



We're back! New games, new faces, new challenges for all comers!

All games will take place in the designated part of the Games Lounge. Participation is by sign-up sheet, which will detail how many spaces are available and if there are any reserve spots. Sign-up sheets for the whole weekend will be posted in the Gaming Corner from 11am on Friday.

So many people as possible have 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 given a player space, and anyone else is free to sign up, even if they have signed up to games.

Players & reserves (and anyone who wishes to join an open game) should assemble 5 mins 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.

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

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

FRIDAY

1pm 3-4hrs

System: Monsterhearts

GM: Helen Gould

Age advisory 15+

Monsters! Angst! Monsters! Teenage-ness! Secret love triangles? Monsters! A game about the messy lives of teenage monsters and coming to terms with what you are.

3pm 2-3hrs

System: Honey Heist

GM: Grant Howitt

Age advisory 13+

It's HoneyCon 2018. You are going to undertake the greatest heist the world has ever seen. Two Things – One: You have a complex plan that requires precise timing. Two: You are a GODDAMN BEAR.

5pm 3-4hrs

System: Dusk City Outlaws

GM: Anil Godigamuwe

Age advisory 13+

In the city of New Dunhaven, those on the wrong side of the law are the Right Kind of People. You have your crew, you have your job, you have the Arrangement. Let's get paid.

7pm 2-3hrs

System: Good Society

GM: Sasha Sienna

Age advisory 13+

It is a truth universally acknowledged, that a Jane Austen fan in possession of a fondness for tabletop roleplaying must be in want of a game. Navigate the pitfalls of romance, reputation, manners and maybe even... marriage?

11pm 2hrs

System: Lovecraftesque

GM: Jonny Sims

Age advisory 17+

Please note: this game will take place on the Balcony, not the Games Lounge

Shhh... The midnight hour approaches, and the inky void that lurks in the heart of all things that reach out with shuddering terror demands a Lone Witness. A GMless storytelling game of brooding cosmic horror.

SATURDAY

11am 3-4hrs

System: Toon

GM: Ross Barlow

All ages welcome!

It's Saturday morning, so time for some cartoons! Find your inner 2D nonsense in this classic game of dodgy physics, dodgier puns and running headlong into a wall because it looked like a tunnel but oh no it was just a painting!

1pm **3-4hrs**

System: Deadlands Hell on Earth

GM: Jonny Sims

Age advisory 15+

Turns out it was the end of the world. Now all that's left is monsters and magic and radiation, and a few scant pockets of humanity. So grab your road warriest leather jacket and strap on as many belts as your torso can take, 'cause it's time to take back the wasteland!

3pm **2-3hrs**

System: The Witch is Dead

GM: Reiley Daniels

Age advisory 15+

Once upon a time, there was a kind and wise and beautiful witch who lived in the forest with you: her adorable animal familiars. At least she did until a #@\$&%*! WITCH-HUNTER broke into her cottage and #@\$&%*! MURDERED her! It's time for some REVENGE. Critter-style.

5pm **2-3hrs**

System: Murder Express [Playtest]

GM: Sasha Sienna

Age advisory 15+

Murder is afoot and everyone's a suspect. Lucky for the victim, you're on the case. Solve a classic murder mystery using your wits and some rudimentary fingerprinting technology, just the way Christie intended.

7pm **3-4hrs**

System: Paranoia

GM: Jonny Sims

Age advisory 13+

Greetings <CITIZEN>! You have been chosen for a <EXCITING> mission for Friend Computer! It will be <#ERROR> and <FUN> and you will not die as long as you <#NOTFOUND>! Remember: traitors are <EVERYWHERE> and happiness is mandatory!

SUNDAY

11am **3-4hrs**

System: Scion

GM: Anil Godigamuwe

Age advisory 13+

The ancient powers never fully went away. They wander our roads and cities, mingling with the teeming masses of humanity. You are one of their children, born to the magic of yesterday and the promise of tomorrow. And you have a job for British Library Special Forces to do.

1pm **3-4hrs**

System: Bubblegumshoe

GM: Jonny Sims

All ages welcome!

Why should grown-ups get all the fun? The world is full of mysteries, and it's up to your group of intrepid teen sleuths to solve them. Theft? Slander? Conspiracy? Whatever the mystery, you meddling kids need to make sure they don't get away with it.

3pm **3-4hrs**

System: Blades in the Dark

GM: Jonny Sims

Age advisory 15+

In the soot-covered underbelly of Doskvol, a group of ruthless scoundrels plan their next score. Sunlight is the stuff of fairytales, but you won't be needing it where you're going. Keep your senses as sharp as your knives, 'cause the Bluecoats are all out of mercy for scum like you.