



All games seat **5 players** maximum due to table size.

Sign up for games will be via **sign-up sheets** located in the **Gaming Lounge** and open from **11am on Friday**.

Games on **Table A** and **Table B** have **5 player spaces** and **3 reserve spaces**. Reserves will be called up if any players are unable or no longer wish to play in a game they have signed up for.

For slots where **Table C** has a game, it is an **open game**, with anyone who turns up eligible to play. Players on reserve lists from other games who do not get a space will be given priority, with other spaces determined by a d20 roll.

In order to give as many people as possible a chance to play, we ask that **each person** only signs up for **1 player space** and **1 reserve space** over the convention. If there are free spaces left **an hour** before the game begins, reserves will be automatically given a player space and anyone is free to sign up, even if they have signed up to games in other slots.

Muster for players and reserves (and anyone who wishes to join an open game) is **5 minutes** before the start of the session. If you have a player space, please be there promptly or your space may be given to a reserve player.

PS. Our GMs are 100% susceptible to kind offers of food or drink.

(No dice? No worries! We've got loads!)



SLOT 1
FRIDAY
13:30-17:30

TABLE A

Honey Heist

GM: Grant Howitt

Recommended Ages: 13+

You're a BEAR! Doing some CRIMES! If you need more than that to get excited about this game, I'm not sure we're going to be friends.

TABLE B

50 Fathoms

GM: Sasha McKenna

Recommended Ages: 15+

Title: X Marks the Ghost

Pirates, magic and the swashing of buckles upon the highest of seas. Someone better splice the mainbrace (whatever that means).

TABLE C

Happy Birthday Dracula!

GM: Jonny Sims

Recommended Ages: 7+

You're an awkward monster, trying to convince some weird humans to come to a party with you. Light monster-friendship social game.



SLOT 2
FRIDAY
18:00-22:00

TABLE A

Zero Void

GM: Jonny Sims

Recommended Ages: 13+

Title: Bad Day at Port Caliban

A gang of ruthless criminals, a stolen spaceship, a bunch of ill-gotten loot and a plan gone south. How are you going to get out of this one?

TABLE B

Fiasco

GM: Sasha McKenna

Recommended Ages: 15+

Title: Bad Habits

What's black and white and scheming all over? These nuns! All that madcap, disastrous Fiasco fun, now in nun flavour.

TABLE C

Dread

GM: Alex Newall

Recommended Ages: 15+

Title: The Shawshank Damnation

The classic game of Jenga-block horror returns! Can you escape the creeping terror inside this prison, or will your plans... collapse?



SLOT 3
SATURDAY
09:00-13:00

TABLE A

Lovecraftesque

GM: Anil Godigamuwe

Recommended Ages: 15+

Title: Mapping the Vault

The study of ancient artifacts is always such a dry and academic affair. There's almost no chance it will descend into creeping, squamous terror... right?

TABLE B

Spooks and Skeletons *(for Kids!)*

GM: Jonny Sims

Recommended Ages: 6-11

Title: Dracula LIVES! (in my Neighbour's Attic)

It's Halloween, and a good night for a sleepover. Until, that is, there's a knock at the door... Kid-friendly horror to give you goosebumps.

TABLE C

Goblin Quest

GM: Alex Newall

Recommended Ages: 11+

Title: Sky-goer 13

Goblins! Space! Goblins in space! Play a team of super-expendable green pioneers as you boldly go where no goblin has gone before and not died.



SLOT 4
SATURDAY
13:30-17:30

TABLE A

Pathfinder

GM: Alex Newall

Recommended Ages: 11+

Title: Rest in Peace

Damn adventurers! Always coming into your dungeon and messing with your stuff! As loyal monsters, it's your job to put a stop to them once and for all.

TABLE B

Feng Shui 2

GM: Jonny Sims

Recommended Ages: 17+ (*graphic violence*)

Title: Steel Fist of the Future

Time-travelling, fully-loaded, spin-kicking action movie fun! Time to save the future with stylish violence and melodrama.

TABLE C

Free Play

No game is scheduled. If you wish to run a game in this slot, please speak to RQ staff. Otherwise, the table is free for unscheduled gaming or general use.



SLOT 5
SATURDAY
18:00-22:00

TABLE A

Paranoia

GM: Jonny Sims

Recommended Ages: 15+

Title: YOUR DECAPITATION WAS IN ERROR. PLEASE DISREGARD.

Good news, citizen! Friend computer has an EXCITING mission for you! It will be FUN and [ERROR]! Your chances of survival are [NOT.FOUND]!

TABLE B

Free Play

No game is scheduled. If you wish to run a game in this slot, please speak to RQ staff. Otherwise, the table is free for unscheduled gaming or general use.

TABLE C

Free Play

No game is scheduled. If you wish to run a game in this slot, please speak to RQ staff. Otherwise, the table is free for unscheduled gaming or general use.



SLOT 6
SUNDAY
09:00-13:00

TABLE A

Scion

GM: Anil Godigamuwe

Recommended Ages: 13+

Title: Time and Tide (1960)

Pulpy 60s adventure - The Antikythera Mechanism has been stolen and, as the mortal descendants of ancient gods, it's up to you to get it back.

TABLE B

Inspectres

GM: Sasha McKenna

Recommended Ages: 11+

Title: Who you Gonna Roll?

Inspectres! Non-copyright-infringing ghost-bothering fun. There's something strange in your geographical area - something weird, and it looks bad. We're certainly not afraid of any ghosts!

TABLE C

Free Play

No game is scheduled. If you wish to run a game in this slot, please speak to RQ staff. Otherwise, the table is free for unscheduled gaming or general use.



SLOT 7
SUNDAY
13:30-17:30

TABLE A

Scion

GM: Anil Godigamuwe

Recommended Ages: 13+

Title: Time and Tide (2017)

That pesky Antikythera Mechanism has been stolen again! But you've still got divine blood in your veins, so it's time for some godly sleuthing!

TABLE B

Pathfinder

GM: Alex Newall

Recommended Ages: 13+

Title: Welcome to Heorot

Hwæt the Hel is going on?! Beowulf is dead already? But you've only just got here! Looks like it's up to you his loyal(ish) Thegns to get the job done.

TABLE C

Big Gay Orcs (or: A Thousand Orchid Blossoms - A Love Story)

GM: Jonny Sims

Recommended Ages: 15+

Romance! Tragedy! Orcs! The warlord is dead and the fortress will fall. How do you make your final stand, and can you bring yourself to tell your fellow orcs your true feelings for them before the end?