Indie Scene

Many of us would say, if RPGs are going to play to their strengths in the face of formidable competition, they've got to keep on offering something different. One approach that's emerged over the last decade or so from the "indie" scene – the very theoretical world of small-time game rule tinkerers, brought together by the growth of the Internet – is the opposite of the "generic" rule-system. By focussing on one very specific subject per game – sometimes just one story – and building rules that are closely tied to genre, atmosphere, and plot, these games explore their particular ideas very intensively, often finding ways to turn things other than combat into the subjects of interesting rule mechanics, thus (hopefully) encouraging players to work with their



intended themes. How well many of these games work, and whether they can support extended play and interest many people other than their designers, may be arguable, but they do offer something new, and some of their ideas have influenced the designers of new versions of more conventional games.

### Conventional Games

Those conventional games designers haven't given up yet, either. D&D and the Palladium lines aside, GURPS and the Hero System are still going, while Chaosium have recently launched a fat new version of BRP, and are continuing to produce material for Call of Cthulhu; indeed, the idea of Lovecraftian roleplaying remains so widely appealing that multiple games based on the same subject are currently available.

There are numerous other companies and games out there, too – the sheer range being a monument to the enthusiasm of their creators, frankly, given what competition from other sorts of game (and maybe the recession) may be doing to RPG sales. But they're still offering a fabulous range of ways of having fun that nothing else can match. Give a few of them a try!



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# Guests at Expo 2009

## Keith Baker



Keith Baker is a game designer. He is best known as a freelance writer of Dungeons & Dragons material and the campaign setting Eberron, which won the Wizards of the Coast Fantasy Setting Search in 2002. In addition to working with Wizards of the Coast on Eberron material, he has also contributed material for Atlas Games, Goodman Games, Paizo Publishing and Green Ronin Games. He lives in Boulder, Colorado with his wife Ellen. He has a tattoo of the Greater Mark of Making on his right arm. Prior to working in the role-playing game industry, he worked in the video game industry.

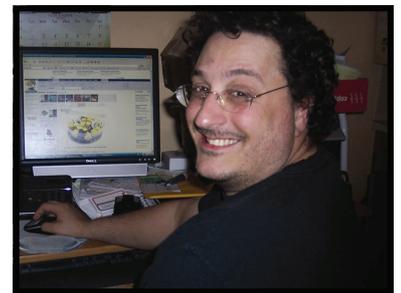
Keith will be running some of the new 4e Eberron game sessions for you as well as other activities.

## Zev Shlasinger

Zev Shlasinger is president of Z-Man Games, Inc., a NY-based company that has been publishing games since 2000. He started with the Shadowfist CCG, and then in 2001, premiered the B-Movie card game line with Grave Robbers from Outer Space.

Some of the games Z-Man is known for are: Pandemic, Agricola, Camelot Legends, 1960: The Making of the President, Primordial Soup, No Thanks, Saboteur and Baby's First Mythos. You can see the wide range of products on [www.zmangames.com](http://www.zmangames.com)

Z-man are planning to be releasing Ideology: The War of Ideas at the Expo, which is an exciting new strategy game by Z-Man Games. During the game, each player represents one of the 20th Century's most powerful Ideologies: Capitalism, Communism, Fascism, Imperialism, and Islamic Fundamentalism. Zev will also be showing the expansion to his popular Pandemic Board Game.



## Phil Masters



Phil Masters is a Role-playing and Science fiction author who has written and contributed to a large list of GURPS books including the Discworld Roleplaying Game, along with Arts Magica and Advanced Dungeons and Dragons and also Dragon magazine and White Dwarf along with many others.

Phil has a website dedicated to Roleplaying matters on [www.philm.demon.co.uk](http://www.philm.demon.co.uk)

Phil is part of a Men in Black demo team for Steve Jackson Games who will be running Munchkin Games and also some GURPS and you can also meet them in the Strathallan Hotel Saturday Evening in our free play rooms where they offer up some GURPS for you roleplayers.

## Ralph Horlsey

Ralph has worked as a freelance illustrator in the gaming industry for over ten years. He creates artwork for Dungeons & Dragons, Magic the Gathering, Warhammer, and the World of Warcraft TCG.

Recently his artwork was featured on the covers of Black Industries WFRP books and the new edition of the Talisman board game. he has just completed work on the D&D 4e core rulebooks.

*"I still get huge satisfaction from creating images of worlds inhabited by a motley array of gritty and dramatic characters."*

Anne and Ralph will both be exhibiting artwork at Expo. (See them in Yellow Zone) [www.ralphhorlsey.co.uk](http://www.ralphhorlsey.co.uk)



## Anne Stokes



Anne has produced a lot of artwork for clients in the games industry, including illustrations for Wizards of the Coast's Dungeon and Dragons rule books and miniatures. Her artworks have been licensed on a wide range of merchandise including T-shirts, posters, book covers, calendars, tarot cards, sculptures, CCG sleeves, jewellery and greetings cards.

She lives in Leeds in the United Kingdom with her husband Ralph, she has been a full time freelance illustrator for about 12 years.

You see more of her work at her stand in the yellow zone or visit her website at [www.annestokes.com](http://www.annestokes.com)

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Kevin  
Townsend  
Expo Co-  
Director



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Zone 5 is the RPG zone  
where you can play up  
to 100 RPGs over the  
weekend.

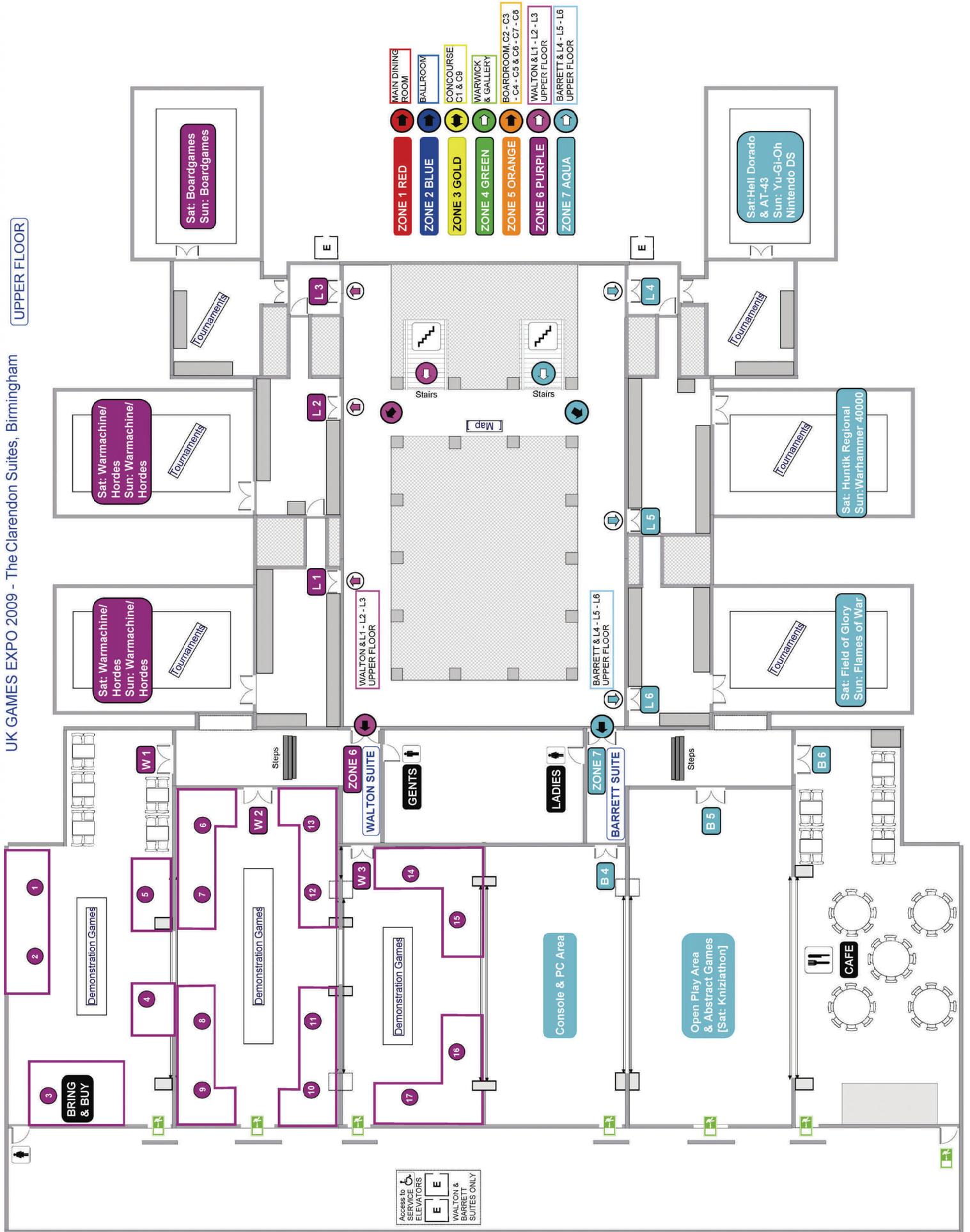
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Games for the World

Cubicle 7

# Tolkien in Edgbaston

By

**M**abel Tolkien and her two sons, Ronald and Hilary, moved from King's Heath to Edgbaston in 1902 to Oliver Road, a short distance from Birmingham Oratory Church at which they would worship.

The house in Oliver Road has long gone as the road has been redeveloped.

While living in Oliver Road Mabel, Ronald and Hilary became friendly with Father Francis Xavier Morgan who was the local parish priest. In 1904 Mabel became ill with diabetes and spent some time in hospital. Back in the early part of the 20th century many illnesses that today can be controlled or even cured could be fatal and one of the best prescriptions for recovery after an illness was fresh air.

So they moved just out of Birmingham and stayed in Fern Cottage in the large grounds of Oratory House in Rednal. Oratory House stands on the wooded slopes of Rednal Hill, part of the Lickey Hills and was used as a retreat by members of the Oratory community.

Mabel's diabetes overcame her and she died in the November. After a short time Ronald and Hilary returned to Edgbaston to live with their aunty Beatrice Suffield in Stirling Road, a short distance from the Oratory.

Living on the other side of the road was the widow of the locally famous surgeon Dr Joseph Sampson Gamgee. He founded the Birmingham Hospital Saturday Fund in 1873, which helped members with hospital bills as it still does today. He also invented Gamgee tissue, cotton dressing used for dressing wounds, which is still used today.

He died in 1886 but his name became that of a major character in The Lord of the Rings, as Frodo's companion on the quest is Sam Gamgee who also is a ring bearer for a short time in the book.

## The Two Towers

At the end of Stirling Road stands a tall chimney, one of many that formed a forest of chimneys on the Birmingham skyline.



Perrott's Folly in Waterworks Road Edgbaston

This is not your common circular brick chimney but a beautiful Italianate style red brick chimney with ornamental cream brickwork built in 1862. Standing next to the chimney was the boiler house, engine room and workshops of the Edgbaston Water Works that was pumping water day and night to supply water to Birmingham and Aston from bore holes.

From outside the great chimney would

have sometimes belched black smoke and the sound of the engines pumping would have been felt and heard. In the engine house men would have been oiling the great engines as the connecting rods moved up and down and beams rocked like giant see-saws.

A short distance further down the aptly named Waterworks Road, just before the junction of Monument Road, stands a

## Map of Edgbaston Area



- |                     |                                   |
|---------------------|-----------------------------------|
| ① Duchess Road      | ⑥ Perrott's Folly                 |
| ② Highfield Road    | ⑦ The Ivy Bush public house       |
| ③ Plough and Harrow | ⑧ Edgbaston Waterworks            |
| ④ The Oratory       | ⑨ Stirling Road                   |
| ⑤ Oliver Road       | ⑩ The edge of Edgbaston Reservoir |

second tower but this is a true tower in every sense. This beautiful jewel of architecture was built in brick in 1758 for Humphrey Perrott next to his hunting lodge

The tower known as Perrott's Folly has a spiral staircase of 139 steps with small rooms on each floor and the roof of the tower is stone-embattled parapet with the height of the tower being 96 feet.

In the later part of the 19th century the tower became one of the world's first weather stations under the guidance of the pioneering meteorologist A Follett Osler. It must have been a mysterious place at night during this period with lighted windows at all hours through the evening and night as weather readings were being taken.

The two towers are locally believed to be Minas Morgul and Minas Tirith but Tolkien himself was very ambiguous about which pair of towers the second volume of Lord of the Rings, The Two Towers, is named after.

While living in Stirling Road Ronald would most likely have walked past a Victorian public house on the corner of Monument Road and the Hagley Road as he went to and from school in the centre of Birmingham.

### Ivy Bush

The public house is called the Ivy Bush and this would reappear many years later as the Ivy Bush Tavern in Hobbiton.

In 1908 Ronald and Hilary moved from Stirling Road to Duchess Road to Mrs Faulkner's house and living there at the time was Edith Bratt, also an orphan, and romance started to blossom between Ronald and Edith.

They most likely would have gone for walks around Edgbaston Reservoir, a short walk from Duchess Road, which in those days was like an inland seaside attraction. It had a band stand, rowing boats for hire and even beaches.

This relationship was frowned on by Father Francis Morgan and he had Hilary and Ronald moved out of Duchess Road into a house in Highfield Road just over the road from the Oratory. This was the last house he was to stay in in Birmingham. While living at this house Father Francis Morgan banned Ronald from carrying on with this relationship and Edith moved away from Birmingham to live in Cheltenham.

### Getting Married

The tale now moved away from the Birmingham area as Ronald went to Oxford University. At the age of 21, while still at Oxford University, he made contact with Edith who was about to get married to someone else and restarted the spark of

romance with her. Ronald finished at Oxford in the summer of 1915 at which time the First World War was raging away and joined the Lancashire Fusiliers and they married in the spring of 1916.

The couple returned to Birmingham in the June of 1916 and stayed at the Plough and Harrow hotel just over the road from the Oratory and stopped for one night only. Ronald was most likely on embarkation leave as he was shortly to go the Western

Front and it would be nice to think that they were returning to the places of their childhood sweetheart days. They stayed in room 116 in the Plough and Harrow where there is now a Blue Plaque recording their short stay.

For further information on Tolkien's life in Birmingham see The Roots of Tolkien's Middle-Earth by Robert S Blackham, published by The History Press.



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In WARMACHINE players take control of a Warcaster. A powerful elite soldier capable of wielding destructive arcane magic as well as control the massive iron giants known as Warjacks! The armies of the four nations, supported by these steam-belching engines of destruction, wage constant war with their neighbours.

*Cygnar*

The most advanced in both magic and technology, Cygnar finds itself constantly assaulted on all sides by its aggressive and envious enemies. Its long standing and bitter rivalry with Khador, along with the more recent threat from the Protectorate ensures this great nation is forever on its guard.

*Khador*

One of the oldest and largest nations, Khador has a past forged in warfare. While not as advanced as some of the other nations, they more than make up for this with a brute strength and

toughness that can only be found in the harsh lands of the north. The armies of Khador will reclaim all lands stolen from them, until the Motherland is whole once more.

*Protectorate of Menoth*

Emerging from a civil war in the heart of Cygnar, the Protectorate has become a beacon for all those worshipping the Creator, Menoth. Dedicated to spreading the teachings of the True Law, all other nations will bow down to the will of the Menoth or be cleansed in

the coasts, attacking seemingly at random. With every death brought about by war, the Dragonfathers armies grow stronger.

**Hordes**

In HORDES players take control of a Warlock, a powerful spell caster able to control the savage beasts of the wild. With these mighty Warbeasts under their command any foe foolish enough to stand in their way will find out the true meaning of rage. Civilisation has long forgotten the powers that lay hidden in the wild, that is a mistake they will soon regret...

*Trollbloods*

Their home lands unjustly taken by Human expansion, the surviving kriegs now

find themselves left with one simple choice; work together or face extinction. With the aid of their savage cousins, the full blood Trolls, they fight to take back what is rightfully theirs.

*Circle Orboros*

Masters of stone and storm, this secretive order of druids is older than any of the kingdoms of man. Their influence extends deep into the ancient forests and forgotten sites of great power.

From dark corners, they plot to maintain the chaotic state of nature itself. The wilderness cannot be kept in check, the furious beasts at the command of the Circle prove that in every battle.



**Pyg Burrowers box set**

righteous fire.

*Cryx*

The undead legions of the Dragon Lord Toruk spread like a plague across the face of the Iron Kingdoms. Emerging from their home on the dreaded Scharde Islands, fleets of black warships assault





Magnus the Traitor battlegroup



Juggernaut

### Legion of Everblight

One of the children of the Dragonfather, Everblight has awoken to lay waste to all that would stand in his path. With subtly and cunning he corrupted the Nyss of the frozen north. Aided by beasts spawned from tainted dragon blood they now march to war with one mind, with one purpose, that of their master Everblight.

### Skorne

From across the Bloodstone marshes, the Skorne are a savage race with only one objective, the complete domination of all nations. Bringing beasts from across the wastes the likes of which have never been seen before, soon the kingdoms of man will feel the full force of these mighty warbeasts, driven before the all conquering Skorne army.

### How it Plays

The core system for both WARMACHINE and HORDES is a simple one, yet one that allows for a great depth of play. All miniatures

come with Stat cards that contain all the information you need for use in your army, helping to remove the need for books at the table.

The main mechanic centres around rolling 2D6 + stat, and comparing the result to your opponents stats. Factors in game such as spells, abilities and Feats (all detailed on the cards) can modify your result to change the course of play.

One of the greatest features of the game is to come up with new ways to chain your actions and abilities, pulling unexpected attacks on your opponent and snatching victory from the jaws of defeat. There is nothing quite like having your Wajack Slam into an enemy Warcaster sending them flying into a nearby building, or a Warbeast lifting an enemy Warlock into the air before throwing them into their own troops!

WARMACHINE uses a Focus management mechanic to power the Warjacks and spells available to each army. By carefully allocating these Focus points at the start of your turn, you can set up powerful combos and

attacks to bring your opponent to their knees!

HORDES has a more fluid Fury management system, allowing Warbeats and Warlocks to adapt to threats as they appear. Be careful how far you push your beasts however, as too much Fury can turn those powerful creatures on your own army!

Although WARMACHINE and HORDES are two separate games, they share the same core rules mechanics, not only meaning that the two games are fully compatible, but also meaning that once you know how to play one system you already know the basics of the other!

### UK Masters at the Expo

UK Games Expo is hosting this years WARMACHINE and HORDES UK Masters tournament, so feel free to drop by to see some of the countries best players in action. There are also demo games available at the Privateer Press stand for anyone that would like to try out the system, or chat to one of our Press Gang volunteers about any aspect of the game.



Concept Art

# CHAOTIC CCG

New CCG - Play Face to Face or Online

Introducing the hottest new trading card game and online game experience: CHAOTIC! Chaotic is the ground-breaking new trading card game that takes TCGs to the next level—you can play face-to-face or play online at no extra cost! You can battle opponents in person, or upload each card's unique alphanumeric code to play online.

## Online: The Power Is in the Codes

Every physical Chaotic Card contains a unique code that unlocks an online virtual version of that card. The virtual version can be played on the Chaotic Online Game Experience: [www.ChaoticGame.com](http://www.ChaoticGame.com). Over 40 million codes have been uploaded—so there are thousands of players out there ready to battle you! ChaoticGame.com allows you to select your username, upload your trading cards, store your decks, trade cards, form player communities, and of course battle online against other Chaotic play-

ers, they are transported to the world of Chaotic, where the players can transform into the Creature Cards they've collected and battle each other. The players can also travel to Perim—the land of the Creature Tribes—to capture hundreds of unique Creature scans. The Chaotic TV series is on every day on Jetix.



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## A Few of Chaotic's Great Features

**Easy to Get Started:** Each Chaotic Starter Deck contains everything you need to start playing a 6-Creature Chaotic card game immediately.

**Variable Stats:** Every Chaotic Creature Card has its own Courage, Power, Wisdom, and Speed Discipline Scores. Virtually no two Creature Cards are exactly alike!

**Battles Big or Small:** The game is scalable to your collection and time. You and your opponent can battle with as few as one Creature each, or as many as you choose!

**Incredible Card Art:** Drawn by highly acclaimed comic and trading card artists and unlike any other TCG on the market.

**Standard and Master Game Rules:** Provided to accommodate Chaotic players of all ages and skill levels.

**Local and National Organized Play Programs:** Play in Chaotic tournaments, leagues, and other events at your local shop or online! Look for more organized play announcements in support of the trading card game soon.

## What's Available for Chaotic?

The Chaotic TCG first appeared in the UK last Autumn, but it's been growing rapidly since then. Currently available for the game are the following sets:

*Dawn of Perim:* Overworld and Underworld starter decks, as well as booster packs.

*Zenith of the Hive* booster packs  
Silent Sands booster packs.

*M'arrillian Invasion:* new Underworld, Overworld, Danian, and Mipidian starter decks, as well as Beyond the Doors booster packs.

*M'arrillian Invasion:* Rise of the Oligarch booster packs.

All of these sets are available at your local game or hobby shop. Additionally, you can find Dawn of Perim and Zenith of the Hive at [Amazon.co.uk](http://Amazon.co.uk),



ers. The online game is parent friendly, player safe, and included free—all you need are Chaotic trading cards.

## Truly Unique Cards

Since every individual card is printed with a unique code, the designers of Chaotic took the idea one step further: The cards' stats vary as well. So while your copy of the Psimion card might have Courage score of 45, your friend's might have a Courage of 40. Unlike any other trading card game, virtually no two Creature Cards are exactly alike. Each Creature Card has a unique code and power structure!

## The Chaotic Animated Series

The animated Chaotic TV series follows the adventures of a group of players who are fans of a



Borders, The Entertainer, Game, Gamestation, Play.com, Smyth's Toys, Toys 'R' Us, WH Smiths, and coming soon to Tesco and Argos!

## Chaotic at UK Games Expo

The Chaotic National Launch Championship is being held here at UK Games Expo. The event is only open to players who qualified through a local Store Challenge event in April or May.

However, Chaotic demos are being held throughout the show, and with so many Chaotic players at the event, pick-up games shouldn't be hard to find.

## CHAOTIC CHARACTERS



**Maxxor**

Maxxor is one of four Ultra rare cards in the *Dawn of Perim* set.



**Blazier**

Blazier is a skilled Mugic user, and master Earth Elementalist



**Intress**

Intress is a super rare card and friend of Maxxor.



**Najarin**

Unique ultra rare character who specializes in powerful mugic spells.

# HUNTIK™

## TRADING CARD GAME

The Huntik™ Trading Card Game is based on the action-packed animated TV series and features your favorite Seekers, mighty Titans, amazing powers, and incredible missions right from the episodes!

In the game, you assign special missions for your Seekers to complete, such as defeating Ymir the Frost King or Retriving special Amulets.

It's the classic battle between Good and Evil with the Huntik Foundation facing off against the Organisation.

Many players are already getting excited about the easy to learn, challenging to master nature of the game. With the innovative zone system and Complete the Mission style of play Huntik is really like nothing else.

The resource free system makes everything accessible for first time players and it's like nothing else currently on the market.

### What the Players Say

Comments from players so far include;

*'This is the closest game to chess yet! I just love it! We are playing it every week'*

*'Very interactive, fast paced with lots of surprises. It's got great potential as far as I can tell, and makes a nice change from all those games where you are just trying to beat up each other'*

*'At first I thought it was too simple. But after a couple of games there is definitely a good strategic element to it. Good fun!'*

*'Very different The game is very interactive'*

*'I thought it would be really simple but when I played a game I realised it was far more complex than when I started!'*

### Play a Demo

With demonstrations for players taking only up to 8 minutes, learning the game is easy!

A mission is selected and the Leading player tries to complete it within 7 rounds while the Defending player



tries anything and everything he or she can to stop the Leading player.

There are 3 main types of cards, Major Heroes, Minor Heroes and Action cards.

Major Heroes are strong but you can only play one per round.



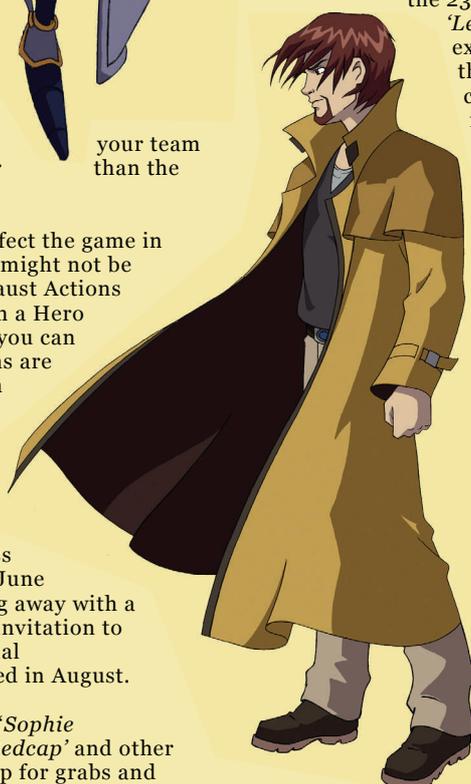
Minor Heroes support but are generally weaker Majors.

Action cards help you affect the game in ways that you opponent might not be expecting. We have Exhaust Actions which need you to use on a Hero and Free Actions which you can just play. Combat Actions are for getting an edge when battling with your opponent's heroes

The Trading Card Game is going to be kicking off with Store Championships all across the country in May and June with the winners walking away with a cool trophy and special invitation to be seeded for the National Championships scheduled in August.

Special promo cards 'Sophie Casterwill' and 'Redcap' and other prizes are also up for grabs and

your team than the



everyone who attends a Store Championship will receive a booster pack! In addition to this there will then be regional events.

### At the Expo

The very first Regional event will be held at the UK Games Expo on Saturday morning! Check out the Upper Deck stand to get a glimpse of the action.

Not only that but in July we will have the remainder of the Regional Championships kicking off for all players of all ages looking for more Huntik action!

With massive prizes for the best finishers, ranging from Nintendo Wii's to iPods for the top 4 players and everyone who finishes as a top 8 competitor will receive a seeding into the National Championships as well as a special play mat that you can only receive at these tournaments. Even more exclusive promo cards will be available to the top 16 players as well as the participation card and booster pack!

### Organised Play

Organised play for Huntik is really starting to get the excitement in the UK with tournament organisers from Birmingham, Dundee, Glasgow, Leicester, Sheffield, St. Austells and many other towns and cities already taking up Seeker Leagues for their weekly games clubs and stores.

Look forward to Upper Deck announcing the first Sneak Preview event as well on May the 23<sup>rd</sup> and 24<sup>th</sup>. The 'Legendary Saga' expansion will introduce the brand new Amulet card type needed to invoke and bring out the Legendary Titans from the television show.

If you happen to not have a local store you can start up a club to join in the Huntik fun. The Seeker League is a local level event where you can play regularly for fun and pick up some nice goodies as well.

With Huntik hitting the masses with terrestrial television in the summer the game is expected to grow and explode!

Watch this space for this exciting new game and see how it makes its mark on the TCG industry.

# We're Living in Terrorbull Times

**F**amously, the truth is first casualty of war. Satire may well be the second.

That is if you are Terrorbull games because, since November 2006, the company set up to 'play with your mind' has been taking on the world.

One night back in 2003, the Cambridgeshire trio of Andrew Sheerin, Andy Tompkins and Tom Morgan-Jones watched on in horror as the US and Britain invaded Iraq and wondered just what was going on with the world.

"It was like a game being played out in front of us," said illustrator and director Morgan-Jones.

"So, we wondered, if we put an axis of evil spinner within a game, then it would sum up our feelings towards politics today and the invasion.

## War on Terror

"So, the game *War on Terror* was born as a sort of a private joke. The problem, in reality, was that we figured that nobody would take the game because of the subject matter. Three years on, we set up the company and began to produce the game ourselves."



## Terrorist Card - War on Terror

*War on Terror*, the board game is for 2-6 players and comes with a free 'Evil Balaclava'. The basic premise is that every player starts as an empire, with the aspiration of liberating the world from terrorism. In the process, empires frequently resort to funding terrorism in order to eradicate the greater threat of errant empires.

Arguments erupt out over oil-rich land and the occasional nuke is dropped. If an empire gets knocked out, they become a terrorist player, taking control of the terrorist units on the board. Suddenly the remaining empires find themselves targeted by the very thing they funded.

By Mark Dobson

"Since our first prototype for the Axis of Evil spinner, we've had three years of war in Iraq, suicide bombers in London and the only weapons of mass destruction I've spotted are being used by the 'coalition of the willing'. Some people suggest that turning the *War on Terror* into a board game is a tad insensitive. I always reply that starting a war is insensitive, a board game is just fun for all the family," said web designer Tompkins, who is one of the three directors of Terrorbull.

**"Arguments erupt out over oil-rich land and the occasional nuke is dropped."**

"There's this idea that 'you're with us or against us' or that it's a battle between good and evil. With a subject like terrorism, you can't just cut it in half and say 'this side are good, this side are bad'. That's shown by the amount of times our allies have turned into enemies, and vice versa.

good, this side are bad'. That's shown by the amount of times our allies have turned into enemies, and vice versa.



## Suicide Bomber - War on Terror

"The game is designed to make you question who the terrorists really are. Are they the ones blowing people up with suicide bombers, or the ones destroying countries with planes?"

## Media Reaction

So, having come up with an idea dripping with satire and getting good feedback from just about everybody who played the game, now there was just the issue of getting it into the shops. Easy eh? Not a chance.

Suddenly, after the London bombings in 2007, the media became absolutely obsessed with anything vaguely representing extremism and a company, which was seen by many to be making money out of the war on terror, became newspaper enemy number one.

"Is terrorism taboo? Sure you can talk about it, but only within a pre-approved framework of goodies and

baddies. Playing this game breaks free of that framework and asks some awkward questions. It doesn't play by the rules," said director Sheerin.

"Having said that, we were shocked by the media reaction," added Morgan-Jones.



## Terrorbull Creators

(Andrew Sheerin, Andy Tompkins, Tom Morgan-Jones)

"We were very naïve going into the whole process and we weren't quite prepared for the backlash." Suddenly, Terrorbull Games had gone from a bit of a laugh to national news. The headlines made for grim reading as *The Daily Mail* and *The Sun* laid into the Cambridge three. Branded as 'sick' by a survivor of the London Bombings, Terrorbull knew they had entered new territory.

"There was a lot of knee-jerk reaction," said Morgan-Jones. "We had produced, in our opinion, a clever game, a satirical game on a controversial subject. It was our way of protest against the war but we were taken aback by the reaction."

Not only were the media targeting the game, the major outlets on the high street wouldn't touch it with a barge poll.

"We had to rely on independent and alternative shops," he said. "It's the words – *War on Terror* – they put people on edge and because of the

constant propaganda, people don't react rationally to it. They just say 'I don't want anything to do with it'. But the people who have actually played it really like the game and that was the most heartening thing."

"All the contact we've had has either been sarcastic or very supportive," said Sheerin. "We've not had



anyone try to say 'look, you're sick'. Everyone who's played it has really enjoyed the game. They've enjoyed it from a games point of view, because we actually did spend a lot of time trying to make a good game out of it.

"What we didn't want to do was make a crappy game and stick terrorists all over it - the mechanics of it had to really work, too."

But, after being banned from game fairs, it soon became clear that they were facing an uphill battle to actually get the product to the public.

"We didn't get off on the right foot," admitted Tompkins.

### Games Fairs

"We went to the London Toy Fair and we were a bit green and didn't really know the drill. They expected us to be buyers but we turned up wearing balaclavas and holding a mock up copy of our box. So we were kindly removed from there, but that was because we hadn't paid to exhibit, which was fair enough.

"Then, we tried to go down the correct route and exhibit. We applied to do a couple of very large German toy fairs, and got rejected from both. With the first, our application went a long way and we paid for our booth and everything and then, when we submitted our press release, we were told there was no way we could

exhibit there, and that our money would be refunded.

**"What we didn't want to do was make a crappy game and stick terrorists all over it"**

"There wasn't much of an explanation, so I phoned them up and the woman in charge kind of flipped over it - she said it was sick and ridiculous. She couldn't believe we were making a board game about terrorism. But Germans are a bit touchy about war.

"You can probably make a game about anything and someone's going to say, 'That's not a suitable subject'. I can see why you might get an even stronger reaction with this but, on the whole though, people have responded very well so far. It's almost as if they've been waiting to see

something like this happen. We've had lots of notes of support saying 'well done for doing it'. I'm hopeful people will see our intentions. I don't think it's overly subtle or hidden."

"But a few people have picked us up on it," said Sheerin.

"My mum said we must be quite sick to make money from the *War on Terror*. But how can this be sick, when there are companies all over the world making a lot of money directly out of the conflict?"

### Credit Crunch

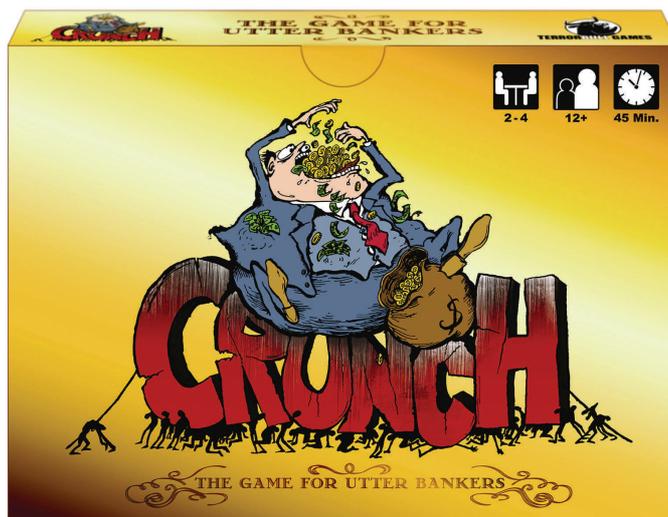
A second edition is in the pipeline while, also at the UK Games Expo, the team will be showing their card game *Crunch* - the game for utter bankers. Based on the credit crunch, it has seen swift sales, with shops happier to take on such a subject matter without fear.

"What we're hoping to do is spark debate," said Morgan-Jones.

"It's what we've always tried to do. We want to produce games that you engage with, talk about with others but also to have fun. We're pointing the finger at the system, not so much the bankers in the new game.

"For us, it's all about playing with your mind."

And, if you're in any doubt just where the Terrorbull stand is - just look out for the orange jumpsuits and the balaclavas!



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DE14 1BX  
Tel: 01283 511293  
Email: [salnphil@spiritgames.co.uk](mailto:salnphil@spiritgames.co.uk)

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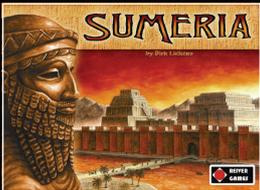
Stand  
7  
in the  
ballroom

# EXPO AWARDS

## BEST NEW BOARD GAME

### SUMERIA

Publisher: Reiver Games



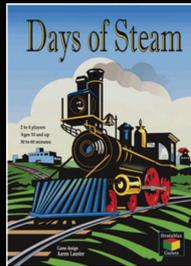
Players try to bring the city-states of ancient Sumeria to the fore. Each turn, players boost the importance of one of the city-states by

flooding it with their traders, boosting its power. Each time a city-state gains power one or more will lose power, the aim is to gain control of the pre-eminent city-states during the scoring rounds at the end of each dynasty. Players have to time their movements, as a city-state can quickly lose favour too.

thunders through with his cavalry? If you don't think you can, you might develop timidly, which gives the opponent a better shot of taking valuable terrain.

### DAYS OF STEAM

Publisher: JKLM/Stratamax



Players place track and cities, create routes, and deliver goods. Bonuses are awarded to players who deliver multiple types of goods. This game requires careful management of steam to move your train as well as hand

management to thwart other players as well as enable your own route.

### Snow Tails

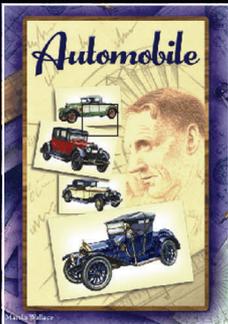
Publisher: Asmodee



Snow Tails is set in the snowy world of the Arctic Circle, where brave sledders compete in a test of skill and endurance. Action is fast and furious and not all sleds may make it to the finish. Huskies only have one setting and that is full speed! Hang on to your furs, the reins, your sled and anything else you can get hold of

### AUTOMOBILE

Publisher: Treefrog



Players are competing in the U.S. auto industry in the early 20th century, purchasing factories that turn out low-, medium- and high-valued vehicles, starting with the 1893 Duryea and moving up the time-line from

there. Each player knows a portion of the market demand each round and must make his purchasing and manufacturing decisions based on that.

### TULIPMANIA 1637

Publisher: JKLM



You are playing a Dutch investor in tulips in 1636 - 1637. You have a network of buyers and colleagues, all of whom are also trying to become wealthy. Your goal is to make smart investments, artificially raise prices, fleece your network at the best time,

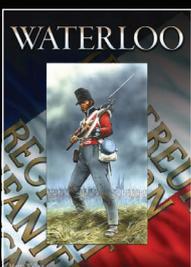
and then make your escape from Tulipmania with the most money.



In Sector 41, you play one of 4 races that converge upon this unstable sector of space with plans to plunder the Glynium contained within. You control a Mother Ship, which moves around the edge of the sector, and 3 Explorers that are sent in to find and tow out the Glynium as well as preventing your opponents from doing the same.

### WATERLOO

Publisher: Warfrog

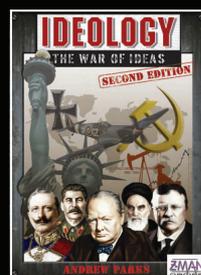


A two-player game with the French and British fighting once again. The action system is a clever creation: You know the range of possible actions that you can take on a turn, but the opponent knows exactly how many actions you have, and that

knowledge strips the certainty from your preparation. Can you get your infantry back in a defensive position before the opponent

### Ideology 2nd Ed

Publisher: Z-man Games



Ideology is a 2-5 player game where each player symbolizes one of the 20th Century's most powerful Ideologies -- Capitalism, Islamic Fundamentalism, Imperialism, Communism, or Fascism. Starting with one global

region completely under its sway, each Ideology attempts to influence and control the independent regions of the earth.

## HOW TO VOTE

You can help select this years award winners in each category.

The final score is made up of your votes, UK Games Expo play testers and our expert panel .

### To Vote:

- Collect a voting form from the administration desk
- Fill in the categories you want to vote for.
- Return it to the admin desk by 1:00pm Sunday
- You might even win a prize.

# BEST NEW ROLE PLAYING GAME

## LOVECRAFTIAN TALES from the TABLE

Publisher: The Bradford Players



HORROR ON THE ORIENT EXPRESS and the MASKS OF NYARLATHOTEP.

This DVD features the recorded audio tales of tabletop roleplayers as they play through two of the greatest campaigns for Chaosium's CALL OF CTHULHU roleplaying game. Join the BRADFORD PLAYERS in their epic adventures (and mis-adventures) through HORROR ON THE ORIENT EXPRESS and the MASKS OF NYARLATHOTEP.

## NECROPOLIS 2350

Publisher: Triple Ace

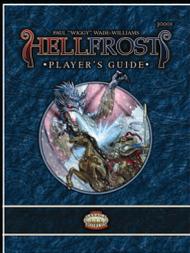


Reformation Church, who are locked in desperate battle against "undead" invaders known as the Rephaim.

Necropolis 2350 is a sci-fi horror setting set in the 24th century. In these dark days, mankind, divided into two main camps, stands on the brink of extinction. The focus of the game is on Knights of the fictional Third

## HELLFROST

Publisher: Triple Ace



The races of the southern lands may have won the war, but they suffer its legacy still. For five centuries the winters have grown steadily longer and colder. Huge swathes of the land of Rassilon are

permanently covered in ice and snow, and even the temperate lands are not spared the misery of failed harvests, deadly winters, and the dreaded Hellfrost wind.

## DARING TALES of ADVENTURE

(Asmodee Version)

Publisher: Triple Ace

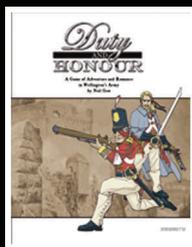


these scenarios are definitely in the pulp vein and come with rules and a guide to running Savage Worlds in the pulp mode. The quintet makes use of four specific characters - available to download direct from the publisher's website - that can be used as they are or as inspiration for the players' own.

A supplement for Savage Worlds, written by Paul "Wiggy" Wade-Williams. This digest-sized book collates five scenarios previously only available separately as PDFs. Obviously inspired by Indiana Jones and The Mummy and its sequels,

## DUTY and HONOUR

Publisher: Neil Gow - Collective Endeavour



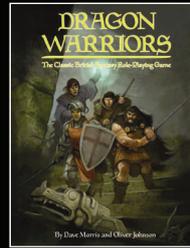
rather it is told from the perspective of the thrilling works of fiction that has built up around this time.

Duty and Honour is a role-playing game that puts you and your friends in the roles of the men who fought during the Napoleonic Wars. However this is not the bloody, gritty and torrid reality of these harsh battles -

## DRAGON WARRIORS

(Asmodee Version)

Publisher: Mongoose Publishing



A smash hit in the 1980s, Dragon Warriors is an easily-grasped and fast-playing RPG of a dark medieval time where roving adventurers must deal with the schemes and power-plays of the feudal world and the terrifying inhabitants of British folklore and myth. Rich in atmosphere, magic and detail, it has a wide fan-base around the world. Both of its authors, Dave Morris and Oliver Johnson, have gone on to be successful fantasy novelists. This edition has been revised and updated, with new artwork and covers by John 'Warhammer Ancients' Hodgson.

## 3:16 CARNAGE AMONGST THE STARS

Publisher: Collective Endeavour



Cosmos. You'll advance in rank, improve your weapons, slay civilization after civilization and find out who you are through an innovative "Flashback" mechanic.

This high-octane Science-Fiction role-playing game for 2 or more players has your Space Troopers killing bugs all across the

Terra's plan is to kill every living thing in the Universe to protect the home world. See where your tour of duty in the 3:16th Expeditionary Force takes you and your friends. Revel in the kill-happy machismo and enjoy a campaign of Carnage Amongst The Stars.

# BEST NEW CARD PLAYING GAME

## HUNTIK

Publisher: Upper Deck Entertainment



from the episodes!

Based on the action-packed animated TV series, the Huntik Trading Card Game features your favourite Seekers, mighty Titans,

## CHAOTIC

Publisher: TC Digital Games



unique code to battle online!

Based on the Chaotic TV series airing on 4Kids TV, this groundbreaking TCG takes interactive game play to a whole new level as players battle opponents in-person, or upload each card's

## FOOTBALL

## RESURECTION

Publisher: Portal Games

It combines card collecting and trading with game play that requires strategy & skill. The game play is for two players aged 8 to 80 and because it a game that can be played in 10 minutes parents can understand it and can enjoy playing it too.

# BEST MINIATURES RANGE

## PIRATE SHIP

Pirate Monkey Miniatures

## WORLD WAR 2 PLASTICS

Valiant Miniatures

## PIKE AND SHOT PLASTICS

Warlord Games

## KISS KISS BANG BANG

Copplestone Casting

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# BEST GENERAL/PARTY GAME

## LIAR LIAR

Pants on Fire Games

## ROK

Colied Spring (Gigamic)

## EUROBABBLE

Pants on Fire Games

## OVERCLOCKERS

Diverse Entertainment

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# BEST GAME FOR CHILDREN

## WILDLIFE RESCUE

Dice Maestro



The extinction clock is ticking for eight endangered species. Without conservation efforts in the wild and in captivity these real-life species may be lost forever. In Wildlife

Rescue players take the role of conservation officers and race to collect endangered species for their zoos. It is simple enough for children to learn and sophisticated enough for adults to enjoy.

## ARMY OF ZERO

Point Zero Games



The cards can be used to play a two-player game. Each player receives ten character cards, dealt at random. In each round, both players put forward one of their characters, and these two characters battle each other.

In each round of combat, each player can choose to attack or defend, but no character can attack for more than two rounds in a row. Players can gain an advantage by successfully predicting whether their opponent will attack or defend.

## CUBIKO

Kevin Birnbaum



A new puzzle game for children. Each Cubiko is hand made to order. There are currently seven fabric colours, ten cube colours, uncountable ball colours and one frame colour. Each Cubiko is numbered, dated and signed

by the inventor/maker.

---

# BEST ABSTRACT GAME

## MONKEY DASH

Rob Fisher

## NUMERIX

Tied to a Kite

## KAMISADO

Burley Games

## COLORS

Make a Game

## SHUURO

River Horse LLP

## ECLIPSE

Colied Spring (Gigamic)

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# BEST CARD GAME

## FZZZT!

Suprised Stare

## WAR FOR EDADH

Warrior Elite

## CRUNCH

Terror Bull Games

## RED HANDED

Diverse Entertainment

# It's a Con

## An unconventional RPG about Unconventional Conventions

**I**T'S A CON! is a very small roleplaying game using an even lighter version of Farsight Game's SKETCH system designed especially for the UK Games Expo. The aim of the game is simple – create a convention attendee and get through the day without falling foul of stress brought on by losing games, being frowned at by your peers or having comments made about your personal hygiene. All you'll need to play is a single six-sided die (you're at the UK Games Expo – you'll find one somewhere!). Although this is a roleplaying game you don't really need a GM to play.

### Character Creation

First of all, you have to create your convention attendee. An attendee has six areas of expertise –

**RPGs** – Your ability to play tabletop roleplaying games such as Dungeons and Dragons and Traveller.

**Wargames** – Your ability and expertise at wargames such as Warhammer.

**Video Games** – Your skill and knowledge in handheld, console and PC games.

**Card Games** – Your skill and knowledge in card games such as Magic: The Gathering.

**Fan Boy** – Your knowledge and love of a single iconic person of a game, book TV show or movie, such as an author, actor or designer.

**Personal Grooming** – Your personal hygiene, appearance and general fashion sense.

The attendee is given the numbers 1 through to 6 to put in each area of expertise – this means that he can have a 1 in one group, 2 in another, 3 in another and so on up to 6. As the day goes on, the attendee will be subject to each of the five different areas of expertise. The number in their area of expertise is what the player has to roll or less on a six-sided die to succeed. So remember: during attendee creation, the higher the number in the area the better the attendee is!

Each attendee is also given a STRESS level of zero. This is zero at the start of the day, when they are fresh and ready to face the gaming challenges ahead with dice bag, miniatures case, card deck or autograph book in hand, secure in the knowledge that they are an expert in their chosen field. Go, convention attendee, go!

### Playing the game

If you're playing IT'S A CON! as a full-on roleplaying game with other gamers and a GM then you can try to bluff your way through – if you can spout a convincing line about the area of expertise you're playing in, with convincing details on what you're doing and how you're doing it, then the other players may give you a bonus on your number in the area of expertise you're rolling against to help you make the roll.

### Failing a roll

Each time an attendee fails a roll their STRESS level goes up by one point. If the STRESS level ever gets to 6 then they stress out – see the STRESSED OUT! table at the end of the game to see what happens to your attendee.

By Johnathan Hicks

After each roll in the area of expertise, the player also has to roll against their Personal Grooming – if they fail, their STRESS level goes up by another one point! Not only that, but every time you roll against Personal Grooming, that particular area of expertise goes down by 1 point to a minimum of 1 – walking around a hot crowded convention hall or sitting at a tense, sweat-inducing gaming table can do all kinds of nasty things to glands as the day wears on, and having people making such remarks as 'are the drains backed up?' to you can send your blood pressure through the roof.

### The UK Games Expo

So, the day begins. The UK Games Expo is hobby heaven. The doors open. Gamers, collectors and fans flood through the doors, all peeling off in different directions, searching out their chosen hobby like fun-seeking missiles.

Into this maelstrom steps your attendee. Ready for action. Dice in one pocket, cards in another and deodorant in the bum bag. Get stuck in!



### RPG Table

The RPG table – Your attendee sits at the gaming table, ready to dive into their favourite roleplaying game, be it D&D, Call of Cthulhu, Traveller or whatever. Roll your RPGs expertise!

Success means a pat on the back and comments such as 'you're what this game is all about'.

Failure means looks of confusion and comments such as 'So this is your first time playing, yeah?'

Now roll against your Personal Grooming.



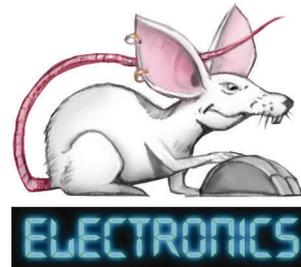
### Wargaming Table

The Wargaming table – The table is ready, the armies are prepared and your opponent glares at you with the eyes of a master tactician... roll your Wargames expertise!

Success means a reluctant handshake from your defeated opponent and a murmur of 'yeah, well done.'

Failure means having your victorious opponent standing over your shattered army shouting 'never, in the field of human conflict, has anyone ever been owned so badly! Owned!'

Now roll against your Personal Grooming.



### Video Games

The Video Games area – Go on, you know you want to... there's some places where you can have a stab at a free demo of the latest computer games or try an online game. You sit at the keyboard and your fingers turn into blurs. Roll your Video Games expertise!

Success means a huge group of people standing over your shoulder, gesturing others over to your screen with shouts of 'this guy's awesome!'

Failure means a screen message saying 'hi m8, i pwned u loser noob lol'.

Now roll against your Personal Grooming.



### Card Games Table

The Card Games table – Fancy a stab at Magic: The Gathering? Or some other tactical card game? Then get your deck out and roll against your Card Games expertise!

Success results in looks of awe as you lay down your last card, and comments such as 'dude... you truly have the power'.

Failure gets you a smirk and a box matches. 'Do yourself a favour, dude... burn 'em'.

Now roll against your Personal Grooming.

### Fan Boy

Fan Boy – They're here! The person you admire the most, be it an actor, author or games designer, is standing in front of you with an expectant smile and an outstretched hand. Can you handle the pressure? Can you talk to this icon, this king of kings, without losing your nerve and looking stupid. Roll against your Fan Boy expertise!

Success means that you're wildest dreams come true – the person you look up to the most actually

likes you and even offers you some advice on getting into his business with comments such as 'I can see some of myself in you, kid'.

Failure means a restraining order and an escort to the door.

Now roll against your Personal Grooming.

### Ending the Game

The day is over... what's your STRESS level?

If it's lower than six then you've got through the day. You've had some ups and downs and a couple of close calls, but you've got to the end of the day and you're satisfied with the outcome. You've got some bags of goodies, some great deals and a big smile on your face. Get yourself a pizza and crack open a can of cola – you deserve it.

### STRESSED OUT!

If your STRESS level ever reaches 6, then you've reached your limits of patience – you're STRESSED OUT, man! You've failed! You can't handle it! Roll the six-sided die and consult the table below:

1. You go home and cry into your Masters of the Universe pillow.
2. In a daze you walk out the building, down the street, into the local police station and up to the desk, and ask to be locked up for crimes against gaming.
3. You go home, pile up all your gaming stuff and set it alight on a funeral pyre, standing in a Luke Skywalker in 'Return of the Jedi' pose as you watch it burn.
4. You leave flaming posts on gamer message forums all over the Internet about why you're the best at gaming. Then you get banned from each and every one of them.
5. You run through the convention in only your underwear, shouting 'I've wasted my life! Help me, Jeremy Kyle! Help me!'
6. You go to the nearest bar and wake up the next day in a skip just outside Aberdeen.

How did you get on? Did you survive the first day of the UK Game Expo? You did?

Are you coming back for day two?

# SOLAIRIS

SEVEN RACES, ONLY ONE OF THEM  
CAN WIN. WHO WILL YOU CHOOSE?

SOLAIRIS is the first expandable card game of magic duelling warriors in a far away Universe from Mynd Games.

Players take control of one of Seven races of the Prism system, each with their own strengths and weakness according to their race.

Players then use our unique Power Point System to cast and dispel attacking spells.

In an attempt to knock their opponents wounds down to zero.

The starter box contains:

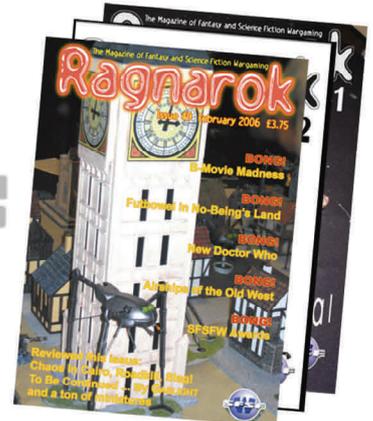
- 14 Warrior Cards
- 38 Spell Cards
- 28 Power Point Cards
- 1 rule book

SOLAIRIS is a game for 2-4 players  
aged 8 upwards

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## The Society of Fantasy and Science Fiction Wargamers

The Society of Fantasy and Science Fiction Wargamers (SFSFW) is an international body dedicated to promoting the fantasy and science fiction genre within wargaming and the hobby in general

SFSFW, 4 Old Acre Road, Whitchurch, Bristol BS14 0HN, England

[www.sfsfw.org](http://www.sfsfw.org)



# TERRORBULL GAMES

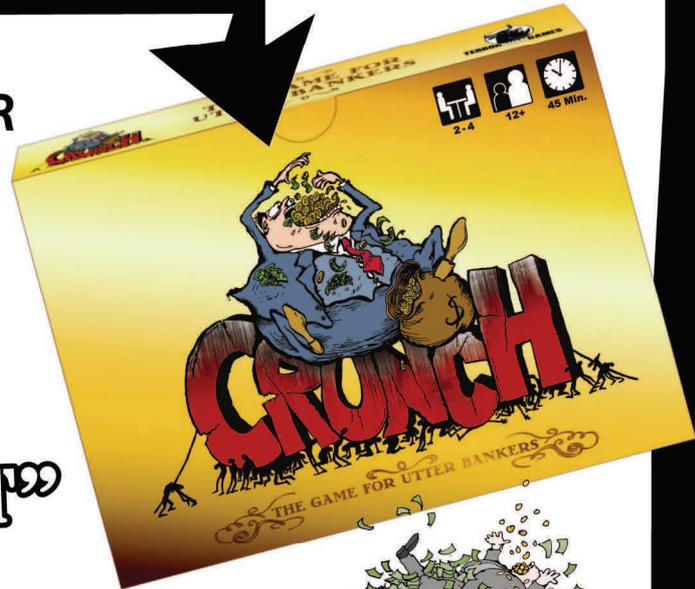


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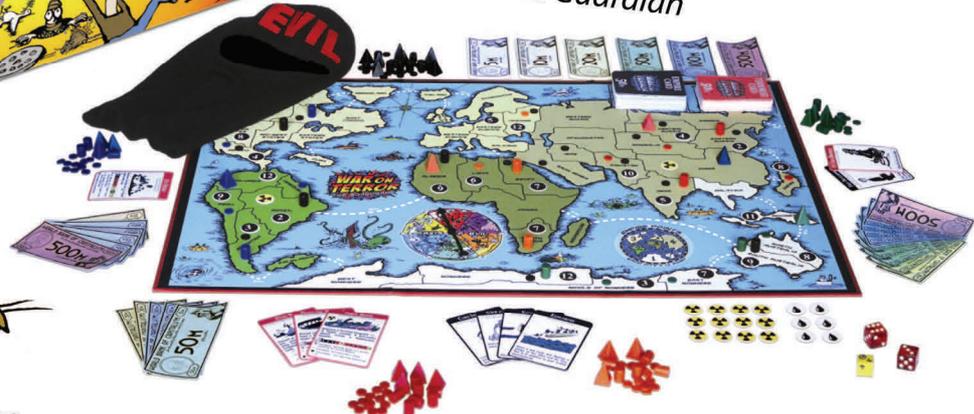
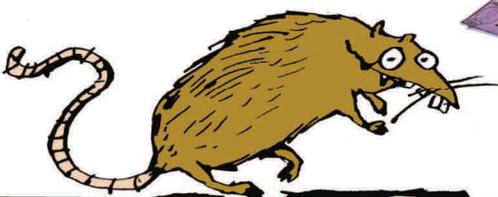
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**OLD!! GET YOUR HANDS ON 'WAR ON TERROR, THE BOARDGAME' - WE'RE DOWN TO OUR LAST OF THE 1ST EDITION**



# LIVING DUNGEON™



## UK GAMES EXPO

Living Dungeon™ transports its challengers into a specially constructed, full-size, medieval-fantasy dungeon where they are menaced by monsters, tormented by traps and perplexed by puzzles.

Living Dungeon™ is not a LARP; but rather, (inspired by the likes of Raven, The Crystal Maze and Nightmare) the emphasis is instead on the teamwork, tactics and logical thinking required to solve the various challenges that will test the wisdom and ingenuity of the players.

Dungeoneers have one and a half hours, to enter the dungeon, explore its depths and confront a series of trials and ordeals; each chamber in the Living Dungeon™ presents its own perils, in order to succeed in their quest. They need bring only their courage and quick-thinking.

***Can you survive the Living Dungeon™?***

Living Dungeon™ is a trademark of UK Games Expo