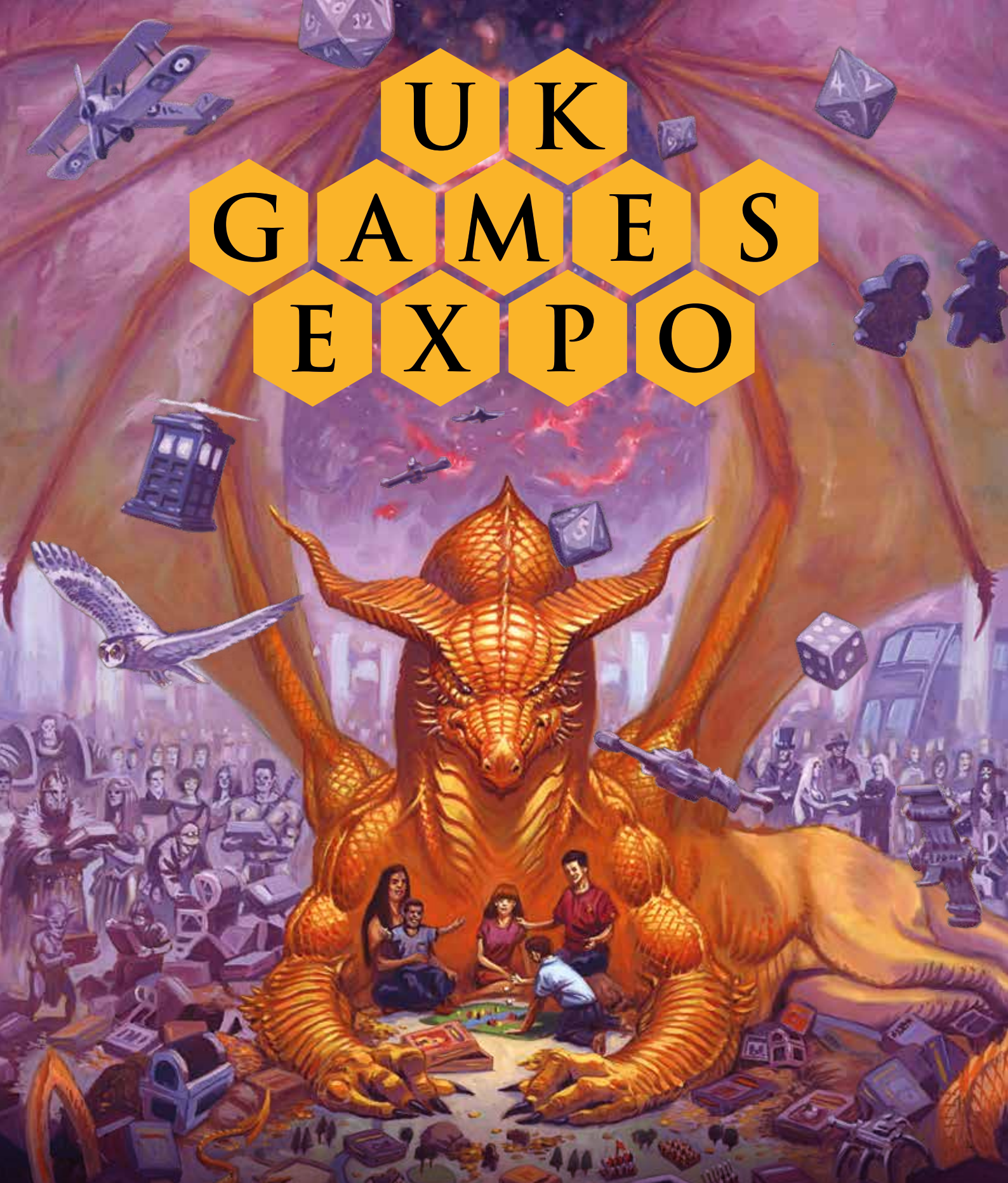


UK GAMES EXPO



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Welcome to the UKGE 2017 programme. Every year the Expo gets bigger, and with it, so does the programme - this year topping 100 pages for the first time. Inside these pages you'll find everything you need to know to help you get the most out of the event, from detailed maps to timetables of the many seminars, workshops, and live entertainment events that are taking place over the weekend. And let's not forget the great articles written by some of our guests and attendees.

This year, as ever, we were inundated with article ideas and submissions, and while

we aren't able to feature them all, we must say a huge thank you to everyone who took the time to get in touch, and of course those who put pen to paper (or fingers to keyboard).

If you've got a great idea for next year, get in touch with us at program@ukgamesexpo.co.uk

Now what are you waiting for? Get in there and enjoy Expo 2017!

The UKGE Editorial Team



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KNIGHTMARE LIVE

By Paul Flannery
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EXPO-GOERS OF A CERTAIN AGE WILL PROBABLY HAVE FOND MEMORIES OF KNIGHTMARE, A FANTASY ADVENTURE GAME SHOW BROADCAST IN THE UK BETWEEN 1987 AND 1994 THAT BROUGHT DUNGEON CRAWLING ADVENTURE ONTO THE SMALL SCREEN

It was created and produced by Tim Child as a Broadsword Television production for Anglia Television, and made extensive use of blue-screen technology to generate an authentic dungeon environment with different backgrounds and graphics.

Teams of four embarked upon a quest: one would be blind to the world inside the Helmet of Justice and guided by the other three from an ante chamber. The dungeon master, Treguard, and his sometime assistants helped teams along their way as they solved problems, puzzles, and riddles. There were three 'levels' corresponding to difficulty, with the quest objective at the end of the third level.

It was the absolute 'must see' Friday afternoon show. Very few teams ever beat Knight-

mare and won their quest making it all the more compelling. Playgrounds were awash with rumours of 'I saw a team win it'.

Knightmare Live began life as a pub conversation (as is often the way with these things, just ask the Crystal Maze guys) in 2012. Some friends and I were discussing which of our favourite TV programmes would make a good Fringe show for Edinburgh. We even mentioned Crystal Maze, but for obvious budgetary reasons we let it go. Fun House was also mooted and, of course, Knightmare. Most of this chat was done in jest, but something about Knightmare just stuck with me, and I began writing.

The first challenge was to secure the rights; I found an old



email address on an abandoned website for Tim Child and wrote to him. A week later a reply, under a pseudonym, said simply "You have reached level one, how would you like to proceed?". Exciting, heart in the mouth stuff.

Transferring a show formatted for TV to the stage is always a huge challenge (just ask the A-Team: The Musical guys), and Knightmare was no different. I researched many different avenues to arrive at the (seemingly) simple answer. Having a separate green room for the

dungeon was mooted, essentially using the same technique as the original. Projection mapping was also considered.

I, with the help of friends, wrote actual scripts with story lines etc. In the end it was Tom Bell who proclaimed "Oh, it's an improv show". This solitary observation transformed Knightmare Live into what

it is now, an interactive game within a framework of a near pantomimic (comedy dell'arte) fantasy realm.

The other huge challenge, of course, is finance. In 2013 I started a Kickstarter campaign and was lucky enough to raise the funds to pay for a large set and a handsome pair of 'spinnin blades'.

The other props I made myself, including the first helmets, for which I had to learn a number of new techniques like fibre glassing and foam carving (technically old techniques, but then I only have a GCSE in Art). I worked almost non stop for 12 gruelling weeks making the show ready for

its Edinburgh debut.

Luckily it was all worth it, the reaction to Knightmare Live has, and continues to be, nothing short of staggering.

The nostalgic catharsis of seeing a childhood favourite made flesh in front of you is a powerful draw. I'm constantly receiving emails asking to take part in the show, and I delight in the joy the show can bring for people. It helps that we have the best audience. I'm not just being partisan, they genuinely are amazing. I spent several years on the comedy circuit, trust me. In our last show, in Leicester, some people shouted out a call back to a joke we did in a show two years previously. That's dedication!

If I had to have a 'best moment' then it would probably be the Hugo Myatt (the original Treguard) cameos. He's done it twice now, and the reaction has been insane. The show literally has to stop for a couple of minutes while the cheering and chanting dies down. We've been extremely lucky to have him take part and I'm happy to report he's a lovely man and consummate professional. Never meet your heroes? Pah!

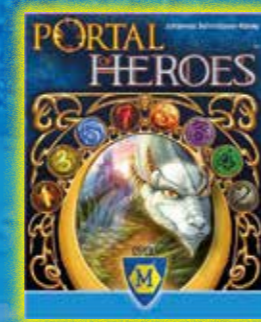
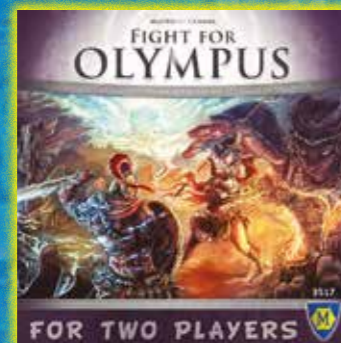
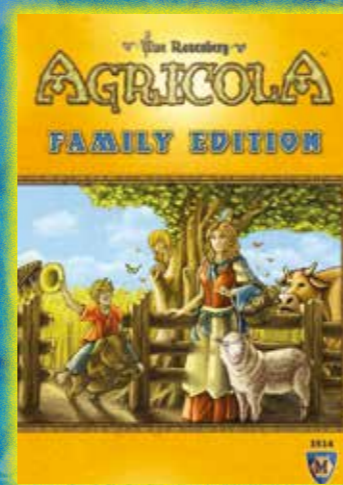
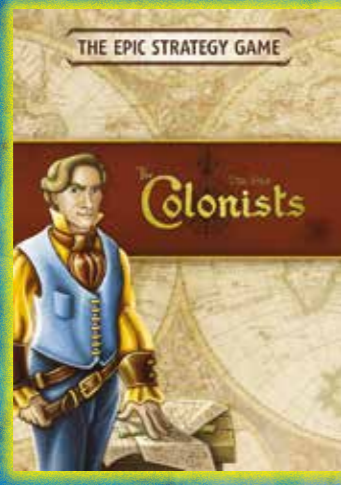
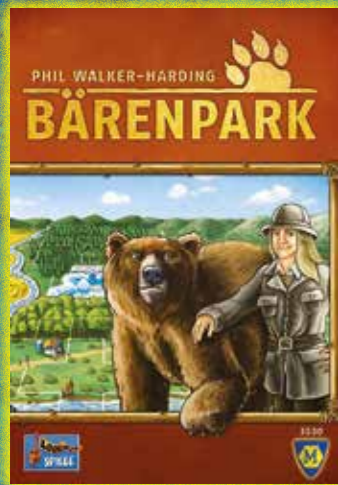
I'm hoping to take Knightmare Live on tour again. It's a very tricky thing to do logistically, as there's a cast and a large set, but we're working tirelessly to make it happen. There are still so many people who have no idea that it's even a thing (please tell everyone you know). I also have a solo show (the MMORPG show) that is coming to small theatres and festivals, and I have some other projects planned for the future.

In short I owe all of my career opportunities to Knightmare Live, so I shan't be hanging up the helm just yet. Plenty more quests left in the dog... That's a phrase right?



DETAILS OF KNIGHTMARE LIVE, AND OTHER ENTERTAINMENT AT UK GAMES EXPO CAN BE FOUND ON PAGE 47.

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UKGE APP

THIS YEAR WE HAVE LAUNCHED OUR FIRST UK GAMES EXPO CONVENTION APP ON ANDROID / iOS.

The Application has been designed to give you online access to show information and to enrich your experience of the show during your visits.

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- EXHIBITORS
- BRING AND BUY SALES STATUS
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BROADCAST BARDS AND STREAMING SAGES

By F. Wesley Schneider
@FWesSchneider

There used to be just one road to becoming a great RPG Game Master. As veteran GMs can tell you, that path led through the ruins of countless imploded campaigns and chaos-mired modules.

Today, GMs have at their disposal more storytelling resources than ever before, and the path to gaming greatness doesn't necessarily cross a physical game table at all.

Becoming an expert GM has never been easy, and no hint book or message board of secret tips can change that. You can read all the advice you want. You can plan and over plan, you can go with the flow and adlib. In the end, no strategy survives engagement with the players. It's a reality, but far from a dire one. Nothing helps make you a better GM than diving right in and logging a few hundred hours of at-the-table experience. Getting a group of players together isn't always a simple feat, but even when you can't run a game yourself, there are still lessons to learn from other GMs.

Right now, literally hundreds of RPG campaigns are unfolding online, whether on Twitch, YouTube, or via podcasts. Some of the most popular, like Geek and Sundry's Critical Role or Hyper RPG's The Gauntlet, are elaborate affairs more akin to television shows than an evening around the game table. The other end of the spectrum features everyday gamers. Whether you're planning to run your first game, or you feel like you never step out from behind the screen, taking a virtual seat at another group's game table can be more than entertaining, it can make you a better GM.

The best broadcast GMs make the ideal obvious, running games that are fast and sharp with quick banter and engaged players. The highest profile shows demonstrate exactly what adlibbing looks like, how GMs riff on players' crazy ideas, and why the rules rarely matter so long as everybody's having a good time. These heavily produced, stylish programs make fantastic fare for GMs looking to crib best practices. But as valuable as such shows can be, keep in mind that many are more performance than game. The most popular broadcasts feature experienced actors dedicated to making sure the show never

gets boring. They're far from your average RPG experience and don't typically demonstrate situations that will crop up around your game table.

It's great to know what an ideal RPG experience looks like, but knowing what reality looks like can be more useful. To that end, there's definite value in taking in broadcasts at the more amateur end of the spectrum. Such games are usually far truer to life, demonstrating exactly the sorts of challenges that might crop up during any run-of-the-mill game session. Rules disagreements, problem players, flailing GMs, the entire obstacle course of gaming hurdles goes on display with a simple search of Twitch or YouTube. There's a lot to learn in seeing how games naturally unfold then considering how you might do things differently.

A few short decades ago, most GMs might have had one or two RPG groups to share their stories with. Today, it only takes a few quick searches to start curating a variety of virtual side-groups. Aside from helping GMs improve their craft, there are other fringe benefits. Chief among these is expanding your familiarity with the diverse array of games available. It's easy for us to get set in our ways. Often we find a system that works for our group and stick with it out of sheer momentum. Other times we simply play the one or two games we know. Regardless of why we play, convincing a gaming group to change from a beloved system can be a daunting task. Turning to online groups broadcasting unfamiliar games can help you get more variety out of your gaming time. Today, there are more roleplaying games available than ever before. Beyond massive print series with decades-old pedigrees, the indie RPG scene has never been richer. It's entirely possible that you and your players might be better served by a game you've never even heard of. A shift in game could also mean a shift in who you're playing with. While some roleplayers might not be comfortable with a technically

complex RPG, a more narrative-focused system might be right up their alley. With a little exploration, you might be able to rethink who in your social circle is invited to game night. Sampling different games online can be the first step toward not just finding your new favourite game, but in swaying the rest of your players once you've found it.

Maybe you're not interested in changing your game, though. Watching groups playing different RPGs can help you enrich whatever game you are playing. Beyond garnering basic GMing skills, it's helpful to gain familiarity with systems that do certain things particularly well. Some games feature great systems for telling horror stories, others play up fast-paced battle, still others highlight romance or a thousand other themes. Games like these usually focus a great deal on creating a narrative that reinforces a certain experience. Storytelling elements like these transcend game rules. If you know you're planning to run a horror adventure, spend a bit of time watching groups playing creepy games, no matter what system they might use. You're sure to learn more about atmosphere, pacing, and other storytelling techniques than you are from a game that doesn't prioritise horror. The same goes for the full gamut of thematic RPG experiences.

While many gamers started roleplaying online to share their games with specific players across the world, recent years have seen a broadening of gaming bandwidth. Tools for online play and broadcasting have become more flexible and user friendly than ever before. When we can't get our personal games together, there are now countless others that we can take part in via streaming services and live chats. Today we can virtually browse the experiences we want to have, meet with our groups online, and more reliably refine our storytelling skills. While there will never be a replacement for sharing stories with friends around the game table, the best GMs keep numerous tools in their bags of tricks. So, isn't it time your game got an upgrade?



F. WESLEY SCHNEIDER IS EDITOR-IN-CHIEF AT PAIZO INC., CO-CREATOR OF THE PATHFINDER RPG, AUTHOR OF THE NOVEL BLOODBOND, AND A WRITER ON THE UPCOMING GAME STATE OF DECAY 2. FOLLOW HIM ON TWITTER AT @FWESSCHNEIDER OR FIND HIM PLAYING GAMES FOR THE INTERNET ON TWITCH AT WESSCHNEIDER.

DARREN, YOU AWAKE TO FIND YOURSELF IN A DARK ROOM!

WELL, HERE WE ARE AGAIN! HELLO, UK GAMES EXPO! IT'S GREAT TO BE WITH YOU FOR A THIRD YEAR! MAY GOD BLESS ANY EVENT THAT HAS, IN ORDER:

1. LET ME SWEAR AT CHILDREN.
2. THROW PINEAPPLES AT TEENAGERS.
3. TELL DIRTY JOKES TO DR WHO.
4. PAID ME VERY WELL FOR ALL OF THIS APPALLING BEHAVIOUR.

THANK YOU.

This year, I look forward to building more anarchy with all you cunning game-players, rule-benders, dice-rollers and Warhammer people. (God bless anyone who has the patience to paint models... I'm one of those people who've had to reconcile that my Gargoyle in Heroquest will remain forever grey.)

It's lovely to have been asked to bring back The Dark Room, and the world's only live-action videogame comedy show stands ready to plunge each and every one of you back into the horrors of 1980s gaming. Prepare yourself for a text-based adventure with all the challenges and mayhem that entails - no graphics, just GO NORTH, FIND LIGHT SWITCH, ABANDON HOPE and the greatest enemy of all: everything.

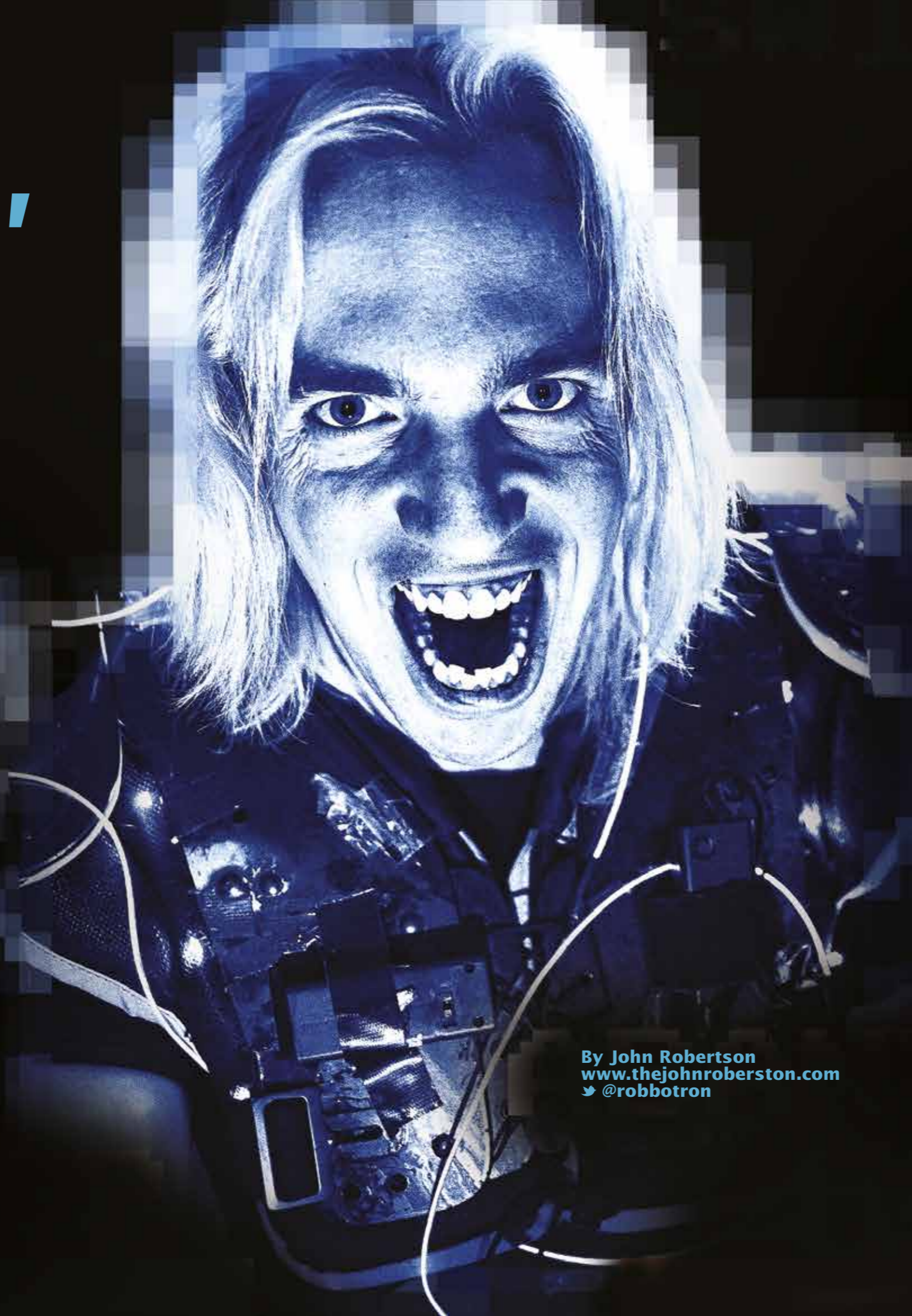
We've got jokes, we've got insanity, we've got some of the hardest puzzles you'll find all convention. If anyone I select from the crowd wins this year, I'll give them £1000. (I know the puzzles are hard because, after two years at this event, none of you have won yet, and your misery makes my wallet very, very happy.)

So, if you've got any adventure in you, if you were a Fighting

Fantasy or a Final Fantasy or Hitchhiker's Guide To the Galaxy person, kindly drop on by and play The Dark Room. Ian Livingstone did once, and I'm not saying that the creator of Fighting Fantasy unlocked a part of the game almost nobody else had ever seen before, but of course he did. Some of us work to become what we are; Ian Livingstone was born a Level 22 mage.

Now, what was I saying? Ah, that it's good to be here. It genuinely is. It's always a blast performing at UKGE, because the crowd makes it a party. I remember a little boy who screamed that all that all he wanted in The Dark Room was "CONTEXT". A lovely contribution. I put a "Context" option in the game for him. Yes, proper comedians get actual heckles thrown at them, but I get small, clever children looking for meaning. Lovely!

This is a great convention, and I hope you'll have a tremendous time over the next few days. I look forward to doing what I normally do between my shows; chatting nonsense, losing heavily at Coup, and my annual four-hour role play session with two pals of mine. You have your holidays



By John Robertson
www.thejohnroberston.com
@robbotron

your way, sometimes to relax I stop pretending to be a videogame and pretend to be a space marine instead. (Same outfit, though.)

After the con, The Dark Room will be out touring the UK, as it always is - I'm doing two sessions a day all through the Edinburgh Fringe, there's upcoming London shows and I'm doing massive 1,000 seat versions of the thing at the Insomnia Gaming Festival.

My mailing list and all my dates are at www.thejohnrobertson.com

Twitter is @Robbotron

And wouldn't you know it, we're about 700 words under the word count they've requested! So, here are a few games to play while you're around the convention:

1. WHERE'S DARREN?

Whenever you're bored and wandering about, shout out "Darren!" and see how many people shout "Darren!" back at you. I 100% guarantee the results will become increasingly surprising as the convention goes on.

(NB: Should you find an actual Darren by calling out "Darren", congratulations, you have won that Darren. Buy them a drink; it's going to be a long few days.)

2. FIND THE SNITCH

Finally, a low-energy game that fuses Quidditch with prison life! Walk around the convention and see if you can find the bloke who grassed me out to the cops. Shank them in the exercise room. Tell no-one.

3. EVERYTHING IS A LARP

Get some friends together and spend the next few hours reducing EVERY SINGLE HUMAN BEHAVIOUR to a quantifiable roleplaying action. Do you want to pick up that drink? You'll need to roll a D20 to see if you can. Want to have a shower? Roll. Your job is now your class, and bestows special skills, or the lack thereof. Introduce yourself to people with phrases like, "I am JEREMY, I am a mighty DATA ANALYST." For extra fun, go to the Hilton Hotel near the NEC, and see if you can successfully navigate your entire party through their revolving door (you won't be able to, since people can barely do it when they're being normal.) When the staff tries to throw you out, roll to see if they can. (They can.)

4. CLUEDON'T

A disappointing game where nobody gets murdered, so you don't have to do anything.

5. STRANGER IN A STRANGE LAND

Go to Birmingham. Good luck.



DETAILS OF THE DARK ROOM, AND OTHER ENTERTAINMENT AT UK GAMES EXPO CAN BE FOUND ON PAGE 47.

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WHY EVERY SCHOOL NEEDS BOARD GAMES

By Sam Wilderspin
@SamWilderspin

SCHOOL CAN BE A SCARY PLACE WHEN YOU'RE A PUPIL. SCHOOL IS THE HOME OF MANY OF YOUTH'S DEFINING TRIALS AND CAN FREQUENTLY THROW UP INTIMIDATING SCENARIOS FOR YOUNG ADULTS.

Not only will most people remember squeezing down corridors as a Year 7 pupil sneaking terrified glances up at impossibly tall and stubbled boys, or scarily rebellious girls defying all of the school's uniform rules, school also leaves many desperately burying their eyes into their books in fear of having to be put on the spot by the teacher's next question. For today's pupils, the intense focus on exams, levels, progress and setting brings with it nightmares and a potentially dispiriting knowledge of where you rank amongst your peers. School can be terrifying.

Extra-curricular clubs have long been a key to finding some fun in school for many pupils, with sports teams and music groups providing a sense of identity and team spirit. At the Trinity School in Nottingham, my colleagues provide so many valuable experiences outside of the classroom, as do countless great schools across the

country. What I would like to do though, is champion board games a bit as there is something unique about the experiences they can give to children and young adults. Trinity's board gaming club is a place that brings pupils together to genuinely play. Board games can bring play back into the school life of teenagers and teach them a lot more than deck building and area control strategy.

The constant challenge of any teacher is making learning fun, and this is admirably tough when it means sitting a fifteen year old down for an hour on iambic pentameter, trigonometry or covalent bonding. At the same time, subjects can be so difficult for some pupils that their desire to learn can become veiled. School can become a series of lessons that must be survived, hidden in and then buried in an itching ball of



"BOARD GAMES CAN BRING PLAY BACK INTO THE SCHOOL LIFE OF TEENAGERS AND TEACH THEM A LOT MORE THAN DECK BUILDING AND AREA CONTROL STRATEGY."

supressed stress. So what's truly invaluable about having board games in school is that it ignites that desire to learn in the pupils that play them. When they are learning the rules of Pandemic, not even the most awkwardly shy pupils will shirk asking a question because they want to know what they can do and they want to be able to take part in saving the world. Now, a few games of Pandemic won't be enthusing pupils to start asking questions about the merits of using trochaic tetrameter in a poem, but associating a different kind of learning with school can be invaluable in affecting a pupil's opinion about their school and the time they spend there.

It's unsurprising that learning to play games is a fun activity, but board games also turn pupils into experts themselves. It is so empowering to be the one who has already played Mysterium and can now teach new players how to play, taking on the role of the ghost who runs each round. This is even more powerful when you're teaching someone two years above you. Board games are as much about sharing, teaching and learning as they are about actually playing - as the excited buzz of people learning countless new games at UK Games Expo will attest for - and this thrill of



MAKE ANY ROOM A GAME ROOM



sharing something new breaks down the often scary and regimented social barriers of school in scenes of laughter, cooperation and competition.

These scenes are the heart of board gaming. While traditional sports teams always create a sense of camaraderie and competition, board gaming's variety and playfulness make it a great way of establishing fun social dynamics. The inherent silliness of Catacombs, a game of heroes and dungeons played by physically flicking your wooden heroes at the overlord player's minions, encourages pupils to learn to laugh at themselves as they 'epic fail' and flick their hero short, leaving the piece sat comically close to the room's biggest enemy. At the same time, when four pupils are teamed as heroes against their own teacher playing the dungeon master-style overlord, the shouts of 'what a shot!' and screams of delight as one of them makes a critical shot can be both deafening and completely heart-warming. Admittedly, staff walking by may have popped their heads in with faces of bemusement and confusion after over hearing chants of 'Shoot Sir! Shoot Sir!'

It's scenarios like this that have earned board gaming its long standing association with family time. Board games pull people of all ages together in a unique way. It is clear that the pupils at board gaming club crave this kind of play. For teenagers today, social media is king, and the pressures it brings are a fact of life for them. It's no wonder that such focused play time is enjoyed with such enthusiasm.

Where older pupils can feel threatening in a school corridor,

and social media encourages teenagers to act older than they are, board games can be an instantly disarming activity. When playing board games in school with pupils of different ages, the games encourage them to not only listen and cooperate in games of Pandemic, Burgle Bros and Ghost Stories, but safely lie, bluff, cheat and deceive in games of The Resistance, Sheriff of Nottingham and Cosmic Encounter. So frequently, games encourage you to laugh at your own errors, your own over ambitious gambling or someone's perfectly pitched bluff. This is all social learning at its very best. It's a frame work for forming fun social interaction and creating memories for pupils to revel in together.

What is forever rewarding about running a board gaming club is seeing the pupils relish their chance to be the hero. Every good game is designed to make you, at some point, feel powerful, impressive, smart, cunning or crucial and this is so important in a setting where it's easy to be forgotten in classes of louder characters or higher achievers. The favourite part of learning a new game for the pupils is always the bit where they get their own role or character. The pattern is always the same when they play something like Cosmic Encounter. As each pupil finds out their unique alien power, they start bouncing around on their



"BOARD GAMING'S VARIETY AND PLAYFULNESS MAKE IT A GREAT WAY OF ESTABLISHING FUN SOCIAL DYNAMICS."



seat, bashing the elbows of their neighbour repeating what was just said about their alien aloud to the group. A second later they will be calling someone's name and repeating it all yet again in a tone of increased excitement. It won't be heard though; the other pupil will just as deliciously shout back their own power in a frenzy of hype until the first turn is actually played.

That's before the game has even started. The instant reactions of shock, surprise, delight and anger that are roaringly expressed in a huge natural chorus of 'OHHHHHHHHHH' when an upset is caused by the surprise play of the game's powerful 'Attack 40' card, and more so when this card is beaten, are wonderfully emotive for the player at the heart of the move. Great games provide moments like these over and over again. At school, they aren't just fun gaming memories but moments of growing friendship and self-esteem.

School can be scary and this won't ever change but if you are a school pupil reading this, when you get back to school, find a teacher and teach them a game. Start the best club you'll ever be part of. Invite someone younger than yourself and teach them how great board games are. Invite someone older and play The Resistance with them. If you are a teacher attending UK Games Expo and you don't run a board gaming club already, please start one. It's the best.

SAM WILDERSPIN IS A TEACHER OF BOARD GAMES, YOYOING AND OCCASIONALLY ENGLISH AT THE TRINITY CATHOLIC SCHOOL IN NOTTINGHAM.

BEASTS OF WAR



Could you introduce yourself and the rest of the Beasts of War team?

Beasts of War are a small team of gaming fanatics who operate the World's Premier and Most Diverse Portal for Tabletop Gaming covering all aspects of the hobby from companies both large and small.

er all genres, and are constantly expanding the types of games we report on. That has helped us create arguably the world's most friendly and supportive readership and community, who are active 24/7 helping and inspiring each other to get the maximum enjoyment out of their hobbies.

What made you want to set up a website based around gaming?

Back in 2009 the tabletop gaming industry was just starting to enter a new golden era, where small companies would have access to technologies and funding (Kickstarter!) to create amazing new hobby experiences.

There were very few online resources that wanted to share the amazing developments and products of this rapidly evolving industry, so we created Beasts of War to talk about and showcase all the cool stuff that was happening.

What's unique about Beasts of War?

Beasts of War has the widest coverage of tabletop gaming of any media outlet in the world. We cov-

Beasts of War is going from strength to strength, why do you think that is?

We have been very fortunate to have built a strong community around the project that reaches out to more and more people every single day, and drags them into this amazing hobby we all share.

We do our best to keep them informed, entertained and maintain an always improving online environment to share the stuff they love. A key part of this is making sure to engage with them as often as possible via social media, in the comments on our forums, and through videos.

Did you start out being centred around wargaming and expand to board games

"WE CREATED BEASTS OF WAR TO TALK ABOUT AND SHOWCASE ALL THE COOL STUFF THAT WAS HAPPENING."

and roleplaying or was that always the plan?

We evolve just as the industry evolves, so with the dramatic increase in board and card games development, our coverage does widen constantly to be able to cover the latest innovations and trends in a meaningful way.

Board gaming is still a facet of the hobby we're exploring in more detail, but as we play them quite often now in our downtime, it's only natural we'll add them into library of video content going forward.

How do you balance your content between the industry giants and the smaller independent companies?

From the outset, we have always had a bugbear about balance and presentation. We felt that if the industry was ever going to flourish, then every company deserved an equal platform and presentation level so their innovations could be truly appreciated.

So, a huge amount of our



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time was spent on the design and presentation of Beasts of War, and an even longer amount of time and effort was put into reaching out to all the gaming companies across the world to give them the platforms to show the world their creations and ideas.

from the creators with us.

In the run up to our Boot Camp on Flames Of War 4th Edition, we had one of our community members, now Historical Editor, working on a series all about El Alamein and the desert conflict of World War II. It made



Our Weekender chat show in particular is a great outlet for companies to showcase their games in a format that is relaxed and provides some great engagement with the community.

What have some of your favourite features or articles been recently?

Most recently we've really been diving into our community forums and enjoying a lot of what they have to offer. We've been running what we call our Community Spotlight for a while now, where we honour the painting and modelling of some of our members.

This not only gives us a great insight into what our community is working on, and an opportunity to show off some amazing painting, but helps us develop ideas and techniques ourselves. It's also been great to do something that engages with the community and allows us to work together to become better hobbyists.

Another of our recent articles we really enjoyed surrounded our Boot Camps. We run these semi-regularly throughout the year, and they allow community members to come and learn to play tabletop miniatures games

for fascinating reading and really caught the attention of our community.

What are the plans for the site for the future?

Over the next months we have a raft of new features being added to the website, to give the community even more powerful and interesting ways to enjoy and share stuff about their hobbies. It's been a very hectic few months within the development team at Beasts of War and we're really looking forward to unleashing new stuff for the community soon!

What games have found a place in your gaming cupboard recently?

Currently we've really been getting stuck into the Dark Age world of SAGA by Gripping Beast and Studio Tomahawk on the miniatures front. It's a fascinating game, which is very easy to learn and is both historical and fantastical in genre at the same time. Written in the spirit of the old Norse sagas, it really does capture the imagination, and we currently have a campaign running every other weekend at our studio alongside the local gaming club in Coleraine.

"WE FELT THAT IF THE INDUSTRY WAS EVER GOING TO FLOURISH, THEN EVERY COMPANY DESERVED AN EQUAL PLATFORM"

On the board and card gaming front we've really been taken by the likes of Arkham Horror, the new LCG from Fantasy Flight Games, and the new DOOM was a lot of fun too. It's nice to see more miniature based board games on the market, effectively tying different aspects of the hobby together.

Some of the team have also been enjoying the likes of T.I.M.E Stories, which provides you with a very different experience on the tabletop that's more deductive and cooperative! It's a lot of fun trying out new ideas.

What are you excited to see at this year's UK Games Expo?

This year sounds like it's going to be massive and we can't wait to get out there and talk to board, card, and of course, miniature game creators to find out what new games they're working on. The demos and seminars held throughout the event really do provide a fantastic connection between the designers and the people that play their games, and we think that's going to be an important part of Expo this year, as it has been in the past.

Getting some time to sit down with friends, both old and new to play some excellent games, and sharing our experiences together, should be a lot of fun too, so we'll be gaming into the wee hours no doubt after we've finished rushing around and looking for some hidden gems!



WHAT HAVE RPGS EVER DONE FOR US?

RPGS IN THE PAST HAVE BEEN THE VICTIM OF BAD PRESS AND ARGUMENTS, HIDDEN AWAY FROM THE MAINSTREAM. BUT WHAT HAVE THEY EVER DONE FOR US?

Tabletop roleplay means many things to many people. To some it is the thing to look forward to after a long week at work, for others it's a way to meet other like-minded individuals, and for some it's even a reward for doing well in school or getting all their homework done.

Traditionally RPGs were limited to a handful of individuals who had learned about the games through word of mouth, or having picked up a book just out of interest. Now, however, with the increase in awareness of social media and streaming sites, you can join a game being played at any time of the day, or even just watch for hours.

This increased interest has opened up the industry to people who wouldn't have ever got into the hobby in the first place, meaning there are more people than ever wanting to learn the games and find out what is out there. Over the past few months, far more people have been coming into stores and asking about roleplay and how to get into it than ever before. Yet it isn't just the increased awareness of these games online that has driven forward the variety of RPGs that are now out there.

RPGs are a great way to increase creativity and start a dialogue about difficult themes (as well as quite frankly being fun) and so over the past few years a number of RPGs specifically designed for children have started hitting the market. At the moment, only a few of them are available from general distributors, but many more of them can be found online at websites designed specifically for tabletop RPG games.

So not only are more people getting into roleplaying, but their children are as well. What are the benefits of it all, though, other than sheer fun?

CREATIVITY

Without creativity there would really be no roleplaying. After all, the very basics of roleplaying is two people having a conversation about a scenario in their heads. Yet it is so much more than that; it is an interactive story where one person becomes the narrator and the others the characters in the narrative. The power behind it all is realising they

too can influence what is going on in the story. To tell this story or even change it, you need to have listened to the situation and then plotted and planned ahead. This increases your language skills, forces you to contextualise, and gets you to weave a story based on your own characters. All of this before you even get into the other benefits!

It is quite common for players to work on a background for their characters even if it is never acted upon in the game. Many authors have written about their own roleplaying group's adventures and had them turned into books, in fact it's an excellent starting point to get you going. You never know where the tales may take you, and even if it doesn't go anywhere further on it's always fun to go back with your group and relive those adventures.

SOCIAL

One of the best benefits of RPGs is that they get people away from their computer screens (unless of course you are playing online) and meeting up to talk face to face. Over the years of running RPGs I've had people from all walks of life meet and then become friends, from astrophysicists to MMA fighters. I have had whole families take part, and there have even been some marriages along the way.

Social interactions not only increase social awareness on a more personal level, they also allow people to make friends and share experiences, meaning they will always have something to talk about even if they don't normally fit together in a social setting. How many times have you met up with a group of

friends for a reunion and talked about the old days? Now imagine doing that and talking about the last dragon you slew, or even that evil lich you helped defeat in the final epic battle.



THE FEEL GOOD FACTOR

I have never listened in on, or played in a roleplay group that hasn't laughed together at least once during a session. Even in the most horror focused game, there is still a time and a place to laugh. Some years ago I was in a session that had to be halted so the players could recover from laughing. We were so loud people from other events wandered over to see what was going on, and then asked to join. They, of course, did, and have been playing RPGs ever since. On a scientific level, laughter floods our systems with serotonin, which is a natural antidepressant.

PROBLEM SOLVING

RPGs are strewn with problems, be it persuading a character to do something or solving an actual puzzle. These all provide challenges to players who should be able to attempt them without the fear of failure beyond that in the game. It allows people to get creative, and test out ideas individually and as a group.

NEGOTIATION

Negotiation is something that is only learned through experience, and so RPGs provide a perfect place to test these skills out. This is also part of team work, which is essential in games such as these. By working together, players can accomplish particular goals they wouldn't ordinarily be able to succeed in on their own. This is closely linked to problem solving, but also work on your empathy skills allowing you to understand and gain insight into the reasons behind certain actions.

Keeping your brain active – a study in 2003 (available to read online here:

By Heidi Cook
Assistant Manager
IQ Games Centre

<http://www.nejm.org/doi/full/10.1056/NEJMoa022252#t=article>) showed that playing games can lower the onset of dementia and Alzheimer's. Logic puzzles and creative thinking, which you can find in roleplaying, can thus help improve mental health.

READING AND MATHS

There is a lot of reading in RPGs, and even in systems that are relatively rules light there can still be a significant amount for people who are not used to reading or learning. However, if you are doing something you enjoy, you will pick it up a little easier and work harder at it. This includes maths! Although at first glance there is little maths to be had, any game that uses dice will require counting, and even some distances to be worked out, particularly in battles. I am always amazed by the young roleplay group I run with how creative and mathematically advanced they are.

Don't like dragons, dungeons, or maidens in distress? That's fine, there are RPGs out there now for everyone to be able to play in any genre and any style: from single one shot games (that can be done in an evening) depicting a simple meeting of two people, to a massive multi-table game where each group affects what happens on the other tables.

As the popularity of games grows and more and more people get into the systems, we may very well see it becoming more mainstream, especially when the benefits of roleplay are more universally known. After all, what is wrong with spending an evening with new friends laughing at something that has happened within the world we've created?

So now you are interested, how do you even go about getting into an RPG? Luckily, the UK has a pretty robust gaming community, with a number of websites dedicated to getting players and GMs connected. There are also a large number of Friendly Local Gaming Stores (FLGS), many of whom will have roleplay groups already running. If they don't, go buy a starter box and get one going! Ask them to put up an advert in the store, or even on their social media. You may only begin with one or two players, but over time that will grow.

Now is the perfect time to jump into the world of RPGs, you really never know where the journey is going to take you. Now go and get some dice!

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EUROPEAN CHAMPIONSHIPS

By Alex Watkins
Head of Organised Play Fantasy Flight Games

I'm sure you will all join me in celebrating a first for the Fantasy Flight Games Organised Play calendar, a brand new FFG European Championships!

For several years now, Fantasy Flight Games has been running its own dedicated event in North America (currently hosted at Gen Con, Indianapolis) and in Europe we've been eager to replicate this and provide a platform for European fans to compete. The huge success of the North American championships, coupled with the growing pressure from our passionate European community, has led to the launch of a dedicated European Championships, set to take place for the first time here at UK Games Expo.

WHAT WILL THE FFG EUROPEAN CHAMPIONSHIPS FEATURE?

The Fantasy Flight Games European Championships will feature seven games currently supported by FFG's Organised Play, all of which will include a main event, whereby all participants will be competing for points and prizes, and ultimately, a place in the knock out stages.

WHAT HAPPENS IF COMPETITORS GET KNOCKED OUT EARLY?

The games follow a 'Swiss' format whereby entrants get paired against people on the same winning record as themselves. This means that competitors always get a full day of gaming. Once the 'Swiss' section is over, there is a cut to the top competitors, who go on to the knock out stages.

On top of main events, there will also be a range of side events, included for holders of a main event ticket. These side events are open to all European Championship entrants over the full three days as we seek to create a 'Festival of FFG'. So if you sadly don't make the cut in the

game you came to play, there are plenty of other opportunities to compete with friends old and new (and win prizes!).

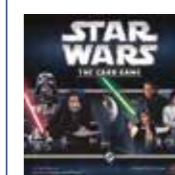
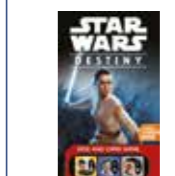
WHAT DOES FFG ORGANISED PLAY LOOK LIKE?

FFG games supported by Organised Play follow a set track, which leads up to the World Championships. This starts with local Store Championships, which lead to the Regional Championships, which in turn lead to the National Championships and then on to the World Championships. The World Championships are held at the Fantasy Flight HQ in Minnesota. At each stage of the track, the winner of the event gets a boost into the next round, although all levels are open for all to compete at.

The FFG European Championships stands apart from this track as an open event where everyone competes at the same level. All competitors start on a level field, and if they are skilful enough to win their games event then they will win flights, hotel, and entry to the World Championship of their game.

WHY UK GAMES EXPO?

When deciding on a venue to host to this event, I knew I needed a professional set up that would be able to cope with a potentially huge competition. European players love to travel to play their game, and so I wanted to make sure I could accommodate as many players as possible. For X-Wing this is up to 600 players and in total across all seven games I wanted to make sure we could seat nearly 2,000 players.



UK Games Expo has a tremendous record of delivering large scale tournaments, and still holds the current world record for the largest ever X-Wing event, with the Yavin System Open in 2016 attracting close to 400 diehard gamers from all around Europe!

When settling on a venue, it was clear we needed somewhere that could handle the capacity, as well as being within reach of those in mainland Europe. We're aiming to accommodate as many players as possible.!

The UK Games Expo team has been fantastic to work with, and we have a great relationship, built up through years of other events we have organised together. Working with UK Games Expo feels like a natural progression for Organised Play in Europe, rather than a huge undertaking. From organising the judging panel, to tech and internet assistance, the team has been very supportive, which makes the entire process much easier to manage. The end result will be a truly unique tournament and hopefully a new gold standard in multigame premier level events.

The future of the FFG European Championships is still very much a fluid thing. Knowing that the North American Championship found an anchor at GenCon and knowing the capabilities of UK Games Expo, I can see a future where UK Games Expo hosts multiple FFG European Championships. However all involved have agreed that it would be great to give the European Championships a chance to move to new grounds and travel the continent. Whatever comes in the future of the European Championships, I know that having its first year at UK Games Expo is giving the event its best chance of success, and I look forward to working with the UK Games Expo team again in the future.



TOURNAMENT
DETAILS CAN BE
FOUND ON
PAGE 74.

ALLIANCE WITH A WYVERN

By Peter Blenkarn
Inside the Box
Board Games (ITB)

It started with a seized opportunity. Last year the Expo team asked for publishers for the Wyvern's Lair, a Dragon's Den style event, where designers present their freshest designs to a panel of publishers from across the industry.

ITB was lucky enough to be one of those publishers.

Twelve contestants pitched their ideas to the panel and an audience of Expo attendees. We got to see a range of ideas from a group that represented the wonderful diversity and creativity in our community. We saw alternate-history wargames, tabletop RPG crossovers, rollercoaster racing games, unusual abstract games, and, then, Sub Terra.

Tim Pinder, the game's designer, pitched a tightly-woven game with a clear sense of creative purpose. He had defined, achievable aims for his project, and a lucid sense of what made a game fun to play. Sub Terra sounded fantastic, a cooperative game where players attempt to escape a hazardous network of caves, before their flashlights ran out of batteries or the horrible things in the darkness closed in around them.

I approached Tim right after the event and said that I'd love to work with him as Sub Terra's publisher. He was also approached by other publishers, and I had to beat Lewis from Braincrack Games

in a bloody fistfight, but Tim decided to come on board (pun intended). We were excited!

Tim is, without a shadow of a doubt, a brilliant game designer.

He's a talented mathematician and experienced programmer, which allows him to hash out rigorous systems that deliver a game's objectives consistently.

Tim embarked on a marathon of development. This stage was crucially important. Although Sub Terra was already a good game, we both wanted to make it fantastic, both in terms of interlocking mechanics and the unfolding narrative we were weaving into the game.

Then came the splash of paint that would bind the project into an immersive whole. For the first time we ran an open call for applications alongside some ITB regulars, and built a fantastic team of six creatives, building the project up to be something more than just a game - a game world.

So now our detailed user demographic and marketing channel optimisation programme:

Psych!

We then discovered probably

THE STORY OF SUB TERRA, FROM WYVERN'S LAIR TO #2 KICKSTARTER IN THE UK

the most powerful tool in the Kickstarter-age publisher's toolbox - crowdsourcing.

This isn't exactly new, nor is it to the Kickstarter end of the industry, but it was something that catapulted us into the spotlight come launch day. All we did was ask people for help; "which of these do you like best", "does this illustration give the feel we want?", "what do you reckon to this box cover?"

This was something that would prove even more powerful when combined with the arcane amplifier of the Kickstarter platform...

Deep Breath.

Kickstarter is an utterly brutal place for any project. It can make you, but can also, very publicly, break you.

That said, the thrill of hovering your cursor over that big green button is exhilarating, and with one deep breath and a twitch of a finger, the darkness of Sub Terra burst into life.

People always tell you to prepare for failure, but it's rare to hear 'prepare for success'. We were privileged to, after five hours, have that exact problem. It was exciting. It was relieving. It was really, really scary.

On day one we smashed the funding goal and soared past it, unlocking over a dozen stretch goals. With that excitement, however, came a LOT of work. ITB is a pretty small core team, one person at that point (hi!). Fortunately I had the support of a magnificent project team, who rallied in support and ensured the project kept growing. People were trying out the free print and play or the Tabletopia build, and had a great time with it - then came over to the campaign and joined in discussion with hundreds of others.

Unwittingly, we'd created a massive, engaged, community of people who not only wanted to



'make our game a reality' but genuinely get involved in the process.

The question was, how to do more than pay lip service to that?

One thing that backers suggested a lot was an add-on for miniatures that replaced the 'Horror' meeples in the game, the lethal antagonists of Sub Terra.

We'd originally thought it would be cool to leave the Horrors abstract, but people wanted minis, and it caught us off guard. We had no idea how we were going to come up with something, so we fell back to the plan that had worked well before the campaign - ask for help.

We ran a concept competition for the Horror miniatures, offering cool stuff to our favourites, with backers voting for the winner. We thought it'd be cool to get some ideas from those backers who were pumped about the concept, but didn't expect to receive over 100 submissions ranging from the bizarre to the genuinely disturbing.

In the end, we settled on five that the team felt met the aims of the project best, with some cracking gribbly names to go with them...

'Pure Horror' - Sarah 'Lavily' Cooper

'The Wretch' - Juhana Hirvonen (Winner)

'Slugsworth' - Justin Connor Ang

'Spider-Bat' - Jordan Jesse Ang

'Fungus Spider' - Finn Claxton

'Shape the Darkness' - what we called this competition - was a huge success in terms of giving backers a genuine way to con-



KEEP AN EYE ON THE UK GAMES EXPO WEBSITE FOR DETAILS OF NEXT YEAR'S WYVERN'S LAIR.



ITB BOARD GAMES CAN BE FOUND AT STAND E7 IN NEC HALL 1.

tribute to the creative side of the project, as well as be involved substantively in the decision-making process.

What we didn't expect was what came along in the final few days.

We'd been tracking the funding and backer number against other tabletop projects in the UK, and astonishingly we'd climbed consistently up the rankings, from 50, to 40, to 30, to 20, to 10... and it kept going.

We threw a few Kickstarter exclusive promos in as a last-minute goal if we hit a range of 'achievements', like getting up to the number three most backed tabletop project in the UK. We didn't expect that to happen, but as the backers kept rolling in, some started talking about climbing one rung further, right behind Dark Souls, making Sub Terra the number two most backed Tabletop Kickstarter in the UK, ever.

Obviously that's super specific, but for us, huge. The heady upper-echelons of the most-backed, most-funded tabletop projects are filled with heavyweight IPs like Dark Souls, Conan and Thunderbirds, or masses of miniatures. Although our project did have a few minis, at its core it's a straightforward gateway board game.

In June 2015 our first project, Molecular, raised a fantastic £17,000.

In February 2017, Sub Terra raised nearly £370,000 with over 6,600 backers.

A lot of people put their trust in us, and that's a huge responsibility to bear.

Unfortunately, it doesn't always go to plan...

We were lucky that throughout the campaign, there weren't any major hiccups (apart from the ITB website getting hacked and redirected to a 'pharmacy' website). We were bound to slip

up eventually, and that happened with the announcement of the PledgeManager.

We announced that to get a speedy turnaround, around five months ahead of schedule, we'd keep the survey open for two weeks, and if anyone hadn't completed their survey then we'd sell off their game for charity.

I honestly thought that would be a fair approach as everyone would get their games so much earlier. I didn't expect more than a few people to not do their surveys - but many backers rightly pointed out that people could have been on holiday, or simply missed the email. That'd be super annoying for them, and would probably give them a bad feeling about the project, and us.

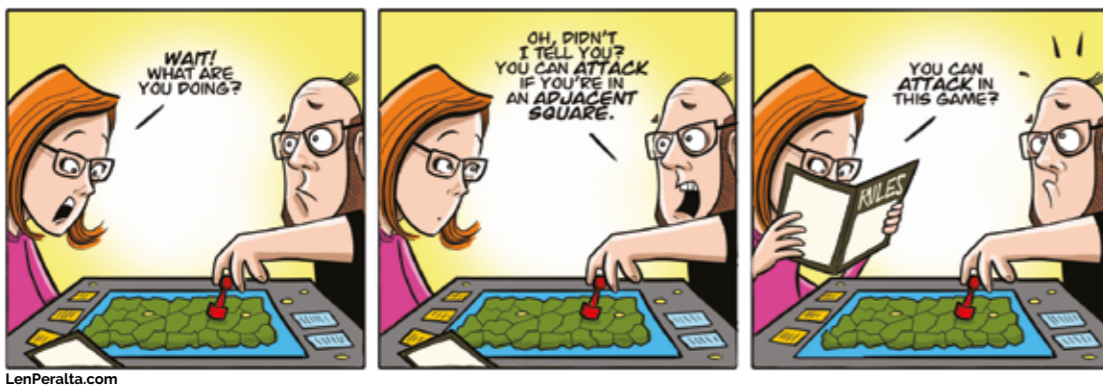
It hit us like a tonne of bricks when some backers began to get very angry about what we'd announced. In the end, we read through all the comments and amended our plan to a solution the vast majority of people were cool with, but it was a pretty unpleasant 48 hours, especially since I was so emotionally invested in the project. Sub Terra's success was also ITB's success. In the end it was all OK, but that experience has taught me that mistakes can still happen when you've been successful, and the stakes get much higher.

Sub Terra's success has become a pivotal point for ITB, trebucheting us into even wilder, more ambitious projects, and has helped us learn simply by being such a huge project.

Sub Terra is now on its way to over 7,000 people around the world, with many major deals in the works!

As many of the backers were fond of reminding us,
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READ ALL ABOUT IT

Tabletop Gaming, the UK's top mag for board games, miniatures and RPGs, celebrates its second anniversary at this year's Expo, and continues to go from strength to strength. We meet editor Matt Jarvis.

Could you introduce yourself and the rest of the TTG team?

Sure! Hi, I'm Matt and I'm the editor of Tabletop Gaming. I took over the helm of the magazine in September from the fantastic Rob Burman, who did a brilliant job introducing a fun, informative, and welcoming mag for the whole gaming community. After all, I was a dedicated reader before I was the editor! I'd like to think we've only built upon that legacy and invited more long-term fans and first-time players to pick up the magazine and find something that fuels their passion for games.

Behind me is an ace team of crack writers, including both experienced journalists and budding newcomers with loads of great stuff to say about the wonderful world of tabletop gaming. We're always on the lookout for talented writers, so if you ever have something you'd like to say, get in touch!

What's unique about TTG?

Well, the first one's obvious: we're the only magazine that covers the whole of the tabletop hobby in the UK! Actually, we can be found around the world, from America and Canada through France, Sweden, and the Netherlands down to Singapore and Australia.

When it comes to games, we look at everything: board games, RPGs, card games, party games, Euros, Ameritrash, miniature war-games, and more. This goes from the biggest multi-million-dollar Kickstarter hits and Fantasy Flight giants down to the one-man teams bringing their lifelong passion projects to life.

Inside the magazine, part of what makes us so special is we're not just about the games. We also look at the people – designers, artists, pro-gamers, publishers, manufacturers, and players – who bring just as much to the hobby as the boxes they open. Of course, we have plenty of previews, reviews, and exclusive looks at games – we even have full board games inside the magazine itself! – but we really enjoy looking at who plays games, how they play them, and why they fell in love with the tabletop.

We also stand out in our approach to the games themselves; they're obviously designed to be fun, so the magazine takes a lighthearted look at things with plenty of jokes, but we also take the time to dive deep behind the culture of games, looking at the wider discussions surrounding the hobby and exploring how games are made.

A lot of magazines have been stopping their print editions to focus on online-only content, but TTG seems to be thriving! Why do you think this is?

There will always be something really special about sitting down with a physical magazine to flick through, enjoying the design, high-quality artwork, and layout of the text on the page. It's why we bought gaming magazines as kids, and it's why it's still so important to offer the real-life experience of a printed volume that an iPad or laptop screen just can't match. Think of it in the same way as board games – moving wooden meeples or carefully-sculpted miniatures with your hands and hearing the clatter of dice on a tabletop offers a simple joy and physical engagement that no virtual port can match.

Of course, sometimes you don't have the room in your bag for a magazine, but you can still fit a phone in your pocket, so we also have a digital edition with all of the content of the magazine in a portable-friendly format for phones, tablets, and PC. Plus, we have the tabletopgaming.co.uk website for the very latest up-to-date news and stories – but our biggest and best features and exclusive interviews are only available in the magazine.



TABLETOP GAMING IS THE OFFICIAL PRINT MEDIA PARTNER OF UK GAMES EXPO 2017. YOU CAN FIND THE TTG BOOTH AT NEC HALL 1 STAND A12.

What have you tried to bring to the magazine as editor?

As I said, I only want to build on what Rob started – it's what has made TTG such a fantastic magazine, both to read and write. We're also really keen to continue covering every corner of the gaming world; we've had plenty of readers get in touch to say they'd like to see more RPG content, so we've introduced brand new regular features, advice sections, and exclusive interviews looking at roleplaying.

We're also making sure to talk to more of the designers and publishers behind the games you love – one of our new sections asks famous creators such as Eric Lang, Reiner Knizia, Bruno Faidutti, and Rob Daviau about the very first game they made. It's a fascinating way to trace their careers and understand more about the titles they make today.

What have some of your favourite features or articles been recently?

We continue to feature the absolutely brilliant 'All the Jahres' from writer and game designer James Wallis, which has been going through every single winner of gaming's most prestigious prize – the Spiel des Jahres – from its inception to the modern day. There's also a fantastic 'Making of' deep-dive in every issue from ace journalist Owen Duffy, who pulls back the curtain on the creation of some of the greatest games to ever grace the tabletop.

More recently, I've been incredibly proud of a piece we ran looking at the importance of diversity in games – something that's key to expanding

VISIT THE BOOTH DURING THE SHOW TO CLAIM AN EXCLUSIVE OFFER FOR £5 OFF SUBSCRIPTIONS TO TABLETOP GAMING – MAKING AN ANNUAL SUBSCRIPTION JUST £24.99 BY DIRECT DEBIT FOR SIX ISSUES.

the hobby's audience that many players don't necessarily think about – and an interview we had with Panda Game Manufacturing, a company that not many people will know the name of, but will know the work of: it's produced hit games including Pandemic, Scythe, and Terra Mystica. And of course, we also have hobby tips – from painting models to crafting a roleplaying game campaign – in every single issue, as well as major interviews with the makers of the year's biggest games: Dark Souls, Evil Dead 2, and Bears vs Babies, to name just a few.

You increased the magazine's frequency from being quarterly (every three months) to bi-monthly at the start of the year. Why was now the right time to do so?

The simple fact is that readers wanted more TTG, so we decided to give it to them! With so many games hitting shelves every single week, and more than ever to talk about when it comes to the tabletop, going bi-monthly will let us get loads more great stuff into the magazine and talk about as many fantastic games as we can.

The extra nice thing is that each issue of the magazine has stayed exactly the same price – you can pick up a year's subscription for £30, which means each issue is still only a fiver, you just get more mags! Actually, if you swing by our stand at UK Games Expo, we'll basically let you get your first issue for free when you subscribe by knocking £5 off an annual subscription – but it's a deal exclusive to the show, so don't let it pass you by!

What games have found a place in your gaming cupboard recently?

My games group and I have really been digging Mechs vs Minions – my background is in video games, but I wasn't a fan of League of Legends at all, so it was a very pleasant surprise to see what a brilliant standalone programming mechanics-driven board game Riot had managed to make. Plus, those minis are just gorgeous – and you get a heck of a lot of them!

Arkham Horror: The Card Game also continues to be a regular fixture, helped by its ongoing living card game nature. I'm a huge fan of Lovecraft's cosmic horrors, and Arkham LCG captures the tense hunt for forbidden knowledge and oppressive atmosphere better than perhaps even former top dog Eldritch Horror. On that note, I've also been loving Mansions of Madness' latest expansion – the Agatha Christie-style murder mystery dinner party, only with monsters, was right up my street.

One thing I am really excited for is Don Eskridge's Abandon Planet. There's little I enjoy more than a good excuse to lie and deceive my friends – The Resistance is one of my all-time faves – and the chance to trick them into getting squished by falling asteroids is an opportunity I just can't pass up!

What are you excited to see at this year's UK Games Expo?

Other than the chance to meet some of our readers – and get pulverised at impromptu Magic: The Gathering matches – I'm really looking forwards to watching some of the tournaments going on and learning some tips.





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Then there's the fantastic help from your fellow players. If you want to follow it, dream on – you're now in the wrong game. Banter is king, and some of the advice on offer would make your progress very backward indeed.

"The answer lies behind her eyes, great winners know the secret"

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JOHN KOVALIC

John Kovalic's work is familiar to many from his comic book, comic strip and web comic Dork Tower to his work in the games industry - including more than 5,500 Munchkin cards!

How did you first get involved in illustration and art?

I've been drawing for as long as I can remember. My mom was an editor for a kids' publication in the US - "My Weekly Reader" - and she'd sketch out storyboards for a comic strip that ran in it. I always saw her drawing and sketching, so I suppose that's when I started. Most kids love to draw, I think. Some just never gave it up. I was one of those.

At what point did you decide you wanted to make it a career?

As soon as I realized it could be a career! As a kid, I wanted to be a doctor - I didn't know cartoons were something you could make a living from. I drew comics for my school and university newspapers, and then for the city newspaper here in Madison, Wisconsin. At that point, it was just a case of trying to get enough work to make it full time: I was splitting my time at the newspaper between cartooning and writing music and pop culture stories.

How did you break into the industry?

The way a lot of gamers do - by going to conventions, meeting people, and getting some small, low-pay (or no-pay) gigs to begin with. I was writing and drawing for some tiny 'zines, then some larger ones, then some professional publications. I knew a couple of folks at Steve Jackson Games through the cons, and one day I faxed them an editorial cartoon I'd drawn. Two weeks later, they phoned up, and asked if I wanted to take over the "Murphy's Rules" feature for them. That led to some Illuminati: New World Order (INWO) illustrations, which in turn got me noticed by Out of the Box games - the company responsible for Apples to Apples. Then came Chez Geek, then Munchkin, then...and on, and on, and on.

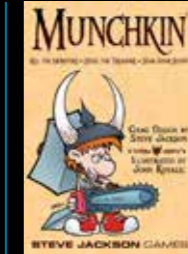
A lot of people are going to be very familiar with your illustrations from Munchkin - roughly how many would you say you've produced by now?

At the moment, it's more than 5,500 cards, over the last 15 years. That averages out to almost one a day, though I tend to draw them in batches of 160 or so, over short, eight-week bursts, when art specs land in my in-box. Now that I've Munchkin Shakespeare's 240 drawings under my belt, that number is probably starting to close in on 6,000 cards - it's an odd and sort of surreal thing, when I sit down and think about it. So mostly I try not to.

Do you have a favourite set? Do you play the game yourself?

My favourite set to play is basic Munchkin - the classic - with "Unnatural Axe" and "Clerical Errors" added in. Folks have invited me to massive "one-with-everything" games, but that way lies madness. My favourite as far as the art goes is either Munchkin Oz, or Grimm Tales.

I do enjoy playing Munchkin, though I don't win many games. People assume because I drew the cards, I know some sort



of secret to playing it. So I get ganged up on early and often. In the 15 years Munchkin has been out, I've only managed to win two games. Though one was against the Polish National Champion, so I believe that officially makes me King of Poland, or something.

Dork Tower has been publishing since 1997 - how do you keep coming up with your ideas?

The world keeps changing, and gaming keeps changing - thank goodness. Take the fact that gaming's become more mainstream, for example. Ten years ago, I did some comics about the few celebrities who were admitted gamers forming their own club, "The League of Extraordinary Gentlegamers." I couldn't do that, these days: there are far too many of them.

Much of Dork Tower is based on things that happen to me. I recently did a comic where Carson tried to in-

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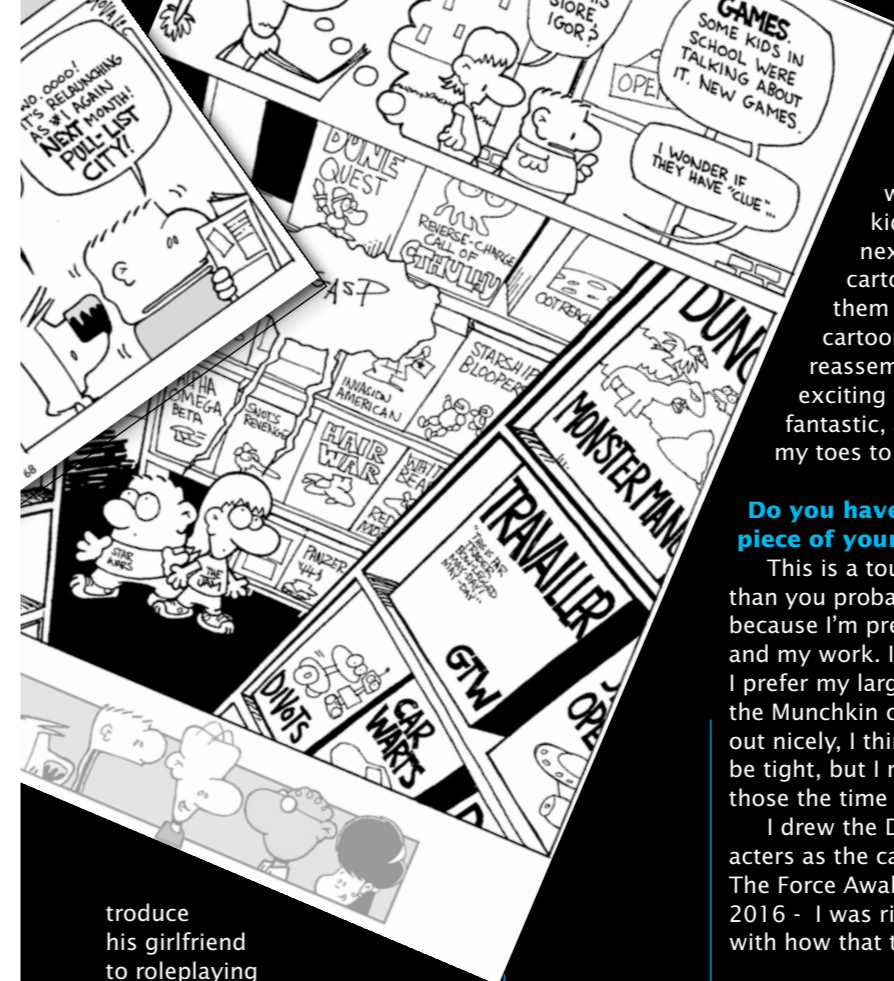
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roduce his girlfriend to roleplaying games...using Call of Cthulhu. Obviously it ended in disaster - as it did when I asked mine to give Call of Cthulhu a try. She never roleplayed again.

You produced a special box for Zombicide featuring some of the Dork Tower characters, what was it like bringing them to 'life'?

I was blown away by it! The minis CMON made of the gang are just fantastic. It was a thrill seeing the Dork Tower crew in 3D again. There are a ton of great Zombie games out, these days, but Zombicide remains my favourite, so it was nice being a little piece of that.

Do you think the Dork Tower characters will survive the Zombie Apocalypse?

Igor will, definitely, just out of sheer luck and bravado, if nothing else. Also, he's carrying a bazooka. Gilly would probably make it, given her goth vampire skillz. Carson will be OK, because Zombies don't eat Muskrat. Poor Matt is likely a goner.

Do you have any favourite or inspirational artists?

Many. I love Charles Schulz in particular, though. Peanuts probably had the deepest influence on my work, and receiving a letter from Schulz remains one

of the highlights of my life. Right now, I love watching what the kids are doing: the next waves of young cartoonists. Watching them break traditional cartooning to bits, then reassemble it in new and exciting ways, is kind of fantastic, and keeps me on my toes to do better.

Do you have a favourite piece of your own work?

This is a tougher question than you probably imagine, because I'm pretty hard on myself and my work. In general, though, I prefer my larger pieces. Some of the Munchkin covers have turned out nicely, I think. Deadlines can be tight, but I make sure I give those the time they deserve.

I drew the Dork Tower characters as the cast of Star Wars: The Force Awakens for Dorkstock 2016 - I was ridiculously happy with how that turned out.

What media do you work in?

Pen and ink - it took me years to find the right pens and pencils, and I've never had the time to master a tablet. Almost everything I publish is drawn with a Palomino Blackwing pencil and a Faber-Castell PITT Artist Pen. I buy them in bulk - I'll use up one a day, during a big Munchkin deadline.

How are you feeling about being at Expo this year?

Fantastic! It's always great coming back to British conventions. I've been hearing how Expo has grown, over the years, so I'm very much looking forward to seeing it in person.

We know you like gaming - do you have any favourites you'd recommend?

WAY too many to list, but I'll take a stab at it:

Right now, I'm loving Dungeons and Dragons 5th Edition - it's a game that's got me DMing for the first time in almost 20 years. I think I'm having as much fun with this as I did in school, with 1st Edition. I've also been playing Edge of Empire and Pathfinder. I want to take a stab at Ken Hite's Trail of Cthulhu, and the new edition of Traveller.

As far as board-games go, Camel Up remains a firm

favourite. I'm a big fan of Code Names, as well. And of course the classics - Ticket to Ride, Carcassonne, Cosmic Encounter and such. Osprey put out an anniversary edition of Escape from Colditz that is just delightful.

I've been trying to make more time for miniatures again: I'm hoping that sticking to just four or five systems will get me gaming more than trying to juggle a dozen. At the moment, my short-list is; Flames of War, Bolt Action, and Warhammer 8th edition. I've started playing SAGA and I love it, and I'm also dipping my toes into the grimdark world of Warhammer 40K, at long last. My old Man-o-War fleets get dusted off every now and then, too.

Do you have any tips for budding illustrators?

Keep at it! Persistence is so important. And draw for the fun of it. Most important, though, is what Charles Schulz told me (and possible every cartoonist he met): "Work as hard as you can, and always be yourself."

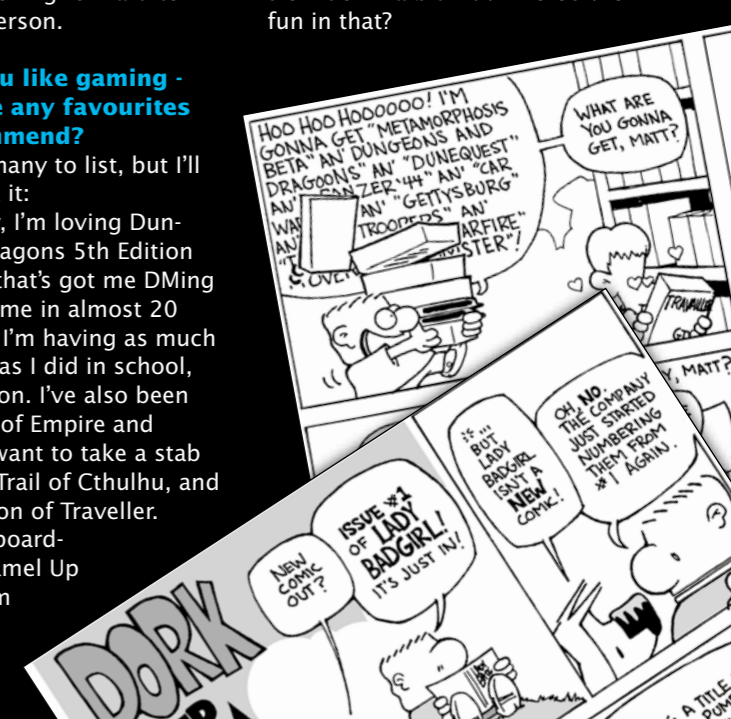
Can you give us any hints about what you're working on at the moment?

I'm gearing up for the 20th anniversary of Dork Tower, in the autumn. There will be some new collections out at long last. Munchkin Shakespeare turned out to be a huge job, and that's only just wrapping up now. There are three or four ideas I have for new games that I need to sit down and work on, and I've been doodling up some kids' books that I'm pretty happy with.

Every now and then, I wonder whether it wouldn't be sensible to slow down a bit. But where's the fun in that?



JOHN KOVALIC
WITH BE
HOSTING A Q&A
ON SUNDAY,
SEE PAGE 73.



DUNGEONLAND

12 REALMS

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The standalone game 12 Realms: Dungeonland expands the fairytale world with a dungeon-crawling game in which powerful magic has mutated the lands of the 12 realms, invading their tales and attempting to change them forever. Evil spreads everywhere, twisting and mixing the tales in sinister stories where the ending is never good. Horrific villains have come back for their revenge on the heroes of the tales, this time more dangerous than ever. The source of this magic is unknown, yet whispers of an ancient evil spread through the lands. The once green fields and lush forests are now dark and dead as nothing grows anymore and all the beauty of the realms is gone. With more tales being affected by the dark magic every day the heroes of the tales combine their powers to save the 12 realms and banish this evil once and for all.

In the game, the players take on the roles of famous folklore characters like Little Riding Hood and Prince Charming, each with a unique ability, then attempt to travel across the tales to stop the great villains that have returned by dark magic to change their endings to bad ones and cast the realms into eternal darkness. In their quest to fight this great evil, the heroes face great challenges, but they will have at their disposal powerful weapons, skills, and ancient magic. They will travel across many tales gathering clues about the source of this mysterious evil, while fighting for their lives using a unique combat system that features a set of completely custom dice. Through their adventures, the heroes will gather experience, hone their skills or acquire new ones using an innovative skill-tree system offering tons of customization and options, collect gold, and find powerful artifacts to aid them against the foul magic that has spread through the lands.

The heroes will face strong villains and their minions with a new A.I. system that allows the bosses to react to certain circumstances while utilizing amazing abilities that will challenge the heroes' might and resourcefulness.





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CALL TO ARMS

By Tim Porter
www.bhgs.org.uk

IF THE ORIGINS OF THE BOARDGAME ARE LOST SOMEWHERE IN THE MISTS OF ANTIQUITY, THE GENESIS OF TABLETOP WARGAMES IS FAR MORE RECENT, AND FAR MORE PRECISELY DATED.

In 1812 the Prussian and German armies created a set of rules for simulating battles on the tabletop as part of their officer training programmes, and with that game - "Kriegspiel" - tabletop wargaming was born. Not that much later H.G. Wells published his book Little Wars, which brought tabletop warfare into the parlours and dining rooms of Victorian England, and with it the concept of simulating historical battles as pastime and entertainment was born.

In essence, all historical wargames involve fighting battles on the tabletop using figures whose appearance, formations, and weaponry are based on their historical counterparts, fighting over appropriate scale terrain. The battles themselves can be straight reenactments as well as "what-if" or "alternative history" recreations of historical events, or - as is the case with the games you will see at the BHGS Challenge running alongside UKGE this year - more theoretical pairings between carefully matched and balanced armies from similar eras of military evolution.

This need to ensure that WW2 tanks don't end up facing off against Roman Legionaries is what has driven historical gaming to divide up into a number of core eras, each with a plethora of rulesets for the gamer to choose from.

These are some of the most popular eras to recreate:

ANCIENTS:

The broadest era, which starts with the Egyptians and their chariots and ends in the late Middle Ages with Knights ruling the battlefields of Europe. Many purists would argue that attempting to model so much military evolution into one system is a stretch too far, but before gunpowder all warfare basically boiled down to poking the enemy with a sharp stick; and so "Ancients" has, despite the nay-sayers, just about remained a coherent period for most rulesets that cover it!

RENAISSANCE:

From the turn of the 1400s, gunpowder emerged as a weapon, and military technology and tactics evolved dramatically in response - meaning historical wargamers needed new sets of rules to recreate the battles of the era! The English Civil War is often seen as the defining conflict of the period, although anyone from outside the British Isles would probably point to the Thirty Years War in Europe.

NAPOLEONIC:

Probably the "classic" era for historical



wargamers to recreate, with the vast armies of Napoleon, Wellington, the battle of Waterloo, and many others to play out on the tabletop. The era is also, significantly, the first one for which fully detailed historical records of battles and uniforms, as well as first-hand accounts from the soldiers involved, were recorded (and still survive), making the task of researching and recreating the look and feel of the men and battles involved far more achievable.

WORLD WAR 2:

With WW1 being somewhat of a niche area of interest, although one that the recent anniversary has seen some interesting new releases for, the globe-spanning land, sea, and air combat of WW2, and the many books, movies, and now even video games, covering the era creates a huge amount of reference material and inspiration for the historical gamer, making this one of the most popular eras to game, and one where the ranges of available figures are very comprehensive.

Today the hobby of historical wargaming is thriving, driven by many of the same social factors that are behind the resurgence of board gaming, but also in more recent years by technical innovations in figure design and production techniques. This has seen the (vitally important) figure design and production evolve from being itself somewhat of a "hobby" business to one where techniques like digital 3D sculpting and injection plastic moulding are employed by large-scale enterprises offering vast and constantly expanding

catalogues of figures covering every era, and every theatre of conflict. There aren't any GW-scale businesses in the historical gaming world as yet, but it might not be long before there are!
The British Historical Games Society was formed almost 20 years ago to promote the world of Historical Wargaming, primarily through organising a number of multi-era, multi-ruleset war-

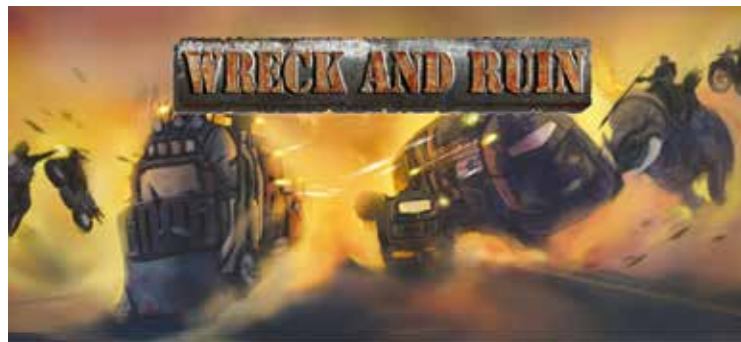


THE BRITISH HISTORICAL GAME SOCIETY CHALLENGE IS BEING RUN AT THIS YEAR'S UK GAMES EXPO.

DETAILS CAN BE FOUND IN THE TOURNAMENT SECTION, ON PAGE 74.

gaming tournaments at various locations across the UK. At all of our events we bring together players from across the country, and across the world, for several days of competitive (but friendly) gaming, using many thousands of carefully painted figures on acres of tabletop terrain. We also maintain an active website at www.bhgs.org.uk with listings of wargaming clubs across the UK where you can come along and join in, as well as a comprehensive calendar of upcoming competitions and events, as well as a directory of figure suppliers for you to browse and be inspired.

The opportunity to bring one of our biggest events - the BHGS Challenge - to run alongside UKGE this year was an unmissable chance to share our own specific part of the gaming hobby with thousands of fellow gamers. Please do come along to our area of the Tournament Hall and take a look. We hope you will be inspired to go and visit some of the ever-increasing number of historical gaming suppliers who are taking part in UKGE, pick up a paintbrush, some paints (and maybe even a history book or two!), and join us in the world of Historical Wargaming.



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Collect them all (the cards that is. Do not attempt to squeeze actual people into tiny orbs.).

06 All The Things!



Rarity: Common

Everything is here at the convention. Everything a geek could possibly want. MUST. HAVE. ALL. THE. THINGS!

Favourite Drink: ALL THE BOOZE.

Special Abilities: Carry Everything. Ignore Credit Card Bill.
Wallet: 0, Strength: 10, Shopping: 10, Costume: 0, Power: 8, Crunchiness: 3

25 Not a proper Jedi



Rarity: Common

The Force is strong with this one.

Favourite Food: Blue Milk

Special Abilities: Move Tiny Space Ships. The Force

Power: 10, Costume: 0, Fur: 10, Regret: 0, Crunchiness: 4

38 Serious Games Journalist



Rarity: An Uncommon Breed

Shut up. Sit Down and sit around a table-top. This writer of all things to do with dice, towers over other when it comes to geeky reporting.

Favourite Food: Buffet

Special Abilities: Talk Nonsense. Write Nonsense. Blag games.

Fame: 7, Weirdness: 7, Stickness: 2, Costume: 0, Power: 8, Crunchiness: 8

47 The Strategist



Rarity: Rare

They know everything there is about winning. Sadly, no one told everyone else that.

Favourite Food: Red Meat. Coffee

Special Abilities: Overthink Game. Elaborate Plan. Never stop swimming.

Regenerate Teeth
Fame: 8, Weirdness: 4, Regret: 10, Costume: 0, Power: 4, Mathematics: Over 9000

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Credits:
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Text and Concept: Ed Fortune
Layout and Design: Mike Smithth



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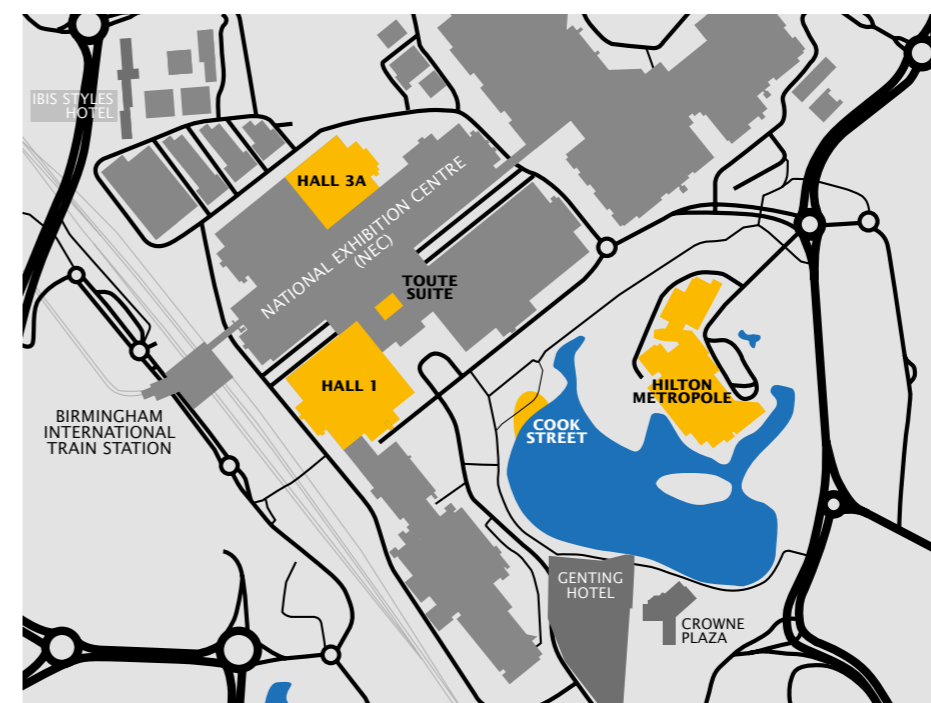
WELCOME TO THE SHOW GUIDE FOR UK GAMES EXPO 2017. THIS YEAR THE SHOW WILL TAKE UP ABOUT 50% MORE SPACE THAN IT DID IN 2016, SO IT'S GOING TO BE HUGE!

Over in NEC Hall 1 you can find more than 300 exhibitors demonstrating and selling a massive range of games for all ages and tastes. There's also the chance to pick up a second-hand bargain or sell on some of those games you haven't taken off the shelf in a while at our Bring and Buy. Once you're weighed down by purchases, take advantage of the Leisure Games Shop and Drop. Hall 1 is also the home of the Playtest Zone, where you

can help game designers refine their brand new games, and our Family Zone, which is set to be the biggest and best yet!

Almost all of the National and International events, tournaments and championships take place in Hall 3a, including the Fantasy Flight European Championships, Pokemon Regional Championships and more.

Over in the Tote Suite, (just outside



Hall 1), you'll find most of our seminars and panels. Listen to gaming celebrities talk about the hobby, find out how to make games, and ask your questions of the experts. Smaller seminars and workshops take place in the Piazza Suites between Hall 1 and Hall 3a.

This year also sees a Viking invasion – with a Viking living history village over at the NEC Lakefront. Witness demonstrations of Dark Ages combat and find out about life in Viking times. And if all that excitement gives you an appetite, you're in luck, as the Lakeside is also home to the Cook Street food area.

Roleplayers will no doubt want to head to the Hilton Hotel, where our Ro-



leplaying Game sessions will be taking place.

Live Entertainment will be taking place in The Pavilion Room at the hotel, with workshops and panels taking over the Surrey Room. You can explore the galaxy in the Starship Simulator in the Kent Room and then grab a bite to eat at Chow Street, home to the UK Games Expo Food Festival.

And if you can't wait to start playing those brand new games, you'll find open gaming space in Hall 1, as well as the entire Palace and Kings Suites in the Hilton Hotel. These suites will allow more than 1,200 gaming enthusiasts to sit down and game together, with the hotel locations open into the night.

You can also take advantage of our extensive Board Game Library, which is located in NEC Hall 1 during the day, and in the Hilton Library in the evening.

A lot of all this is free with your Expo tickets. You can visit the Trade Hall, Seminar Rooms, Viking Village, Open Gaming space and the food areas for free. However, you will need event tickets for Live Entertainment, Tournaments and Roleplaying Games (order online or visit the event desk in Hall 1 and in the Hilton for these).

The pages that follow will highlight the key areas of UK Games Expo, so take time to read it so you can make the most of your time with us. If you have questions, seek out the blue shirted ambassadors at our help desks. Above all have fun!

Richard and Tony

THE LEISURE GAMES SHOP AND DROP

You know what it's like. You buy some games and then have your arms full. What do you do? Haul them around, getting more and more loaded so you look like a pack mule? Or take them back to the hotel or car and miss some of the show?

We have the answer: The Leisure Games Shop and Drop. Take your games to the Shop and Drop, located in NEC Hall 1, and, for a small charge, you can leave them in a safe, walled off area. When you're ready to pick them up, just return with your ticket.

Just £2 gets you all the storage you can fit in our storage boxes for the whole day. You can add more later if you like. Just remember to collect your goodies before the end of the day, as we will not store your stuff over night.

This is made possible due to the sponsorship of Leisure Games, who are supporting this idea for the second year.

The Leisure Games Shop and Drop is located at L8 (top right of the NEC Hall 1). The Leisure Games stand is at G12.

Leisure Games is a specialist games retailer. They stock only games, and pride themselves on having a remarkable breadth of stock of games of all types (except computer games!). Leisure Games stocks RPGs, wargames, collectable card games, board games from all over the world, miniatures, traditional games and non-collectable card games.



OPEN GAMING AND BOARD GAME LIBRARY

Can't wait to get stuck in to some serious gaming? Well, we have Open Gaming space available all weekend where you can do just that.

Over at the NEC there is space for more than 500 players located in the bottom right of NEC Hall 1. And in the Hilton Hotel, the Palace and Kings Suites provide around 1,200 seats. Please check the schedule for room availability.

The Lounge Bar is not part of our open gaming space and games will not be permitted in there. Note that this is a decision reached by the hotel and not UKGE.

If you find yourself short of players, grab one of our Union Jack flags from the Board Games Library

and stick it on your table as a sign to passing gamers that they're welcome to join you. Don't forget to return the flags to the library when you've finished with them.

If you fancy trying something new, the Board Game Library, run by Thirsty Meeples, can be found in NEC Hall 1 during the day time, and in the Hilton Library in the evenings.

Introduced in the second year of Expo in 2008, this is always a popular attraction

Simply sign out the games to borrow them, and sign them back in when you've finished. You will need ID to sign games out - passports, driving licenses, and bank cards are all accepted.

	FRIDAY	SATURDAY	SUNDAY
NEC Hall 1	11am till 6pm ¹	9.30am till 6pm ¹	9.30am till 4pm ¹
Palace & Kings Suites	4pm until late ³	4pm until late ³	9.30am till 4pm ⁴

¹ Board Game Library available during opening hours.

² Space will become available as tournaments finish, please don't use space in ongoing tournaments.

³ Board Game Library available from 6pm.

⁴ No Board Game Library.



THE BRING AND BUY

Transform some of your old games into cash to buy new ones, or search our Aladdin's cave of gaming goodness for that bargain you are looking for. Board-games, card games, roleplaying books, miniatures, comics, and everything else associated with gaming - it's all here.

Our Bring and Buy is the largest hobby games Bring and Buy at any UK games convention. Last year we turned over nearly £70,000 and donated £6,500 to charity largely from commission taken on sales.

The Bring and Buy is located in NEC Hall 1, and is open during Trade Hall opening hours.

It uses an electronic booking and

selling system, so if you wish to sell, you must submit your items via the website. If you haven't already done this, don't worry! You can still submit them now via a PC, phone, or tablet. We are unable to accept any items for sale unless they are registered online. Once you've done that, just turn up with your items and we'll provide you with labels to stick on them. Don't forget to return later on to collect your takings!

To buy games, just have a wander around and see what's on offer.

Full details about commission rates and rules are available at www.ukgamesexpo.co.uk/bringandbuy.php



AMBASSADORS

Just walked in and already have no idea where you are or what you're supposed to be doing? Don't worry, you're not the only one!

Although we appreciate that many people come to Expo having thoroughly planned out and fine tuned their movements as you would moving onto the battlefield, we also know that there are many things that can crop up to disrupt said plans!

As usual, Games Expo comes to the rescue with our very own army. An army whose sole mission is to make your lives easier!

If you're stuck in any way, have a question (no matter how bizarre, we've heard them all, I promise you!), or don't know where to go amongst all the mayhem; find a member of our Ambassador army!

Their help desks, situated in both halls of the NEC, are also clearly marked on the map.

Ambassadors will also be roaming UK Games Expo looking for any and every opportunity to help, so they shouldn't be far away should you find yourself with a need for them - you can spot them in their pale blue Expo shirts.



MAIN STAGE



Catch some costumed group parades and shows, our charity auction and the Expo Awards Ceremony at the Main Stage. Built by Battlefield Hobbies, you'll find it in the top left corner of NEC Hall 1, at stand A1. No tickets needed. There will be seating available, so take a rest and watch the fun.

FRIDAY

11am-11.15am	Cosplayer Rebecca Press, one of the EGX Eurogamer winners presents a cosplay performance.
12.30pm-1.15pm	Captain Scarlet tribute show.
3pm-4pm	Cosplay Parade. A cat walk type show where cosplayers of any kind can strut their stuff, and allow everyone an unhindered look at their amazing creations.
4pm-5pm	Charity Auction - pick up some juicy bargains and support charity at the same time. Run by the Orcioneer.

SATURDAY

11am-11.15am	Indie cosplay performances.
11.15am-11.30am	Galactic Knights performance.
12pm-12.45pm	Captain Scarlet tribute show.
3pm-4pm	Cosplay Parade.
4pm-5pm	Charity Auction.

SUNDAY

12pm-2pm	The Pandemic National Finals. Twelve teams battle to prove they are the UK's best Pandemic players.
2pm-2.30pm	Charity Auction.
2.30pm-3pm	Cosplay Parade.
3pm	The UK Games Expo Awards.



ROLEPLAYING GAMES

This year we've mixed things up a bit, recognising that sometimes people don't have enough time between events to get involved in the usual four hour stretches at the table. We've taken the time to put together a team of on the spot GMs, people of excellent calibre who are able to run everything from a single hour taster to an full day session and everything in between. To this we've added demo referees from a number of different RPG houses such as Modiphius, Wizards of the Coast, Cubicle 7, and Chaosium, to ensure that the full range of gaming tastes will be met.

If you want to try out an RPG, just get a ticket from the Hilton front desk and head to the Churchill Room where the Duke of Dice, Lloyd Gyan, will en-

sure you get something to play.

Added to these games are special events, including the Annual UK Games Expo Cthulhu Masters semi-finals and finals on Friday, to the 100-player Worldwide D&D Premiere and Pathfinder special on Saturday.

Our games offer everything from playtests of the of the new Star Trek RPG to superheroes, Star Wars and Steampunk. And if you can't find what you want, come and tell us at the Event Desk, and we'll see what we can do for you.

How to have a great time however you play...

To book games go to the Event Desk in Hall 1 or in the Hilton Library.



STARSHIP SIMULATOR

Time to recruit your crew, raise shields, and prepare for warp speed! The Starship Simulator sees six players band together to take control of a spaceship and try to complete a mission. This computer-based setup allows you to choose your role - Engineering, Science, Communications, Weapons, Flight or Captain - to battle aliens and make choices that could help save the galaxy... and all in about an hour.

This year there is the chance to team up with another crew to tackle a mission together - or go head to head in a PvP style game.

To book your tickets visit the Event Desk in NEC Hall 1 or the Hilton Library.



LIVE ENTERTAINMENT

If you fancy something a bit different, why not try out some of our live entertainment? Attempt to escape the fiendish Dark Room, relax with some classical music, recreate 80s TV classic Nightmare or save the world from a pandemic... or even

the Great Old Ones. Our live events take place in the Pavillion Room at the Hilton Hotel. Book online at www.ukgamesexpo.co.uk



NAME	AGE	DAY	TIME	PRICE	
The Dark Room	12A	Friday	13:00-14:00	£4.00	Live action, text-based adventure game!
The M.M.O.R.P.G. Show		Friday	17:00-18:00	£4.00	Combining improvised comedy with table top gaming.
Live Pandemic		Friday	18:00-20:00	£4.00	A game of Pandemic unlike any you've ever played.
Live RPG Plus		Friday	20:00-22:00	£4.00	All star roleplaying party in an on stage RPG.
The Dark Room	12A	Friday	22:00-23:00	£4.00	Live action, text-based adventure game!
The M.M.O.R.P.G. Show		Saturday	12:00-13:00	£4.00	Combining improvised comedy with table top gaming.
The Dark Room	12A	Saturday	13:00-14:00	£4.00	Live action, text-based adventure game!
Knightmare Live		Saturday	15:30-17:00	£10.00	Stage version of the TV cult classic.
Live Pandemic		Saturday	17:00-19:00	£4.00	A game of Pandemic unlike any you've ever played.
ADELIANE - A Concert		Saturday	20:00-22:00	£15.00	Live concert featuring music from Shadows of Esteren.
The Dark Room	12A	Saturday	23:00-23:59	£4.00	Live action, text-based adventure game!
The M.M.O.R.P.G. Show		Sunday	12:00-13:00	£4.00	Combining improvised comedy with table top gaming
The Dark Room	12A	Sunday	13:00-14:00	£4.00	Live action, text-based adventure game!
Knightmare Live		Sunday	15:00-16:00	£10.00	Stage version of the TV cult classic.

FOOD AT UKGE

Need a bite to eat? We've got you covered. The Expo Food Festival, Chow Street, is located in the Hilton carpark just outside the main lobby. Here you can find Big Daddies Diner serving artisan hot dogs; The Bournville Waffle Company; Jabberwocky Streetfood, home of award-winning toasties, Becky's Bhajis serving up Indian snacks; Street Souvlaki Traditional Greek BBQ stall; Canoodle Pan Asian street food; Habaneros Mexican Cuisine; and The Meat Shack's handmade burgers.

New this year is Cook Street, down at the Hilton Lakeside next to the Viking Village. From mid morning until mid evening you can find Aunt May's American-style burgers; Bare Bones Pizza; the Sizzling Squid Fish and Chips; The Bar; and The Whole Hog.

Inside NEC Hall 1 and Hall 3a you'll find a restaurant, bar and coffee bar, while the NEC itself hosts a range of food outlets including Starbucks, JD Wetherspoon, and Subway. Additional coffee stands etc will be located around

both NEC Hall 1 and Hall 3a for a quick pitstop.

Over at the Hilton Hotel, the Lounge Bar and hotel restaurants will be serving meals. Here you will also find a Costa Coffee in the lounge, a Real Ale Bar in the lobby, and tuck shops in both the Palace and the Kings Foyer, serving sandwiches and snacks and soft drinks.

For more information see www.ukgamesexpo.co.uk/catering.php



FAMILY ZONE



This year's Family Zone at UKGE is set to be the biggest and best yet!

Run by Imagination Gaming, the zone is a 'must visit' destination for families, with a team of friendly and dedicated demonstrators on hand to show you the greatest family games around.

First and foremost, we have a great selection of family games, and we don't say this lightly; our game collection is HUGE!

The Family Zone boasts a massive games library, filled to the brim with this year's most popular games alongside old classics that everyone can learn easily and enjoy immensely. All of the games on offer here are great for building a variety of skills, from maths and literacy to logic and memory! Some of the games are even exclusive to us in the UK; don't miss out on the chance to play and purchase these rarities.

As well as the usual impressive tabletop game collection, we'll have giant versions of some of our most popular games, including Pandemic, Ticket to Ride and some other surprises that we are most excited about, unique to ourselves! Our knowledgeable team will be more than happy to demonstrate these games and we promise not to get too competitive... (honest!).

This year, we'll have a seating area for around 250 people, so plenty of room to get your game on! We must

stress however that this space is strictly for Family Zone attendees, and all children must also be accompanied by a responsible adult at all times.

There will also be fantastic kid's role-play sessions. Every year these are extremely popular, so be sure to pop down early to secure your place.

As well as our main gaming area, we'll also have our Creative Zone. This area is a little more chilled out, and enables you to really get your creative juices flowing. From story writing to designing and making, there's sure to be something for everyone to get stuck into. We love to showcase the designs and stories by those who visit the Zone, and we'll have a display board where you can see everyone's hard work (and maybe get some inspiration!).

New this year are game tournaments and a leader board for certain games, where you can challenge your family and friends and even try and beat your own scores! We'll also be running some great competitions where there will be some pretty impressive prizes up for grabs. Come and see us for a challenge!

The majority of the games we have this year will be available to purchase at our stand at the event.

Opening Hours (Free Entry):
 Friday 11.00am – 6.00pm
 Saturday 9.30am – 6.00pm
 Sunday 9.30am – 4.00pm



CHILDREN'S ROLEPLAY GAMES

Our group of dedicated Children's Games Masters are back, with three different games on the go, so youngsters can pick their fate, or come back for a second or even a third helping. The games are recommended for children aged five to 12. No knowledge of rules is needed — just imagination and a willingness to learn. It is advisable to sign up early, as places fill up very quickly. The children's RPGs can be found in the Family Zone, Hall 1.

THE STORM KING'S THRONE

The Storm King rules the world with an iron fist full of lightning. His castle is guarded by powerful spells designed to keep out all adventurers who might try to dethrone him. But one group has discovered a flaw in his defences, and it is up to them to destroy the source of the Storm King's power and restore peace to the world.

THE FESTIVAL OF TRANSFORMATION

In your small sleepy village the Festival of Giving is normally a time for celebration, but this year is different. Someone has slipped a magic potion into the water supply, transforming everyone into helpless animals! Despite their strange new forms, the village guard must take up arms to undo the spell and save the village.

ROGUE 1 - FIGHTER 0

Your spaceship has been badly damaged, but your cargo must be delivered! You and your fellow crewmates must keep the ship flying while repelling alien invaders intent on stopping you and taking your cargo for their own. The odds are stacked against you, but the fate of the galaxy is resting on your shoulders.



FACE PAINTING

We have a face painter again this year. Rowan of Glittercreep Face and Body Art is back. Rowan will be located in the Family Zone. Charges will apply for face painting.

Friday 11.00am – 6.00pm
 Saturday 9.30am – 6.00pm
 Sunday 9.30am – 4.00pm



COSPLAY

The Cosplay Zone is packed with characters and costumers galore!

Here you'll have the chance to take pictures against our green screen and space backdrops - which we invite you to share with us - a repair zone in case your costume runs into 'technical difficulties' and displays or props, weapons, and costumes.

There's also a chance to meet and learn from some of the best.

Alan Flynn, who has appeared as an Imperial Officer and Storm Trooper in the Star Wars films, will be in the Cosplay Zone for most of the weekend. He will also be giving a talk about his career - see page 73 for details.

On Saturday morning in the Cosplay Zone Kemir Armouries will create a full set of Mandalorian light armour plates in the style of Jango Fett, which will be raffled for the UKGE's chosen charities - The Children with Cancer Fund and the Samaritans. Tickets are on sale until 3pm on Sunday. The armour is worth around £200, and will be signed and dated by Kemir Armouries.

If you aren't sure where to start with cosplay, or want help with an idea, do come and join us over the weekend. We have talks on how to get involved in cosplay, cosplay armour building and planning your costume.

There are also opportunities to make a prop or piece of armour with one of our team. Spaces are limited, sign up on the day in the Cosplay Zone.

If you would like to sign up for our daily cosplay parade and competition,

please head over to the Cosplay Zone on Friday from 11am-3pm, Saturday from 10am-3pm, and Sunday 10am-12pm. To be in the parade you will need to be by the Main Stage for 2.30pm each day. You must be present in the Main Stage area to be part of the cosplay competition.

Friday:

- 12pm, Cosplay 101 Talk, Cosplay Stage in the Cosplay Zone.
- 2pm, Make a prop axe with R31 Cosplay and Props, Cosplay Stage in the Cosplay Zone. Workshop suitable for ages 16+.
- 5pm, Making Belle, Cosplay Stage in the Cosplay Zone. Join Holly from Jolly Holly to talk recreating the gown worn by Belle in the live action Disney Beauty and the Beast. Holly will also be happy to take questions on the Cinderella transformation dress.

Saturday:

- 2pm, Meet Marc from SpinDash Adventures, Cosplay Zone. Meet Marc and find out how he recreated Final Fantasy's Cloud Strife - and made one of the biggest prop swords on the convention floor.
- 4pm, Paint a Steampunk Gun with Mostly Curious, Cosplay Stage in the Cosplay Zone. Workshop suitable for ages 14+ with parent/guardian.

Down by the Hilton Lakeside you'll find a Viking Village. Throughout the day, you have the chance to try out

some Dark Age board games such as Hnefatafl and Nine Men's Morris, or have a game of Kubb with a Viking. We have amazing combat displays scheduled, weapons demonstrations, battles, and combat skills demonstrations. Does your child want to have a go at fighting the Vikings? Bring them along (under 11s only) to have combat training and a chance to 'kill' the nasty Vikings! There's also the opportunity for under 11s to learn how to be an orc on Saturday at 1.30pm.

Timetable for all days:

- 10am – Open to the public on the Beach.
- 10.30am – Weapons Display and Skirmish in the Arena.
- 12.30pm – Hrothgar's Saga and Kiddie Vike in the Arena.
- 3.30pm – Main Battle in the Arena.

Cosplayers taking part in this year's event are: The Cosplay Club, C21, ICC, The Galactic Knights, Thanet & Eastbourne Cosplay, independant cosplayers including Kemir Armouries, R31, Loki of London, Hawksome, TC Kreations, Jolly Holly, Vijay, Neon Saiyan and Punxdead, plus YouTubers Mercenary Makes and cosplay with us.

Chibifie Cosplay from Sweden (who reached the final eight at Cosplay -SM) and Clockwork Dandynoodles (EGX eurogamer) will bring us their experience from national and international competitions.



KIDS TICKET COMP

This year's children's ticket was designed by Anya Cawkell, aged nine. She won £100 in UKGE vouchers and an extended entry family ticket. Congratulations Anya!

If you'd like to enter next year's competition, visit our website for details.





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SO YOU HAVE THIS IDEA FOR A GAME...

Since its inception, UK Games Expo has always been an event encouraging new games to reach publication. In particular our aim has always been to help the small indie and new designers.

This includes prototype testing tables, seminars and panels for games designers and publishers, networking events, and opportunities for budding designers to pitch their ideas to publishers.

This year we have brought together many amazing companies and individuals to create a dedicated Publisher-Designer Track.

To find the right area for you, ask yourself these questions:

A) Do you have a game concept or a game at a prototype stage?

Playtest UK will be running the Playtest Zone for the seventh year at UKGE. If you have created a game prototype, we can book you a table and get members of the gaming public to sit down and playtest your game. The feedback you receive will be invaluable in improving and developing your design. The Playtest Zone is open to everyone with an

Expo ticket, and will be running 11 to 6pm on Friday and 9.30 to 6pm Saturday and 9.30 to 4pm Sunday.

Meet the Makers Networking is a session for games designers, publishers, and members of the gaming industry to meet up in a relaxed environment for a chat and maybe to play a game prototype. Open to designers, retailers, and publishers, 9pm to 10.30pm on Friday 2nd June. This event is by pre-registration only. To enquire about possible attendance see Rob Harris on the Playtest stand during Friday.

Wyvern's Lair is held in the Tote Suite Seminar Room outside NEC Hall 1. It takes place between 3pm and 5pm on Saturday 3rd June and is open to all visitors. The aim of the UKGE Wyvern's Lair is to put the applicants in the same room as individuals who make, publish, and distribute games. However, we cannot guarantee that this will lead to any games actually being made (although some of last year's entrants are moving on toward publication now).

B) Are you a publisher looking for advice, or a designer looking to self-publish a game?

We have several seminars organised to advise and assist you in publishing games.

These are:

- How to Make Games by Cartamundi.
- How to Sell Games by Esdevium Games.
- How to Market Games by Beasts of War.
- How to Run a Successful Kickstarter Campaign.
- How to Set Up with Kickstarter by Luke Crane - Kickstarter.
- Running a Campaign by Chris Birch - Modiphius.
- How to run your logistics by Nigel Matthews - GamesQuest.
- How to Distribute Your Game by Alex Green/Jon Burton - Esdevium.
- Full details on these and other seminars and panels are on page 73.

C) Are you a publisher or designer needing a space for a meeting?

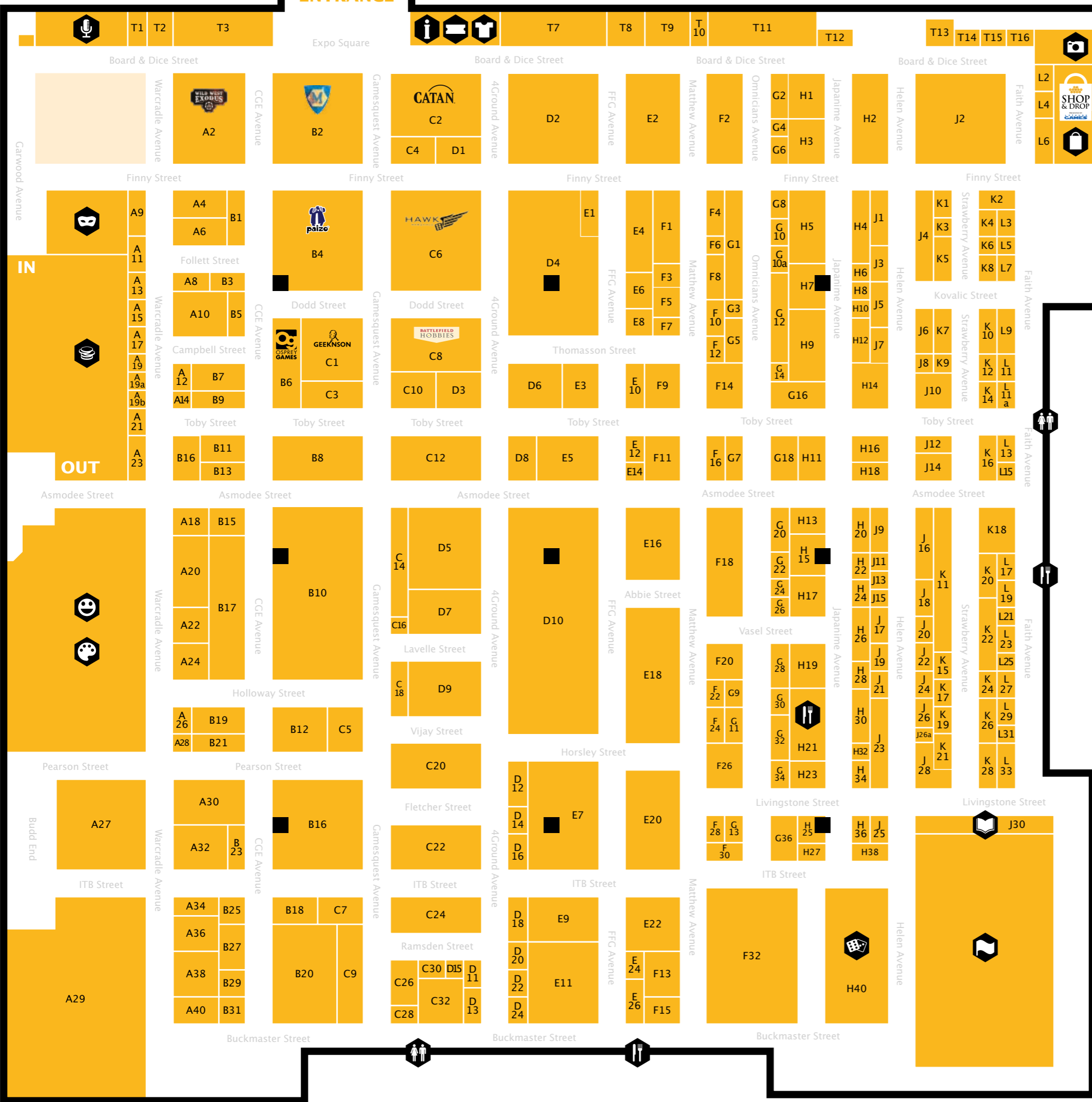
Looking to sell or buy that next big game? We can provide some space in our B2B Meeting Spaces. Enquire at the help desks in NEC Hall 1 and the Hilton Library.



PLAYTESTING















The Playtest Zone gives game designers the chance to refine their creations with feedback from the gaming public – and Expo attendees the opportunity to try out new games before they are released, and maybe even get their names in the credits. All playtesters who take part will be entered into a draw and could take home some great games prizes. There should be something for everyone, with various genres and difficulties on offer. No sign-up is necessary, just sit down, play a game, and give your feedback.

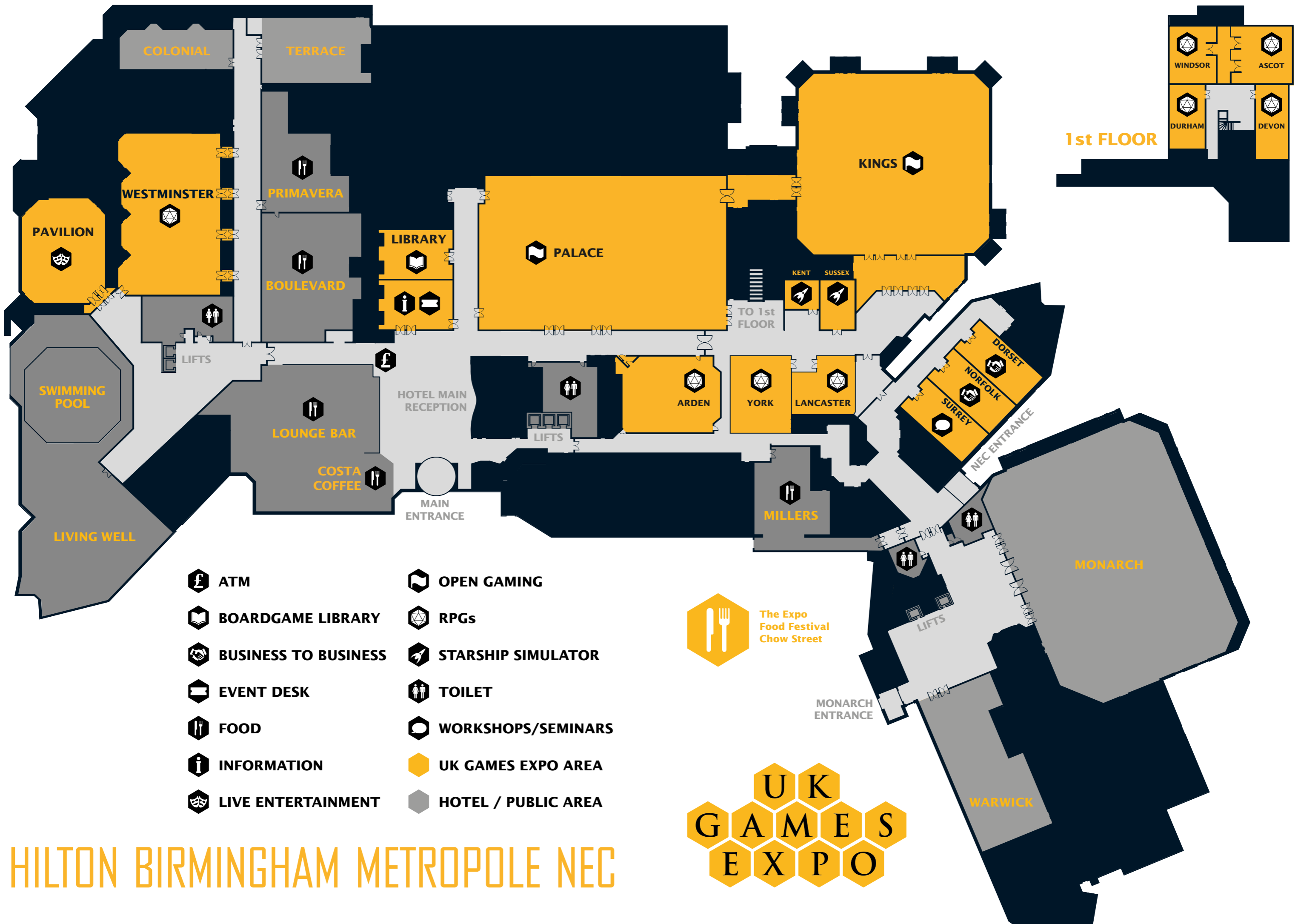
Playtest UK is a friendly group of board/card game designers and playtesters that meet regularly in London, Cardiff, Leeds, Enfield, Bath, Norwich, Edinburgh, Reading, Birmingham, Sheffield, Oxford, Bristol, Dundee, Cornwall, Southampton and SE London. (It's free to join and attend.) Find out more about the group at www.playtest.co.uk, www.meetup.com/Playtest or Twitter: @playtestuk.



UK GAMES EXPO

BIRMINGHAM NEC HALL 1

-  **BOARDGAME LIBRARY**
-  **BRING AND BUY**
-  **COSPLAY AREA**
-  **EVENTS DESK**
-  **FACE PAINTING**
-  **FAMILY ZONE**
-  **FOOD**
-  **INFORMATION**
-  **MAIN STAGE**
-  **MERCHANDISE**
-  **OPEN GAMING**
-  **PLAY TESTING**
-  **PRESS AREA**
-  **SHOP & DROP** Presented by Leisure Games
-  **TOILET**



HILTON BIRMINGHAM METROPOLE NEC



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10 Years we have supported Expo

20 Years we have had the website

30 Years we have had the shop

40 Years I have been promising to take Sally to Venice ...

Guess where we are?

The shop will be open as usual



Please Feed

EXHIBITORS

2d6	A boardgame publisher from Estonia.	B25
3D Total Games	Publisher of Escape the Nightmare and Wizard's Academy.	A17
4Ground Ltd	Wargames, model buildings and accessories.	D9
8 Bit Boardgames	Test the new Laser Squad board game. Come join the squad!	J13
A-Muse-Ment	Designer and publisher of strategic board games. Launching NIMBEE at Expo.	F10
A1 Toys and Static Games	Scotland's best comic, toys and gaming stores, a1toys.com.	B9
Absolute Dice	Designer and manufacturer of dice games.	E16
Adversity Games	Publisher of the forthcoming Nightlancer cyberpunk game.	K14
Aeon Games Publishing	Dedicated to publishing affordable and innovative roleplaying games.	K2
Agent November	An intense LIVE escape game. Race against time to solve the puzzle and save the day!	D15
AireCon	A friendly and inclusive analog gaming festival in Harrogate International Centre.	F7
Alephtar Games	Publisher of tabletop roleplaying games, both classic and new school.	K8
All Rolled Up	Award-winning tabletop accessories, handcrafted game rolls and folding dice trays.	K28
Alley Cat Games	Showing the new Lab Wars card game.	B1
Altitude Management Ltd	Presenting Siege, the Game of Kings.	G22
Andree Schneider	Fantasy, comic, cartoon and board game artist.	E12
Anthea Slade	Children's author and publisher of new board game.	A19a
Arcane Wonders	Publishers of Mage Wars and the Dice Tower Essential line of games.	G5
Artipia Games	A team of people who love to design, develop and publish board games.	K11
Asmodee Holding SAS	A leader in the distribution of board games and trading card games in Europe.	B10
Backspindle Games	Demoing Dance of the Fireflies/MourneQuest and a Luchador! Tag-team tournament.	G18
Badcat Games	Scottish indie publisher of games for ages 7-77, presenting ElemenZ and Gladiatores.	J19
Basically Wooden	Makers of a variety of unique wooden games and card boxes, organisers and accessories.	A6
Battle Systems	Offers realistic 28mm sci-fi & fantasy terrain for table top gamers and collectors.	K16
Battlefield Hobbies	An accessible, comfortable games venue and retailer located in the centre of the country.	C8
Battlefoam	Battle Foam is the leader in storage solutions for the table top wargaming community.	A34
Bazaar Broz	Come and play our hilarious miming party game - Animal Ailments!	H27
Beanie Games Limited	The North's largest hobby game store and event venue.	A23
Beyond Tabletop Games	3D Pawn - learn it in 30 seconds, enjoy it anywhere.	L17
Big Imagination Games	New publisher in Oxford, releasing its first title in 2017 - The Champion Of The Wild.	H6
Big Potato	Everything from quiz games to party games, kids games to toys.	H11
Board And Dice S.C.	Polish publisher of Exoplanets, Dice Brewing, The Curse of The Black Dice.	H2
Board Game Extras	Specialists in accessories such as wooden replacement parts for Agricola and Settlers.	H4
Board Game Guru	Stocks a wide and range of board and card games for all ages and interests.	G1
Brain Games Publishing	Latvian publisher of family board games like Om Nom Nom, Wash Dash and Logic Cards.	C14
Braincrack Games	UK-based publishers of fun and accessible board and card games.	G7
Bug-Off	The world's first outdoor wargame, where players battle with small teams of bugs.	L31
Burley Games	An independent designer, manufacturer, distributor and wholesaler of board games.	F14
Burning Games SCP	Publisher of the ENnie-awarded, card-based tabletop RPG FAITH: the Sci-Fi RPG.	H22
Bushiroad Europe	Publishers of Collectible Cards games.	A10
Cardboard&Coffee Games	A Scottish games designer playtesting Nuts And Bots, planned for release in 2018.	D11
Cards on the Table Games	Showing Quiz Casino, combining a card game, quizzes, betting and casino games.	T15
Carmik Games	Board games, wargames and more.	H8
Cartesian Creations	Hand crafted, unique board accessories and card game accessories.	J3
Catan Studio	Catan Studio develops and publishes Catan, the world's pre-eminent analog game brand.	C2
CCG & Boardgame Social	Card games and Board games for every gamer.	J1
Chaos Cards	A leading retailer for collectible trading cards and accessories in the United Kingdom.	E20
Chaosium Inc	Publisher of the Call of Cthulhu Roleplaying Game.	C5
Cloud Island	A new game design studio that believes in the unique and the different.	B18
Code Orange Games	Creators of Collision, a post-apocalyptic miniature skirmish game played with cards.	F22
Cog 'O' Two	Feed your acrylic addiction with our high quality gaming accessories and custom products.	H12
Coiledspring Games	Creators of Sushi Go and CVlizations, now join us for the latest and greatest in tabletop!	A27

ESCAPE THE DARK CASTLE

Find us at H34



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themeborne.com

The game of atmospheric adventure

Early-bird pledges June 2-4
KICKSTARTER

EXHIBITORS

Colour Guards	A fun and exciting new strategy game for 2-4 players.	K9
Cosy Dice	Custom Machine Embroidered Dice Bags for the Wargaming and Gaming World.	D18
Creativity Hub	We foster imagination, empathy and self-esteem, for a world where these are in everyone.	D5
Crooked Dice	Wargames rules and miniatures inspired by the varied iconic worlds of 60s-70s Cult TV.	K21
Cthulu Bowls	Achtung! Cthulhu Bowls. Who will score the highest over the weekend?	H7
Cube	We have been playing board games for a very long time.	E4
Cubicle 7	The creative team behind The Doctor Who RPG & Card Game, Victoriana and many, more.	F26
Cubiko	Beautiful, hand-made, award winning wooden board games for all the family.	F6
CYW Board Games	One of the leading game manufacturers in China, now focusing on the European market.	J12
Czech Games Edition	Bringing you the best games from the Czech Republic and beyond.	B12
D101 Games	Old and new school games. Whatever form of RGBs you prefer, we've got you covered.	L6
Danish Brain Games	Flex your brain muscles with XOBrainer!	A40
DarkOps	Design and manufacture high quality laser-cut wargames terrain.	A11
Daruma Productions	Independent games production, marketing and merchandise.	J18
Days of Wonder	Publishes top-quality, family-oriented board and online games.	D2
Deep Cut Studio	Leading manufacturer of game mats: largest selection, award winning designs, custom prints.	B27
Devil Pig Games	A French games publisher.	A32
Devir Games	A Spanish board games publisher presenting their new releases and full catalogue.	E22
Dice Sports	Publisher of the game Z WAR ONE.	B23
Dicing on the Cake	Virtual board game cafe.	K1
District 31	Following a successful kickstarter are demoing their new game.	H26
Dized	The Dized app teaches you to play board games. Skip the rulebook and play immediately!	C20
DMB Games	Dungeons tiles and more.	A16
DnDice	Premium exciting and unique metal dice plated for RPGs and tabletop wargames.	A8
DogEared Games	Strategically chaotic games with a myriad of variations: Stak Bots, Colour Chess and Lure.	G26
DongGuan Bayaya Ltd	Professional manufacturer of board games, card games and playing cards since 1998.	K7
DungeonCraft	Manufacturer of high quality scenery and the dungeon crawling game of DungeonCraft.	L11
Dust 1947 - Warfactory.pl	Dust 1947 Gam e- an alternative timeline of walkers, lasers and powerful superheroes.	K17
Eclectic games	Reading's only dedicated specialist games shop.	B17
Eldritch Essences	Hand-crafted scents of Lovecraftian inspiration for reading, roleplay or relaxation.	G24
Entropic Games	Publishers of the game Oligarchy.	D13
Erdenstern	Compose soundtracks and music for games and movies. The Library of Fantastic Music.	G4
Ergo Sum Games (ESG)	Publisher of strategy games including New Earth and the forthcoming Dan Dare.	C24
Errant Sword Gaming	Playtesting our strategy-lite title Elemental Ascent (2-4, age 10+). Publishers welcome!	C30
Esdevium Games Ltd	Europe's leading distributor of hobby products.	A29
Exilian	A democratically run community of creative geekery.	J7
Extraordinary Art	Lee's artwork is an imaginative exploration of Eastern and Gothic settings.	G11
F-Side Games	Hobby Game Retailer.	J14
Fabryka Kart TREFL	Printing great card games for 70 years. Now the most modern games factory in Europe.	C18
Fantasy Flight Games	One of the USA's and the worlds most productive board, card and RPG game companies.	D10
Fire Hazard Games	Real-world immersive games, including Citydash, Undercover, and Raiders of the Lost Archive.	A14
Firestorm Cards	The Best Source for Trading Card Games and Accessories!	E10
Flip the Script	The party game that puts you in the Hollywood hot seat.	J21
Formal Ferret Games	Formal Ferret Games is the publishing outlet for board game designer Gil Hova.	D8
Format 15	A board game micro-manufactory producing Astral Peace.	K15
Four Elements	Designers of Four Elements - a turn-based action strategy game that is easy to learn.	J8
Fourth Quarter Football	Gridiron in miniature. A brand new 32mm American Football game.	G30
Gale Force Nine	Publishing top quality board games including Firefly, Star Trek, Dr.Who and Dungeons & Dragons.	B8
Game On	Game On Tabletop - crowdfunding by gamers for gamers!	A28
Games Knight	Games Publisher from Yorkshire.	C16
Games Lore	The UK's largest online retailer.	T8

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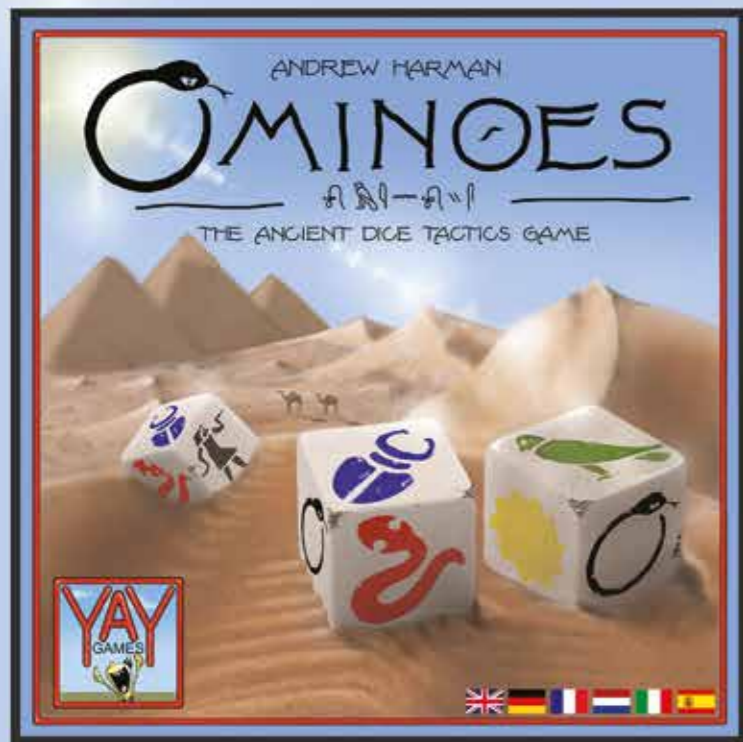
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EXHIBITORS

Games Workshop Ltd	Long-established UK publisher of Warhammer.	F32
Games2mt	We are a small team from the beautiful Bellnhausen in Hesse.	G26
GamesQuest	Famous online retailer for board, card games, RPGs, dice and collectibles.	C22
Gamtee Ltd	Clothing for Gamers.	E3
Gaming Books	Online shop for the hobby game enthusiast.	G8
Gangly Games	Gangs of Britannia designers: come playtest with crooks, crooked moustaches and Kray Twins.	L4
GCT Studios Ltd	Produce Bushido, an oriental fantasy tabletop miniatures game.	F1
Geek Attitude Games	Belgian Publisher designing games such as Not Alone, ESSEN The Game and Taverna.	J10
Geekmod S.C.	Mods for your board games.	K20
Geeknson Ltd	Produce high quality gaming tables.	C1
GeekyClean	UK-based business creating geeky and gaming themed soap, bath bombs and cosmetics.	A19
Gen42 Games	Publishers of highly addictive quality and award winning board games such as Hive.	H14
Genki Gear	Manufacture a range of T-shirts that appeal to gamers and the broader community.	J16
Gibsons	The oldest of its kind in the UK. Independent, family-owned board game and puzzle manufacturer.	A22
Giovanni Franco	Leather books, book covers, calligraphy feathers and accessories following old florentine craft.	E14
Golden Age Games	The board game with 0% luck and lots of player interaction,	E16
Grange Live Gaming	Central Birmingham's newest gaming centre stocking all your gaming airsoft and LARPing needs.	T19
Green Board Games	Providing a multitude of educationally focused and inclusive family games.	A20
Grimlord Games	An independent developer of strategic tabletop board games based in the UK.	J9
Grublin Games	Cornish publisher and Indie games distributor. Come and play our new Heist game!	T12
Guards Against Insanity	Unofficial expansion to Cards Against Humanity and Confessions: The Game of Secrets & Lies.	G5
Half Wing Games	An independent board games publisher.	C24
Hall or Nothing	Delivers thematic games and world-class art where quality cannot be compromised.	D14
Handycon	A new 3 day board game convention emphasizing meeting new people and playing games.	G13
Happy Otter Games	Independent game design company and makers of the Game Creature College.	E16
Harps Corporation Ltd	Hardwood tabletop gaming accessories, hardwood gaming tables and custom projects.	G34
Hawk Wargames	Produce the 10mm scale sci-fi massed battle game, Dropzone Commander.	C6
Hayland Terrain	Table top terrain business who offer affordable and hand crafted terrain.	J6a
Hellion's Art	Artist of book cover and interior game artwork, illustration and cartography.	J4
Herbertz Entertainment	Established in 2016, this German company develops board and card games.	K12
Hip Hop Cards Ltd	Hip Hops is the collectible beer card game that is fast and easy to learn.	B13
Hispa	Association of Spanish publishers seeking to bring games to every player, family and expert.	H23
Honeysuckle Games	New board game designer showcasing and demoing Zombie Babies.	J11
Hopwood Games	Independent designer of award winner Mijnlieff. Demonstrating new game Daring Dustbunnies.	J25
IGDN	Volunteer trade organization that supports indie game developers.	L9
Imagination Gaming	Engage and educate both children and adults in fun and entertaining games.	A24
Inspiring Games	Publisher showcasing the Legends Untold franchise and new title Lord of the Horde.	H19
Invincible Games	Developing creative innovative board game designs melding strategy, theme and gameplay.	G13
ITB Board Games	Indie tabletop publisher with a range of games from high fantasy to political intrigue.	E7
Ivory Graphics Ltd	Specialist manufacturers of all types of custom playing cards, from one pack upwards.	F4
James Hayball	A concept art illustrator.	J4
James Smith	Designer of Revelations, a new trivia-based board game with a unique twist.	L19
Japanime Games	Dedicated to bringing you the finest tabletop games from Japan and beyond!	G16
John Adams Leisure Ltd	A huge range of fun family games, science and craft kits, dolls, and much more.	H9
Jonathan Green	Freelance writer of speculative fiction. Contributor to the Fighting Fantasy and Black Library.	F11
Just Crunch Games	Resting place of the Cthulhu Hack, rules-lite RPG of Lovecraftian horror and investigation.	K28
Justin Wyatt Illustration	Kent-based illustrator, caricaturist and pencil-wielding crime fighter.	H10
JWS Europe Ltd	Toy and puzzle wholesaler - est 1984 - exclusive UK distributors of V-Cube and Inside3.	B31
KakapopoTCG	UK company that design & make metal dice, deck boxes and briefcases for tabletop gaming.	A13
KaleidoCards	KaleidoCards is coming to Kickstarter soon. Fast and fun, it's many games in one.	H36
Konami	Japanese entertainment company which produces the Yu-Gi-Oh trading card game.	J2

Booth H2



EXHIBITORS

Kr Multicases	Carrying cases for figures.	F5
L.O.T.F.P.	Mindbending and merciless role-playing.	K26
Lander	Strategy game making its debut into the board games arena. Looking for play testing & guidance.	F15
Lazy Juggler	Sells a wide selection of hobby board and card games, ideal for all.	G2
Legend Express Studios	A board games publisher from London.	B19
Leisure Games	London based specialist games retailer. Stock games of all types.	G12
Lesley Bits Box	Sci Fi miniatures and second hand figures.	F3
Librium Games	Game developers & makers of Librium & Detour, suppliers of DGT chess timers & chess sets.	E8
London Board Games	British designers showcasing The Football Game - football club management in 90 minutes!	C7
LongPack Games	LongPack Games provides board and card game manufacturing for game publishers.	H20
Lookout Games	German publisher of board and card games such as Agricola, Le Havre, Caverna, and more.	B2
Lost Pages	Weird role-playing games you did not know would confuse you, and can all be played together.	L5
Ludorati Cafe Ltd	Nottingham's premier board game café bar located in the city centre close to the castle.	C24
MAGE Company	From Bulgaria, the publisher of Eragra, 12 Realms and other board games.	D6
Magic Geek	Retailer of collectible card games like Magic.	H3
Magic Madhouse	UK's biggest and best tabletop and TCG e-store - massive range, highly competitive prices.	B20
Magister Militum	Supreme commander of all forces on land or sea.	C9
Mantic Games	UK-based fantasy and sci-fi miniatures and games company.	G20
Masters of Gettown	A truly unique, full-contact take on dice-based gaming for 2-6 players.	T17
Mayfair Games	US-based international publisher of board and card games suitable for families and hobbyists.	B2
MDR DYSTRYBUCJA	Board game publisher from Poland.	D24
Medusa Games	Indie publisher of Nine Worlds, Tinker Tailor and the upcoming Magnificent Flying Machines.	E5
Meeples Corner	Online shop for the board game enthusiast.	E1
Melsonian Arts Council	A small press RPG publisher with delusions of literature.	L5
Mercia Books	Indie publisher of fantasy and historical novels including the Northern Crown Series.	F11
Metagames Inc	Games company that creates cardboard & RPG based games for the aspiring geek in all of us.	H18
Mindclash Games	Hungarian design team whose debut game was Trickerion. Anachrony is coming soon.	B18
Minddunes Entertainment	A digital production company founded in 2014 and based in Bangalore, India.	J26
Modern Horrors	Publisher of the horribly hilarious satirical card game Play! Laugh! Scream!	H32
Modiphuis Entertainment	Publisher of Achtung! Cthulhu, Conan, Star Trek Adventures and Fallout Wasteland Warfare.	H5
Monolith Board Games	Publisher of Batman the Boardgame coming to Kickstarter.	C26
Montidots Ltd	Illustrates and publishes RPG modules for D&D and Cthulhu systems.	J20
Moosh Games	Publisher of Bellum. The international version will be coming to Kickstarter soon.	L7
Motley Sprue	A board and card game team making immersive, thematic games that last.	K4
Mushroom Gaming Co	Publisher of Fishy Tactics, taking gaming to a whole new scale.	A21
Nibiru	A Roleplaying Publisher.	J15
Nine Dragons RPG Ltd	Honour is urban grit + Asian myth; Flintlock is black powder, the high seas & low-fi high tech!	L9
North and South Games	Dedicated to creating fun and family friendly boardgames for players of all ages.	G6
Northumbria Games	A mail order and show-based shop for the specialist and the casual boardgamer alike.	B7
NSKN Games	Romanian publishers of one of a kind strategy board games.	K11
Oathsworn Miniatures	Home of some of the finest 1/56 scale 28mm fantasy miniatures available.	H16
Omni Geneius	Board games & toys offered with a combination of social health solutions gaming programs.	G36
One Free Elephant	Publishers of ORE-SOME! and Carcosa.	D20
Original Content London	Publisher of Band Manager: Backstage Clash, a ruthless game of band politics & selling out to the man.	J4
Osprey Games	Publish a large range of wargames.	B6
Paizo Inc	Paizo Inc is a leading publisher of fantasy RPGs, accessories, board games, and novels.	B4
Patriot Games	Custom Patriot provide customised gaming accessories for the gamer, designer and the artist.	L33
Pegasus Spiele GmbH	One of Germany's largest publishers and distributors of games of all types.	D4
Phalanx	BGG's Best Wargame 2015 Nominee. See the new edition of Hannibal: Rome vs Carthage.	H2
Play Corks	Corks - a new fast, fun & furious party game for family & friends. Come and have a game.	H24
Play with History	Authentic historic, unique abstract and strategy board games, inspired by history & folklore.	G32

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EXHIBITORS

PlayFusion Ltd	Pioneering the future of mixed media connected play.	D3
Playtest	A friendly group of board/card game designers and playtesters.	H40
Pokémon Regional Championship	Participate in video game or trading card game tournaments and discover the fun of Pokémon.	Hall 3a
PonyPonyPony	Designers and makers of Sterling silver fantasy and gaming jewellery.	K6
Princess Potato Jewels	Fashion accessories inspired by my geekiness!	L2
Prodos Games	A young and fast-growing enterprise in the miniature wargaming world.	J23
Q Workshop	German publisher of a huge range of board game like Kingdom Builder and Escape.	E4
QANGO	QANGO - quick, clever, strategic - A new classic for 2 in 3 minutes.	A18
Quality Beast	New, Berlin-based boardgame publisher currently releasing their first game Seize the Bean.	L11a
Queen Games	German publisher of a huge range of board game including Kingdom Builder and Escape.	E2
Quick Play Events	Experienced marketing specialists with a single goal in mind; to facilitate fun and games.	J2
Quirkative	Publishers of Orctions.	A4
R&P Dice	Hand made wooden tables for gamers and home use.	K18
Ragnar Brothers	Designers of History of the World and the new game Backpacks and Blisters 2nd Edition.	F8
Raids	Playtest a new tabletop RPG that focuses on immersive story telling and player freedom.	A19b
Raku On The Board	Our goal is to help people in designing and publishing their games. Join Raku Support Team.	E24
Ralph Horsley	Fantasy Artist with credits all over the industry and the artist behind the UKGE Dragon.	J4
Realm Master	Come play Realm-Master - a fast, fun, fantasy-themed, tense battle for the Kingdom.	L15
Red Glove	Italian publisher of Vudù, a physical curses game + Rush & Bash, the world's wackiest race.	H1
Red Scar Publishing	Creating unique systems, settings and paraphernalia across endless worlds of adventure.	H13
RepublicOf1	Presenting Softwar: An elegant, modular two player tactical game of modern cyberespionage.	L29
River Horse	Presenting Tails of Equestria, a family-friendly game in the fantastical world of My Little Pony.	A26
Rose's Gaming Accessories	Luxury wooden table top gaming accessories for all your gaming needs.	L23
Rowenson Games	Designers of the strategic, calculating and risk taking game 'Stellar Transporter'.	J22
Rubicon Models	Manufacture hard plastic kits for the tabletop miniature games and military modelling market.	A11
Savvy Games Ltd	Publisher of SAVVY, the 'Push your Luck' card game.	C4
SC Skillman	Author who writes contemporary thrillers and suspense fiction.	F11
Scorch's Pyrography	Unique hand-burned pyrographed wooden and leather items with fantasy and geeky themes.	L13
Scrooge The Board Game	Can you out-scrooge Scrooge? Fiendishly original. The mind-blowing survival game.	K3
Second Thunder	Publisher of Open Combat, the miniature skirmish game you can play with any models.	A15
Sensible Object	Creators of Beasts of Balance, the award-winning app-enabled game of skill, strategy and creation.	G10
Shades of Vengeance	Creators of the Era RPG titles and Champion of Earth. We'll be running demos all weekend.	F16
Shadows of Esteren	French publishers of a medieval horror RPG.	J28
Sharkee Games	The Dead Throne prototype will be available for demo along with answers to any questions.	L21
SheBlackDragon	Professional freelance artist with many credits in the roleplaying industry.	J4
Shed Games	Publishers of a classic Victorian dungeon game including miniatures and resin terrain.	F30
Sibro Games Ltd	UK game designer brothers present their publishing debut: Follow, who can rescue reality?	F28
Sinister Fish Games	Publisher of Great Scott! - The Game of Mad Invention, & the removable sticker set for Gloomhaven.	G9
Six to Start	Demoing the tabletop adaptation of their hit fitness app Zombies, Run!	C28
Smiling Monster Games	Board games, Swan Panasia card protection sleeves, accessories - publishing and distribution.	B5
Sopio	The original points-and-puns stickman card game plus a selection of new creations.	J24
SPACEBALLOON GAMES	Creates innovative and fun board games to bring people together!	E16
Spectre Miniatures	28mm extremely accurate modern warfare miniatures, vehicles, scenery & tabletop wargame.	L27
Spiral Galaxy Games	Publishers and distributes board & card games to the UK, Europe, and to the rest of the World.	T7
Squarehex	Publish Oubliette: an old school fantasy magazine and a range of paper accessories.	K24
Steamforged Games Ltd	Creators of Guild Ball - A tabletop fantasy medieval football game.	C12
Step Puzzle	The Russian manufacturing company of puzzles and children educational games.	B15
Super Hero Gear	Sell cosplay items and costumes.	H30
Surprised Stare Games	We design and publish board and card games that are surprisingly original!	T9
Syrinscape RPG Sound	Epic games need epic sound! Let Syrinscape bring your games to life on PC, MAC and mobile.	D12

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EXHIBITORS

Tabletop Gaming	Publishers of Hobby Magazines including Tabletop Gaming Magazine.	A12
Tabletop Tyrant	A retailer & manufacturer of tabletop games & accessories, including storage foam & figure cases.	B3
Temp Worker Assassins	Temp Worker Assassins is a game about stealing stationery and murder in a fantasy office.	H28
Thames and Kosmos	Award winning selection of strategy and family games from German publisher Kosmos.	F20
The Bespoke Geek	Cosplay for every day.	G14
The City of Games	We design & publish games focusing on immersive themes, fun mechanics & beautiful components.	C3
The Clockwork Tea Party	Bespoke Steampunk hats and jewellery, assorted Victoriana accessories.	T10
The Creativity Hub	Make games and playthings that foster imagination, empathy and self esteem.	C32
The Dice Tower	The Dice Tower is a weekly audio podcast about board games co-hosted by Tom Vasel.	E6
The Diceshop Online	The largest retailer of dice in the world!	T11
The Great Indoors	Worcestershire's premier board game event: gaming, demos, retail & charity auction on 29 Jul 2017.	D16
The Walrus Games	An independent board game designer - two upcoming titles: Everdark & Playground Politics.	E16
TheGarageGamer	Sharing a real passion for board games.	F12
Themeborne	Publisher of Escape the Dark Castle - the game of atmospheric adventure.	H34
Thirsty Meeples	A range of games stocked by the Thirsty Meeples Board Game Cafe.	J32
Thunder Chrome	3D printable scenery and terrain for wargames: modular, memorable and mad!	F22
Thunder Vaults	Believe in creating engaging and memorable board games and graphic novels.	A9
Time Bomb Comics	Birmingham-based independent comic publisher. Our mission - telling great stories.	L9
Tin Hat Games	An Italian games publisher.	H18
Tinkerbot Games	Publishers of Hostel - come and play our giant version of the game this weekend.	F24
Tintagel Dice Company	Dice & hand-turned painting aids, also publisher of Grim's Gangs RPG by Bob "the Diceman" Palmer.	E26
Titan Forge	A polish-based sculpting/casting/inspired-and-head-blown company.	J5
TMG	A US-based publisher of quality board games.	B29
tournamentcenter.eu	Service provider for Organized Play: online platform, logistic support & tournament organizer.	A36
Travelling Man	A comic and games retailer.	F18
Triple Ace	Publish a range of roleplaying products such as League of Adventurers and Hellfrost.	F9
Tritex Games	Retailer of wargaming and roleplaying miniatures and specialist family games.	F2
Trolltrader Ltd	World's largest secondhand Warhammer retailer, MDF scenery & board game manufacturer.	A30
True Crime Legends	3-4 player board game where players recruit legends such as Capone, Luciano and Escobar.	K5
Turncoat Games	Sell wargaming miniatures.	G3
UFO Press	Oxford-based indie RPG publisher making games that take you straight into the story.	K19
Urban Meadows	Check out our card games! Explore perilous Dungeons! Fight epic Bosses! Play as Unicorns?!	K15
Utherwald Press	UK-based publisher of supplements for the Savage Worlds RPG system.	J7
Vesuvius Media Ltd	An indie development company dedicated to providing high-quality games.	E16
Viking Crafts	Supplying re-enactors and the public alike with good quality 9th/10th Century replicas.	
Vital Sparks	Introducing PIRAT - A simple yet competitive fast-paced social game for all ages.	L3
Warbases	Stock MDF bases, movement trays, buildings, gaming accessories, tokens and figures.	F13
Warcradle Studios	Make Wild West Exodus.	A2
Warlord Games	28mm historical and sci-fi wargames miniatures.	A38
Warmacre	Publisher of card and board games, including Game of Blame and Jane Austen's Matchmaker.	K10
WaySpotting	Educational and innovative board game for children and adults who like to spot ways.	L25
Wild Boar	An OSR RPG publisher from Birmingham, specializing in pulp settings.	K8
Wild West Exodus	A world where every miniature can become a hero or villain, a boss or a side-kick.	A2
WinGo Industry Ltd	A leading tabletop game factory in China and has more than 20 years' experience.	E16
Wolff Designa	Guards of Atlantis: Tabletop MOBA publisher.	D1
Word Forge Games	Company behind the Devil's Run franchise and CheekZ, the battling hamster card game.	H13
World VIP Club	The world's most fun party game.	G10a
Wotan Games	Games publisher from 25 years ago that relaunched in 2013.	E18
Wreck And Ruin	Glasgow based designer using conflict and RPG elements for miniatures gaming.	D22
Xi Cards Ltd	Xi Cards, the UK-based strategic fantasy card game.	K22
Yay Games!	Making quirky and original games Frankenstein's Bodies and Sandcastles.	B11
Z-Man Games	Canadian-based board game publisher.	D7



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JASON BULMAHN

Jason Bulmahn is the Lead Designer of Paizo Inc and creator of the Pathfinder Roleplaying Game. His RPG design credits include the Pathfinder Roleplaying Game Core Rulebook, Bestiary, Advanced Player's Guide, Beginner Box, and the Advanced Class Guide. Jason has written for Paizo Publishing, Wizards of the Coast, and his personal imprint, Minotaur Games. His work has earned one Origins Award and more than 25 ENnie Awards, including Best Game and Product of the Year.

Paizo are holding several seminars – see pages 72-73.

PAUL DEAN

Paul has been writing about games in one form or another since 2001. He has also contributed writing to video games and the reboot of the Paranoia pen and paper RPG, has been known to swing a sword and ran off to Canada in 2014, where he spends his time looking at gifs on the internet. In 2011 he founded board game review site Shut Up & Sit Down with Quintin Smith, and only occasionally regrets coming up with that name.

www.shutupandsitdown.com

See Paul at the Sit Down and Shut Up Live – see pages 72-73

PAUL FLANNERY

An award-winning comedian, actor, director and writer best known for Nightmare Live: the critically acclaimed stage adaptation of the cult TV show. He's also known from The Crystal Maze live experience as a maze master and his solo show The MMORPG Show. He can also be seen starring in Ghosts of Darkness (Clear Focus Movies) due for release in February 2017.

For details for Nightmare Live and The MMORPG Show – see page 47.

ALAN FLYNG

An actor and costumer. He has appeared in many films and TV programmes including Silver Dream Racer, An American Werewolf in London, Victor Victoria, Clash of the Titans, The Last Days of Pompeii and others, as well as an appearance as a stormtrooper in The Empire Strikes Back and an imperial officer in Return of the Jedi. He established a costume production department, producing quality clothes and props for theatres, ballet, opera, film and TV – and even members of the Royal family. **Alan is giving a talk about his career – see pages 72-73.**

ZEE GARCIA

Zee Garcia has a Bachelor's Degree in Fine Arts/Theatre, has directed over a dozen plays and has been involved with several South Florida and New York theatres and theatrical companies. He enjoys teaching at a high school level and did so for several years, focusing on theatrical performance and stagecraft. For The Dice Tower, he shoots and edits reviews, Top Ten lists, and participates in/produces Board Game Blender, along with a myriad other tasks.

www.dicetower.com

Zee Garcia is part of the Dice Tower Q&A – see pages 72-73 and can be found at stand E6.

PAUL GROGAN

Paul is someone who has turned his hobby and passion into a full time job. Having been a gamer since the early 80s, Paul now runs his own company (Gaming Rules!) and spends his days writing and editing rulebooks, doing game development and consultancy, and producing high-quality instructional videos to help people learn how to play board games.

www.gaming-rules.com

Paul Grogan is taking part in Live Pandemic – see page 47.

JAMES HAYBALL

A freelance fantasynartist who has worked on many varied projects from book covers to videogame art.

ameshayball.tumblr.com

[facebook.co/jameshayballart](https://www.facebook.com/jameshayballart)

James Hayball is taking part in the Style vs Substance seminar – see pages 72-73 and can be found at stand J4.

SAM HEALEY

Sam has been involved in the Dice Tower since around 2005, and joined the Dice Tower team in June 2015. He has always enjoyed playing games of different varieties including dexterity games, eurogames, wargames, and cites cooperative games as his favourite pastime.

www.dicetower.com

Sam Healey is part of the Dice Tower Q&A – see pages 72-73 and can be found at stand E6.

RALPH HORSLEY

A freelance illustrator based in Leeds in the UK. He has been working in the fantasy art field for over two decades, and has worked with a broad range of

clients, including Wizards of the Coast, Games Workshop, Upper Deck, EA, Paizo, Fantasy Flight Games and Green Ronin. He is also known for his work on the Magic: The Gathering collectible card game, has contributed art to the World of Warcraft Trading Card Game and Hearthstone: Heroes of Warcraft, and created our programme front cover.

www.ralphhorsley.co.uk

Ralph Horsley is taking part in the Style vs Substance seminar – see pages 72-73 and can be found at stand J4.

LINDA JONES

A freelance fantasy artist (aka She-BlackDragon), has worked in both the gaming and commercial industries. Within gaming, her work most recently features within the new Mindjammer Press product Monsters & Magic, but can also be found in a host of others including Cubicle 7 games lines, Cthulhu Britannica, Victoriana 2nd Edition and The Laundry; Postmortem Studios' Urban Faerie; Mongoose Publishing's RuneQuest, Conan, and Babylon 5; and Triple Ace Games, Middle Earth Games and Dreamscarred Press. She's currently illustrating for three more pending projects. Linda also forms one half of games company, Talking Skull, with her husband, Nimrod.

www.sheblackdragon.com

Linda Jones is taking part in the Style vs Substance and Draw like a Pro Seminars – see pages 72-73 and can be found at stand J4.

JOHN KOVALIC

A best-selling, award-winning, cartoonist, game designer and writer. The most in-demand illustrator in gaming, millions of copies of his games and books have been sold worldwide Games like Apples To Apples and Munchkin became massive international bestsellers and continue to attract new fans every day. Dork Tower, John's hit independent comic book, sold 500,000 copies and now delivers continuing adventures online at dorktower.com. John is currently working on a number of new games, a couple of children's books, and Dr. Blink: Superhero Shrink, his satirical superhero comic book which has been optioned for both film and television.

www.dorktower.com

John Kovalic is holding a Q&A – see pages 72-73.

AMANDA HAMON KUNZ

A developer at Paizo, Inc., on the Pathfinder RPG and the Starfinder RPG. Her



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freelance writing, development, editing, and game design has appeared in products from publishers including Paizo, Kobold Press, Hammerdog Games, Zombie Sky Press, and others. In addition to waxing nerdy about fantasy world-building traditions and theory, she has spoken extensively about the intersectionality of feminism and gaming.

Twitter: @amandahamon
Paizo are holding several seminars – see pages 72-73.

MATT LEE

Matt has spent the best part of a decade working around the games industry before deciding to simply start a Patreon channel to fund a silly YouTube channel of his very own. Joining Shut Up & Sit Down in 2013, Matt is now concentrating on cooking lovely food and pulling unlikely faces. In 2015 his personal YouTube channel underwent a pokémon-like transformation to become Cool Ghosts, a safe, friendly and passionate gaming network.

www.shutupandsitdown.com
See Paul at the Sit Down and Shut Up Live – see pages 72-73.

IAN LIVINGSTONE CBE

Ian co-founded iconic games company Games Workshop with Steve Jackson in 1975, launching Dungeons & Dragons in Europe. In 1982, he co-authored The Warlock of Firetop Mountain, again with Steve Jackson, the first interactive gamebook in the Fighting Fantasy series which has sold almost 20 million copies worldwide. Celebrating 35 years of Fighting Fantasy, he has written a new book, The Port of Peril, which will be published by Scholastic in August. He has been awarded a BAFTA Special Award, and was awarded a CBE in the 2013 New Year Honours list.

Ian is giving a talk on his history in the games industry – see pages 72-73 and can be found at stand F11 at 2pm on Friday and 1pm on Saturday for signings.

SARAH NEWTON

An award-winning RPG and fiction writer and co-owner of Mindjammer Press. Best known as the author of the Mindjammer RPG and novel, her other works include Achtung! Cthulhu, Monsters & Magic, Legends of Anglerre, Burn Shift, and many short stories. For the last decade or so she's been living in France, writing, managing a rock band, and generally failing to practise self-sufficiency. This year she'll be launching her new novel "The Worm Within", for the upcoming brand new edition of her cosmic fantasy RPG The Chronicles of Future Earth.

www.sarahnewtonwriter.com

DARREN PEARCE

A prolific author for Dark Quest Games, Mongoose Publishing and Cubicle 7 and other roleplaying publishers. He has just been named the lead writer on the Judge Dredd RPG Game.

Darren Pearce with be taking part in the Fandoms and Themes in RPGs and Write like a Pro Seminars – see pages 72-73.

GILLIAN PEARCE

Gillian has been illustrating professionally for over 12 years now and has numerous publishing credits in various fields ranging from book cover and interior illustration, card game artwork, role-playing game illustration and cartography. She will tackle sci-fi, horror, fantasy scenes, figures, monsters and maps with the same enthusiasm.

Gillian Pearce is taking part in the Style vs Substance and Draw like a Pro Seminars – see pages 72-73 and can be found at stand J4.

JOHN ROBERTSON

A comedian, author, columnist, satirist, professional troublemaker, multimedia artist and recreational sadist. In 2012, he created "The Dark Room", an interactive YouTube game that went viral. It was the cult hit of that year's festival and The Dark Room has since become the world's only live-action videogame.

Twitter: @Robbotron
The Dark Room – see page 47

ANDREE SCHNEIDER

A freelance illustrator and comicbook artist. His first Comicbook covers (for a german miniseries) were published in 1999. He works as a freelancer for different clients. For example: Ulysses, DDD-Verlag, Pegasus, Medusa Games... and more). Andree also teaches art lessons in different schools for a welfare-organisation.

www.develino.deviantart.com
Andree Schneider can be found at stand E14.

ZEV SHLASINGER

Zev founded Z-Man Games in 1999, first publishing the CCG, Shadowfist, then a card game called Grave Robbers from Outer Space, and then their first board games, Ideology and Primordial Soup. For the next 7 years, Z-Man Games would go on to publish many of the well-known board games of today, including Pandemic, Agricola, Merchants and Marauders, Tales of the Arabian Nights and more. He left the company in 2016 and immediately was hired by Wizkids to direct their board game business.

QUINTIN SMITH

Editor of Shut Up & Sit Down, a site wholeheartedly committed to providing both the smartest and the most stupid coverage of board games on the internet. The site began in 2011 when Quintin and his friend Paul Dean decided (a) they loved table games, (b) they'd love to bring some of the professionalism of the video games media to the board gaming space, and (c) sitting around in their pants watching Alan Partridge re-runs wasn't going to make them rich and famous.

www.shutupandsitdown.com
See Paul at the Sit Down and Shut Up Live – see pages 72-73.

TOM VASEL

Perhaps best known as the founder and current co-host of the Dice Tower podcast and YouTube channel. He's also the game designer of Vicious Fishes and co-game designer of Nothing Personal, as well as a prolific game reviewer and all around boardgame evangelist. Additionally, he is the co-author of two boardgame design books, written with George Phillies.

www.dicetower.com
Zee Garcia is part of the Dice Tower Q&A – see pages 72-73 and can be found at stand E6.

TONYA WOLDRIDGE

The Organized Play Coordinator at Paizo Inc. She oversees both the Pathfinder Society Roleplaying Guild and the Pathfinder Society Adventure Card Guild and is currently engaged in laying the foundation for the Starfinder Society Roleplaying Guild, which launches in August 2017.

Twitter: @PFSOPC.
Paizo are holding several seminars – see pages 72-73.

ALEX YEAGER

He had his first gaming experiences skipping high school classes in order to play Cosmic Encounters at the University of Toledo. He was a founding member of the Steve Jackson Games and Cheapass Games demo teams. Alex has a variety of board game, card game and role-playing playtest credits. Alex started working with the Mayfair Games crew in the late 1990s, and became a full-time member of the Mayfair team in 2005.

Alex Yeager is taking part in Wyvern in Wyverns – see pages 72-73.

SEMINARS AND WORKSHOPS

Our seminars are sponsored by Cartamudi and Esdevium Games

Over the weekend there are talks by games industry experts, panels and sessions with celebrity guests, workshops, and networking events. Unreserved seating applies to all these panels (unless where indicated) so please arrive early.

NEC Tote Suite - This is the main seminar room, located outside NEC Hall 1 just next to the ticket booths. Look for our banners.

UK Games Expo Main Stage - Located in NEC Hall 1, at A1. This hosts the Cosplay Parades, Charity Auction and the Awards.

Hilton Hotel Pavilion Room - This hosts the Live Entertainment, and some panels as listed on the schedule below.

Hilton Hotel Surrey Room - Used for workshops.

NEC Piazza Room 1 - Located in the Piazza Suites in the NEC. This is used for workshops.

Cartamundi
A heart for cards



FRIDAY	Description	Time	Location
The New Warhammer 40,000	Find out about the new edition of Warhammer 40K.	12:00-13:00	Pavilion
Pathfinder 101 - Paizo	Your introduction to the Pathfinder Fantasy Roleplaying Game.	12:00-13:00	Toute
Chaosium presents Runequest	Hear about the new edition of this classic game.	12:00-13:00	Piazza 1
How to Make Games	Find out how to make games with Cartamundi.	13:00-13:30	Toute
Books and Boardgames	Taking games into public libraries.	13:00-14:00	Piazza 1
How to Sell Games	Get your game into the shops by Christmas.	13:30-14:15	Toute
Starfinder	Find out about Paizo's exciting new game.	14:00-15:00	Pavilion
Make an Eva Foam Pauldron with Mercenary Makes	Make your own armour.	14:00-16:00	Piazza 1
How to Market Games	You made the best game: now market it.	14:15-15:00	Toute
Q&A with John Kovalic	Ask the artist behind Munchkin your questions.	15:00-16:00	Toute
Dice Tower play Wits & Wagers	Who knows the most about games?	16:00-18:00	Toute
Pathfinder 101 - Paizo	Your introduction to the Pathfinder Fantasy Roleplaying Game.	16:00-17:30	Piazza 1
Ian Livingstone CBE	Games Workshop to Fighting Fantasy to Lara Croft to his Top 10 board games.	18:00-19:00	Toute
Meet the Makers Speed Dating	12 Designers pitch their games to publishers. Private session.	18:30-20:00	Piazza 1
Shut Up & Sit Down	Have fun in this live performance.	19:30-21:00	Toute
Meet the Makers Networking	A chance for publishers, designers and retailers to mingle.	21:00-23:30	Surrey Room
Netrunner FFG Europeans	Chew over events in the Netrunner Championship.	21:00-22:00	Toute

SATURDAY	Description	Time	Location
Style vs Substance (Art in Gaming)	Balancing artistic style with commercial reality.	11:00-13:00	Toute
Fandoms and Themes in RPGs.	Matching your game to the theme.	11:00-12:00	Piazza 1
Ask the Paizo Gms	Come meet Expert Pathfinder Gms.	12:00-13:00	Piazza 1
Terrifying Cthulhu Adventures	Mike Mason on constructing horror adventures.	13:00-14:00	Piazza 1
Dice Tower Top 10	The Dice Tower Team's Top 10 List.	13:00-15:00	Toute
Starfinder	Find out about Paizo's exciting new game.	14:00-15:00	Pavilion
Cosplay Wig Styling Practical	Find out how to keep your costume hair on.	14:00-15:00	Piazza 1
Wyvern's Lair	12 designers dare to face our Wyverns.	15:00-17:00	Toute
Write Like a Pro	Learn from a Gaming Industry professional.	16:00-18:00	Piazza 1
How to Make Games	Find out how to make games.	17:00-17:30	Toute
How to Sell Games	Get your game into the shops by Christmas.	17:30-18:15	Toute
How to Market Games	You made the best game: now market it.	18:15-19:00	Toute
UKGE can support your convention	UKGE discusses how to help other conventions.	18:30-19:00	Piazza 1
How to run a successful Kickstarter	Learn from experts on running a Kickster campaign.	19:00-20:30	Surrey
Shut Up & Sit Down	Have fun in this live performance.	19:30-21:00	Toute
Board Game 101	Which games will go in room 101?	21:00-22:30	Toute

SUNDAY	Description	Time	Location
Alan Flyng: From Imperial Officer to Cosume Designer	Actor and Wardrobe Master talks about his career.	10:00-11:00	Toute
The Dice Tower Q&A	A chance to ask those burning questions.	11:00-12:00	Toute
Draw Like a Pro	Gaming industry artists give you their tips.	11:00-13:00	Piazza 1
How to make Miniatures	How Hawk Wargames designs & makes its miniatures.	12:00-13:00	Toute
Ask your questions of John Kovalic	Ask the artist behind Munchkin your questions.	13:00-14:00	Toute
Armour Making Seminar	Find out how to make armour for cosplay.	13:00-14:30	Piazza 1
Paizo 2017 and Beyond	A year's worth of Pathfinder RPG releases.	14:00-15:00	Toute






MERCHANDISE

Take a piece of UKGE home with you. Drop by our merchandise stand at the Event Desk in NEC Hall 1 to see what's on offer.

TOURNAMENTS

This year our tournaments are taking place (with one exception) in Hall 3a, NEC. Hall 3a is open access to everyone so all are welcome to swing by and see what is going on. Some events are even streaming live online such as the Pokemon Regional and the Fantasy Flight Europeans. There is a huge variety of tournaments going on – some for a single day, some for 2 or 3 days. Most are open to join in on the weekend so even if you have not booked in you can get involved. Several of the events have huge prizes like flights to the world finals in the USA. Details in event descriptions online. To find out what is on and what is available either check on our website where available seats in events will be shown or go to one of our event desks. Event desks are in Hall 1 (stand T6) or in the Hilton Hotel Library room. To enter an event you need to have a UK Games Expo entrance ticket and also an event ticket for the relevant tournament which you can buy from the event desk.



Magic the Gathering	Day	Time	Price
Casual: "Fun" Mini Master	Friday	9:30am 4:30pm	£17.00
Team Limited: Two Headed Giant Sealed Deck	Friday	10:00am 4:00pm	£37.50
Limited: Sealed Deck	Friday	10:00am 4:00pm	£24.00
Casual: Deck Builder's Toolkit Sealed Deck	Friday	10:00am 2:30pm	£24.00
League Play: Planeswalker Pack	Friday	10:00am 1:00pm	£14.00
Constructed: Standard	Friday	10:00am 3:00pm	£10.00
Eternal: Legacy	Friday	11:00am 4:00pm	£10.00
Constructed: Modern	Friday	12:30pm 5:30pm	£10.00
Team Limited Trios: Sealed Deck	Friday	1:00pm 7:00pm	£55.00
League Play: Planeswalker Pack	Friday	1:00pm 4:00pm	£14.00
Limited: Sealed Deck	Friday	1:30pm 7:00pm	£24.00
Casual: Deck Builder's Toolkit Sealed Deck	Friday	2:00pm 6:30pm	£24.00
Constructed: Standard	Friday	2:00pm 7:00pm	£10.00
Team Limited: Two Headed Giant Sealed Deck	Friday	4:00pm 10:00pm	£37.50
League Play: Planeswalker Pack	Friday	4:00pm 7:00pm	£14.00
Eternal: Legacy	Friday	4:00pm 9:00pm	£10.00
Limited: Sealed Deck	Friday	5:00pm 11:00pm	£24.00
Constructed: Modern	Friday	5:30pm 10:30pm	£10.00
Casual: Deck Builder's Toolkit Sealed Deck	Friday	6:00pm 10:30pm	£24.00
League Play: Planeswalker Pack	Friday	7:00pm 10:00pm	£14.00
Team Limited: Two Headed Giant Sealed Deck	Saturday	10:00am 4:00pm	£27.50
Casual: Deck Builder's Toolkit Sealed Deck	Saturday	10:00am 2:00pm	£24.00
Limited: Sealed Deck	Saturday	10:00am 4:00pm	£24.00
Casual: "Fun" Mini Master	Saturday	10:00am 5:00pm	£17.00
League Play: Planeswalker Pack	Saturday	10:00am 1:00pm	£14.00

Constructed: Standard	Saturday	10:00am 3:00pm	£10.00
Eternal: Legacy	Saturday	10:00am 5:00pm	£10.00
Constructed: Modern	Saturday	12:30pm 5:30pm	£10.00
Team Limited Trios: Sealed Deck	Saturday	1:00pm 7:00pm	£55.00
League Play: Planeswalker Pack	Saturday	1:00pm 4:00pm	£14.00
Limited: Sealed Deck	Saturday	1:30pm 7:30pm	£24.00
Casual: Deck Builder's Toolkit Sealed Deck	Saturday	2:00pm 6:00pm	£24.00
Constructed: Standard	Saturday	3:00pm 8:00pm	£10.00
Team Limited: Two Headed Giant Sealed Deck	Saturday	4:00pm 10:00pm	£37.50
League Play: Planeswalker Pack	Saturday	4:00pm 7:00pm	£14.00
Eternal: Legacy	Saturday	4:00pm 9:00pm	£10.00
Limited: Sealed Deck	Saturday	5:00pm 11:00pm	£24.00
Constructed: Modern	Saturday	5:30pm 10:30pm	£10.00
Casual: Deck Builder's Toolkit Sealed Deck	Saturday	6:00pm 10:00pm	£24.00
League Play: Planeswalker Pack	Saturday	7:00pm 10:00pm	£14.00
Team Limited: Two Headed Giant Sealed Deck	Sunday	10:00am 4:00pm	£37.50
Casual: Deck Builder's Toolkit Sealed Deck	Sunday	10:00am 2:00pm	£24.00
Limited: Sealed Deck	Sunday	10:00am 4:00pm	£24.00
Casual: "Fun" Mini Master	Sunday	10:00am 5:00pm	£17.00
League Play: Planeswalker Pack	Sunday	10:00am 1:00pm	£14.00
Constructed: Standard	Sunday	10:00am 3:00pm	£10.00
Eternal: Legacy	Sunday	11:00am 4:00pm	£10.00
Constructed: Modern	Sunday	12:30pm 5:30pm	£10.00
Team Limited Trios: Sealed Deck	Sunday	1:00pm 7:00pm	£55.00
League Play: Planeswalker Pack	Sunday	1:00pm 4:00pm	£14.00

BOARDGAMES

	Day	Time	Price
Catan Regional Championship	Friday	9:30am - 5:00pm	£6.00
7 Wonders Duel	Friday	10:00am - 5:00pm	£6.00
Splendor National Championship	Friday	10:30am - 5:00pm	£6.00
Star Wars Armada European Championship (3 Days)	Friday	11:00am - 10:00pm	£24.00
Mage Wars Arena: 2017 UK Championship	Friday	12:00pm - 8:00pm	£6.00
Pandemic Survival Regional	Friday	12:00pm - 2:00pm	£6.00
7 Wonders	Friday	6:00pm - 10:00pm	£6.00
Agricola UK National Championship	Saturday	9:00am - 8:00pm	£6.00
Catan Regional Championship	Saturday	9:30am - 5:00pm	£6.00
Lords of Waterdeep	Saturday	10:00am - 4:00pm	£6.00
Star Wars Armada European Championship (3 Days)	Saturday	10:00am - 9:00pm	£0.00
Dominion	Saturday	6:00pm - 10:00pm	£6.00
Carcassonne National Championship	Sunday	9:00am - 3:00pm	£6.00
Catan UK National Championship	Sunday	9:30am - 3:00pm	£0.00
Star Wars Armada European Championship (3 Days)	Sunday	10:00am - 5:00pm	£0.00
Ticket to Ride UK National	Sunday	11:00am - 4:00pm	£6.00
Hey, That's My Fish! Galactic Championships	Sunday	11:00am - 6:00pm	£6.00
Pandemic Survival National	Sunday	12:00pm - 2:00pm	£0.00

CARD GAMES

	Day	Time	Price
Android Netrunner LCG European Championship (3 Days)	Friday	11:00am - 7:00pm	£18.00
A Game Of Thrones LCG 2nd Ed European Championship (2 Days)	Friday	11:00am - 7:30pm	£12.00
Upperdeck VS system National championship	Saturday	9:30am - 6:30pm	£8.00
Force of Will Area Grand Prix	Saturday	10:00am - 11:00pm	£8.00
Android Netrunner LCG European Championship (3 Days)	Saturday	10:00am - 6:00pm	£0.00
A Game Of Thrones LCG 2nd Ed European Championship (2 Days)	Saturday	10:00am - 10:00pm	£0.00
Star Wars Destiny European Championship (2 Days)	Saturday	11:00am - 8:00pm	£12.00
Star Wars the Card Game LCG European Championship (2 Days)	Saturday	11:00am - 9:00pm	£12.00
Star Wars the Card Game LCG European Championship (2 Days)	Sunday	10:00am - 6:00pm	£0.00
Android Netrunner LCG European Championship (3 Days)	Sunday	10:00am - 7:30pm	£0.00
Star Wars Destiny European Championship (2 Days)	Sunday	10:00am - 7:00pm	£0.00

MINIATURES GAMES

	Day	Time	Price
Dropzone Commander	Friday	10:00am 7:00pm	£8.00
Star Wars X-Wing European Championship (3 Days)	Friday	11:00am 8:00pm	£24.00
The BHGS Challenge@UKGE: Field of Glory Ancients 15mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:00pm	£16.00
The BHGS Challenge@UKGE: DBMM 15mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:00pm	£16.00
The BHGS Challenge@UKGE: DBMM 6mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:00pm	£16.00
The BHGS Challenge@UKGE: L'Art de la Guerre 15mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:30pm	£16.00
The BHGS Challenge@UKGE: L'Art de la Guerre 25mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:30pm	£16.00
The BHGS Challenge@UKGE: Epic Armageddon (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:00pm	£16.00
The BHGS Challenge@UKGE: Mortem et Gloriam 15mm (Day 1 – includes day 2 ticket)	Saturday	10:00am 6:00pm	£16.00
The BHGS Challenge@UKGE: Bolt Action (Saturday)	Saturday	10:00am 6:00pm	£8.00
Bushido Grand Masters	Saturday	10:00am 8:00pm	£8.00
Infinity (Corvus Belli)	Saturday	10:00am 7:00pm	£8.00
Guild Ball: UKGE Challenge Cup	Saturday	10:00am 6:00pm	£8.00
The BHGS Challenge@UKGE: SAGA	Saturday	10:00am 6:00pm	£8.00
Dropfleet Commander Summer Invasion 2017	Saturday	10:00am 8:00pm	£8.00
Star Wars X-Wing European Championship (3 Days)	Saturday	10:00am 7:00pm	£0.00
Star Wars Imperial Assault (2 Days)	Saturday	11:00am 8:30pm	£16.00
The BHGS Challenge@UKGE: Bolt Action (Sunday)	Sunday	10:00am 6:00pm	£8.00
The BHGS Challenge@UKGE: DBMM 15mm (Day 2)	Sunday	10:00am 6:00pm	£0.00
The BHGS Challenge@UKGE: DBMM 6mm (Day 2)	Sunday	10:00am 6:00pm	£0.00
The BHGS Challenge@UKGE: L'Art de la Guerre 25mm (Day 2)	Sunday	10:00am 4:30pm	£0.00
The BHGS Challenge@UKGE: Epic Armageddon (Day 2)	Sunday	10:00am 6:00pm	£0.00
The BHGS Challenge@UKGE: Mortem et Gloriam 15mm (Day 2)	Sunday	10:00am 6:00pm	£0.00
The BHGS Challenge@UKGE: Field of Glory Ancients 15mm (Day 2)	Sunday	10:00am 6:00pm	£0.00
The BHGS Challenge@UKGE: L'Art de la Guerre 15mm (Day 2)	Sunday	10:00am 4:30pm	£0.00
Star Wars X-Wing European Championship (3 Days)	Sunday	10:00am 6:00pm	£0.00
Star Wars Imperial Assault (2 Days)	Sunday	10:00am 5:00pm	£0.00



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Hayley Holloway
UKGE Administrator

John Dodd
Front of House, Organised
Play and RPGs

Patrick Campbell
Awards

Keith Thomasson
Exhibitor Liaison and
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Jane Denning
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Margaret Denning
Exhibition Services

Additional thanks to the
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on Expo weekend.

Peter Collins
Team Leader

Darren Green
Team Leader

Andrew Stevenson
Team Leader

Matt Prowse
Team Leader

Steve Berger
Team Leader

Lisa Oakley
Child Protection Officer

Sarah Gosset
Guest Liaison

Debbie Leung
Guest Liaison

Tony and Richard would
also like to express gratitude
for the partners who run
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Playtest UK
Thisty Meeples
Imagination Gaming
The Orcioneer

And of course the 250+
volunteers, umpires, GMS,
cosplayers and others with-
out whom UKGE just couldn't
happen.



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CATAN WORLD CHAMPIONSHIP: DURANGO 2016

By David Van-Cauter.

WATCHING THE SUN RISE ON THE RIM OF THE GRAND CANYON IS AN EXPERIENCE LIKE NO OTHER, BUT I CAN NOW LINK THAT MOMENT IN MY LIFE DIRECTLY TO THE FIRST TIME I SAW THE LANDSCAPE OF CATAN, AT MANORCON IN BIRMINGHAM IN 1995.

I had no idea then that my fascination with those strange hexes would lead me to an online obsession, a string of tournaments, the Essen finals in 2006 and 2007, Castle Wildenstein in 2010, Vienna in 2011, and then, in 2016, to a Games Expo win and a ticket to the Catan World Championship in Durango, Colorado. My fellow British qualifier Richard Gough and I extended our prize weekend to a week-long road trip, taking in San Francisco, Yosemite, Las Vegas, and the Grand Canyon, before arriving in the odd Westworld parallel universe of Durango, complete with steam train, speakeasy, and frontier architecture.

The Strater Hotel, with its grand staircases and four-poster bedrooms, was a welcoming, if austere, setting from which to confuse regular American tourists, who would look at our assembled multinational group and ask not-unreasonable questions like, "What is Cat-ahn?" as a giant blue sheep stared at them impassively. I imagine he'd reply, "I'll answer for a brick and a wheat." On our first evening there, over the first of many buffet meals, we were each presented with a Catan satchel containing a locally crafted mug, a glass behatted robber, a special "Durango" tile expansion, flags, badges, and a lavish colour programme featuring all 60 contestants. For a video interview I was asked why I played the game, and I gushed something about the perfect balance of spatial awareness, trading skills, strategy, and luck. There is something

magical about those hexes, I said. Perhaps I'd had one too many local ales. I slept well.

The small adjoining theatre was our designated playing venue, with attractive multi-tiered tables and moody lighting, which inevitably led to a few board visibility issues – you want to be able to see the robber coming, especially when he's made of glass. Fortunately, I was seated in a bright central location and the first game went my way: an early win, and I headed to lunch in high spirits. The second game, however, proved long and frustrating. As a webcam spun around the table, I was eventually forced into giving up a lot of resources to help another player take longest road, only for the next player to negotiate for five whole minutes until he got the trade he needed to snatch the win for himself. Head in hands, I retreated from the limelight to regroup. 8VP and second place – I still had hope. In the third game, I was scuppered at the start by an aggressive

opponent, who cut me off in the first round. I thought my game was over, but I managed to claw back and ended with 7VP. In the final game, I was under pressure and I under-performed, only managing 6VP, meaning that I finished overall in 18th place, two short of qualifying for day two.

I drowned my sorrows on the evening pub crawl, and had a blast, forgetting about Durango's high altitude, which does not mix well with alcohol. The next day I awoke to feel as if that glass robber was trampling repeatedly and unceremoniously on my head. I eventually made it down for lunch, and then to witness a grand final played out on an oversized carpet map. You can watch it yourself here: <https://www.youtube.com/watch?v=Apc775iRCGw> I later discovered that I had played the champion, William Cavaretta, many times online under his pseudonym – a worthy winner, and he rode the big blue sheep with aplomb. An evening of Cities & Knights was just the thing to round off an excellent weekend, though I avoided the Durango ale that night.

Many thanks to Mayfair for looking after us so well, and to UKGE for getting us there. This year, they've upped the stakes, so you will need to win a regional tournament to qualify for the final on Sunday. I'll see you at one of those, in disguise. But remember: don't rob me, rob the leader.

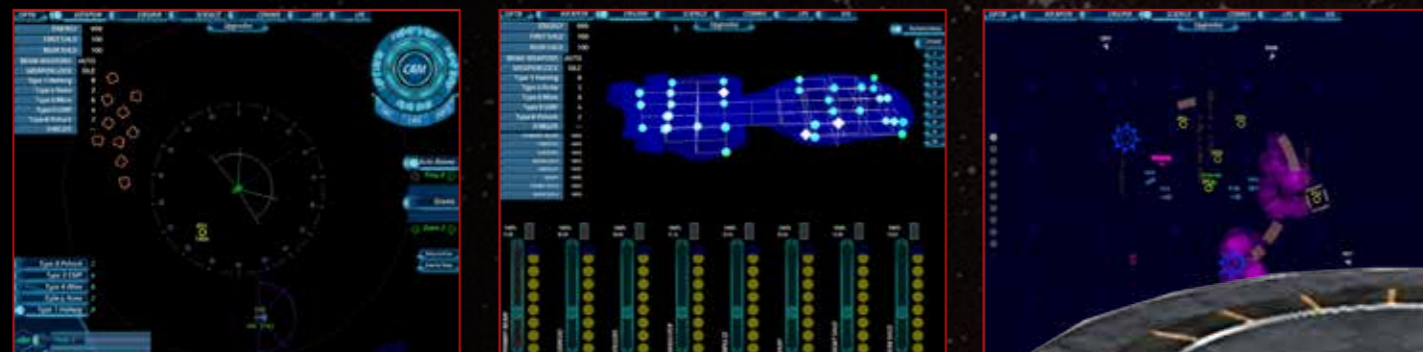


THE CATAN REGIONAL CHAMPIONSHIPS ARE BEING HELD AT UK GAMES EXPO, SEE PAGES 74-75 FOR DETAILS.



RED ALERT

IT ALL BEGAN ON NEW YEAR'S EVE 2012, WITH A GAME OF ARTEMIS IN A MATE'S LIVING ROOM. IT WAS A FUN, SIMPLE GAME, ABOUT WORKING TOGETHER TO PILOT A SPACESHIP, BATTLE ALIENS, AND PLAY MISSIONS.



It was fun, but it still lacked that proper feel to it. Fast forward a few months, and we had started to get together on a regular basis to play the game; about eight of us, regularly turning up the local war games club to take on the next mission in sequence; or sometimes just random battles using our own PCs and laptops. By this point I knew I wanted to take it further, to build something solid that could be used at conventions, and eventually for RPGs and LARPs.

Starship Simulator sees six people manning a spaceship bridge (you can have more playing fighters as well), each on their own custom terminal: tactical uses beams and torpedoes of different types to shoot the enemies, science works out where the enemy is and the best way to shoot them, the helm flies the ship, communications relay messages and support calls to friendly vessels and engineering controls all the power that comes into everyone else's systems and makes them happen.

Finally there is the Captain, who doesn't get a station, but gets to make the choices and hopefully take the glory!

The first build was crude (I still like the LED lights and chrome switches I used, must

get them back on one day), just five cheap tablets and some painted MDF, which was cobbled together in a shed. We tried it out at the local university, it wasn't bad, but it definitely wasn't good either. Even so, plenty of people enjoyed it a lot despite the fact we had no lighting, no uniforms, no nothing at this point.

So I had the bug, getting James Balls involved, who could actually build stuff and make it look good. By 2015 we decided to try something bigger and better, and committed to our first event, Dragondaze down in Newport. Now we had to make it happen, I had to learn how to program the game for our own adventures, had to learn how DMX works to make lighting work, had to guess how much power we would need and so on.

I warn anyone that tries this (or anything like it): be prepared



to fail. It's big, it's complex, it's annoying at times. I bought the wrong adapter for the DMX rig, the monitor we used for the first test build was a slightly different size to the other monitors we were using so they were all a very snug fit. Some of the PCs wouldn't boot up at the first event (you can imagine the panic that caused!).

We lived and learnt. Dragon-



daze went well, people enjoyed it. Next was LARPCON in Coalville and then the big one: UK Games Expo, which scared us. These were actually paying customers, expecting a good solid game.

After that first event we decided that for UK Game Expo itself we would sit down and write an actual mission that was interactive. Before that point we had just been running random battle missions, but we wanted something more RPG. That meant sitting down to program it.

As with most of the other

not that helpful in space... But it doesn't matter, as long as the players are enjoying themselves.

That said, it did mean between every single battle I had to reprogram the game, removing some bits or adding instructions based on feedback from the players. It was a hard slog but well worth it.

As with all things, we stand on the shoulders of giants, so thanks must go to Thom Robertson who makes ARTEMIS, David Hernly who makes Starship Horizons, and all the people that kept telling us this was worth doing.

Now, thanks to UK Games Expo, we are continuing to build for the future, with a new and improved experience this year, including a second spaceship rig to allow player verses player and cooperative gameplay. Pop along, even if you haven't booked, and check it out.

stuff, we were taking this from scratch. I'm not a programmer, an IT guy certainly, but not a programmer, so I had to learn how to do that. All the while James was busy trying to solve issues to do with the build of the rig. There is always something to do!

Many hours were lost to programming the scenario for the game called Into the Black. We tried to make it simple, but rest assured, someone somewhere will break it or do something unexpected. One crew blew up the civilian transport they are asked to talk to, while a trigger-happy weapons officer decided to shoot anything that moved (even after they had surrendered!). And of course, captains shouting "left a bit!" and "over there" while pointing at the front view screen are



DETAILS OF THE STARSHIP SIMULATOR CAN BE FOUND ON PAGE 46.

THE LEGENDS OF FABLED REALMS

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UK GAMES EXPO DEBUT

Jared Blaydo

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HUES, TONE? WE HAVE A PROBLEM!

By Sam Freeman
@spoonoftweets listen to him on
Devon Dice Podcast at www.devondice.co.uk.

I'M SPECIAL. I'M IN THE TEN PER CENT OF THE POPULATION WHO ARE COLOUR BLIND. WITHIN THAT ELITE GROUP I'M IN THE LARGEST SUB-GROUP, COMMONLY KNOWN AS RED/GREEN COLOUR BLIND AND SCIENTIFICALLY KNOWN AS DEUTERANOPIA.

There are a range of other types of steadily decreasing rarity, ending with those who suffer from achromatopsia (i.e., see no colour at all - about one in 30,000, around 2,000 people in the UK). Ultimately, this means you will find at least one or two of us in any average gaming group. In last year's UK Games Expo there would have been more than 1,000 colour blind attendees.

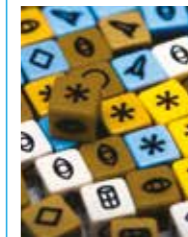
In normal life, this has little impact. Some people misunderstand what being colour blind means. I don't struggle at traffic lights, I can see grass and the leaves on trees. I just don't necessarily know what colour everything is (tree trunks, wooden flooring, and tables look green to me, rather than brown). I cannot tell when my rechargeable batteries are fully charged, though. The biggest impact it has arguably had on my life is the fact I am blocked from certain

professions - my dreams of being a Royal Navy helicopter pilot never got off the ground.

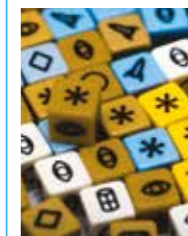
For me, I struggle with reds, greens, and browns. For other colour blind gamers, like tritanopes, there will be problems with blues, yellows, and purples as well. These are all common colours and shades in boardgaming, which can be a genuine problem. From simple problems like not knowing which colour each player is, to more problematic ones where strategic decisions are made incorrectly due to confusing colours on the board, cards, or other components. As a colour blind gamer, I frequently have to get other players around the table to confirm the colour of something before I commit to a course of action, and in some cases this can also give away my strategy. Being honest, I can also use this to my advantage in some instances, by steering them away from my



Normal.



Protanopia.



Deuteranopia.



Tritanopia.



Five Tribes.

possible strategy in a double bluff kind of way, but that's just between you and me!

In the modern age of hobby gaming, it is heartening to see that many designers and publishers take into account colour blindness when creating their games. This can be in the form of carefully considered colour palettes, use of iconography alongside colour, and simple fixes like adding names to cards or components. However, it's all too often not considered in modern game designs.

In the first edition of Ticket To Ride, the venerable favourite of many a gamer, there was a big problem. The chosen palette of colours was terrible for colour blind play. The red, orange, and green tracks, in particular, were very difficult for colour blind gamers. Days of Wonder were thankfully quick to realise this, and in subsequent editions they added unique icons to each of the colour tracks on the board to match the cards, ensuring disadvantaged players were able to spot the difference and know which cards applied to which track on the map.

Other games haven't felt the need to make iconographic choices in their games' presentation, but have ensured the palette choice was carefully made. Days Of Wonder selected primary shades of colours for the meeples in Five Tribes, so while there are green and red pieces, the differences are clear enough to our faulty eyes. Similarly, but with a slightly different colour strategy, Stonemaier Games made a conscious effort to ensure the player colours for Euphoria: Build a Better Dystopia were clear and different for the exact purpose of making the game colour blind friendly.

On the other hand, one of my

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BY ANDY HOPWOOD

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Euphoria: Build a Better Dystopia.

favourite designers is Antoine Bauza, who creates wonderful family weight games with gorgeous art and components. Takenoko was one of the first hobby games in my collection, and to this day is one of the worst offenders for colour blindness. The use of pastel shades of yellow, green, and red for the cards and tiles makes it almost impossible for colour blind players to differentiate from one another. I'm frequently finding myself attempting to score a green gardener card when it is actually a yellow one all along. While I can appreciate the design style of minimalism, a simple fix would have been some kind of iconography on the bamboo, an initial on the card (Y, G, R) or some other method to make it clear to players which colour they are aiming for.

The pastel palette of Takenoko is a real problem for one in ten gamers

Another of Antoine's games does consider the colour blind gamer very well though. In Hanabi, a very colour-orientated game with players attempting to play the correct coloured and numbered fireworks collaboratively, the different coloured suits also have unique firework patterns and employ good iconography.

Another recent bad example is Roll For The Galaxy. This game uses a palette of green, red, brown, purple, and cyan for dice and tiles. I get it's been done this to tie it more closely with Race For The Galaxy, its card based older brother, but that combination of colours is about as awful as you could imagine for a colour blind gamer. It is impossible for me to tell the difference between the different

dice and tiles. The dice and tiles of Roll For The Galaxy are a challenge for colour blind gamers, despite attempted fixes

In fairness to the designers, they have attempted to take colour blindness into account. The genetic world tiles have a small circle next to their cost, and the dice have slightly different arrangements of the production faces. However, you need to remember which ones are which, and also hope that you don't have the production face on the side connected to the table after the roll. It's basically a lot of faffing around when it could have been made entirely unnecessary by use of a different set of colours, or even just better tonal differences.

Board game designers and publishers are actually a lot more receptive and inclusive towards colour blindness than their videogame counterparts though. Years ago I enjoyed playing Call of Duty 4: Modern Warfare with



Takenoko.

USEFUL RESOURCES FOR GAME DESIGNERS

Color Oracle downloadable app to simulate colourblindness for testing designs

Chromatic Vision Simulator iOS app which allows you to visualise what a scene looks like for different colourblind users through the phone's camera.

Color Blind Pal iOS app with settings for colourblind users to adjust scenes for their vision and for 'normal' users to see what colourblind users see

Colourblind playtesters The single best resource you'll have is to include colourblind players in your play tests. It's not hard to find us!

friends online. They liked playing the hardcore modes, which meant friendly fire was enabled. When playing online, player names highlight in green or red depending on the team they are on and so, inevitably, I would end up shooting my own team frequently. I emailed Infinity Ward about the problem and asked whether they would consider adding a colour blind mode, maybe something like a toggle to switch the colours to blue/yellow. They responded to the effect that it was of no interest to them to spend additional development time on a fix for a problem which nine out of ten of their players don't need.

I'm under no illusions that this is a fringe concern for many, including many colour blind players. However, I would urge game designers and publishers to take it into account early on in their projects. Don't assume you've picked the right colours or tones. Don't use third party apps exclusively - they do a very poor job of illustrating the problems, and remember, you can't see what we see! Try to include at least one or two colour blind players in your playtests, and get their feedback on the palette choices or other fixes you might consider to make sure colour blind players aren't disadvantaged when playing your games. If nothing else, it will stop us having to annoy the other players with constant questions about what colour cards are... or sometimes using it to our advantage in order to make our opponents think we're using a different strategy all along!

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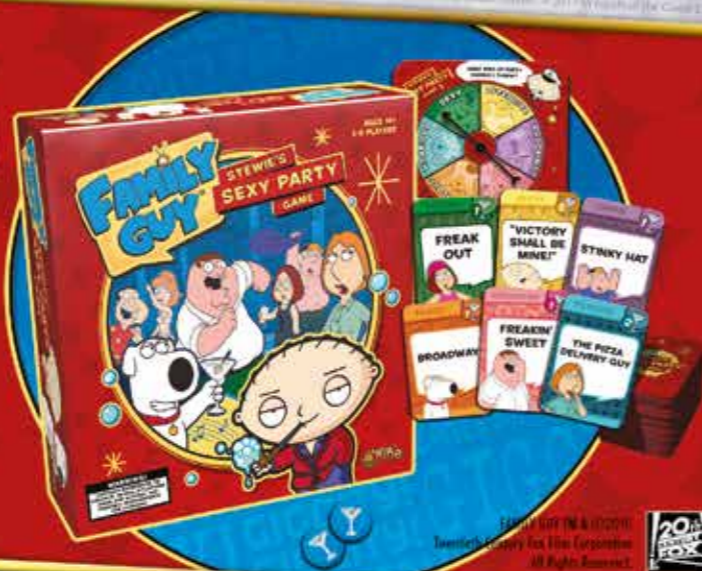
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By Benjamin Loomes
www.facebook.com/Syrinscape
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IMMERSION IS THE BUZZWORD IN ROLEPLAYING GAMES, WITH SIGHTS, SOUNDS, AND EVEN SMELLS THAT CAPTURE THE IMAGINATION. PLAYERS WANT STORIES THAT MOVE AND ENTICE, EXPERIENCES THAT THRILL, AND MOMENTS TO TALK ABOUT WITH THEIR FRIENDS IN YEARS TO COME. SO HOW DO WE ACHIEVE THIS IN OUR GAMES?

What tools can we use to help players lose themselves in the drama of great fantasy and sci-fi roleplaying games? Here are some tools and techniques to help engage your players in stories that they'll never forget.

BEAUTIFUL MAPS

It amazes me when I see so many groups still playing with dry erase markers on blank black and white grids when there are so many beautiful maps to transform the tabletop, and map solutions for any budget.

Take a TV and lay it flat on its back, run a laptop into it and you'll have an instant endless supply of mapping opportunities. Better still, bounce your theatre projector off a mirror hanging at 45 degrees and shine your maps onto the table below it. I've even cut myself a whole pile of white wooden blocks that let me add the third dimension to my miniature based encounters.

Paizo's Flip-Mats are sturdy,

beautifully designed, can be drawn on with markers to indicate spell effects or to make modifications specific to your adventure, and are made for nearly any setting!

A full colour print at your local print shop will cost you £10 to £15. Simply open a module you own and scan and print the included maps, or do an online search and you'll find there are also some really great digital map-sharing sites. One of the best is rpgmapshare.com, but there are many sites where you can find great maps to download and print out. This way you can always find the perfect map for each encounter you have planned.

Using one of the first two methods, coupled with some software like Fantasy Grounds or d20pro, you'll be able to do fog of war, lighting, and other really useful stuff too. Both these pieces of software also have great integration with Syrinscape which

"REALISTIC HANDOUTS AND PROPS LET YOUR PLAYERS TOUCH AND FEEL THE ITEMS THEIR CHARACTERS ARE TALKING ABOUT"

will allow you to trigger sounds from within the text or maps of an adventure without even having to navigate away from where you are. Do note, it's very helpful to open up maps in a drawing program first and hide the room numbers (that break immersion), and the trap and secret door markers (that ruin your nasty surprises).

VERY REAL HANDOUTS AND PROPS

This one is probably the oldest tricks in the book. As early as 1985 I was hand drawing notes from villains, staining them with tea leaves, and charring the edges with matches. Realistic handouts and props let your players touch and feel the items their characters are talking about. They can run their fingers over the textures of the paper, feel the heft of the gem (it's really just glass), and actually count the coins they plunder. And coins are where things get fun!

I have a whole collection of plastic pirate money from the local toy store, which I have spray-painted gold, silver, and bronze. I supplement these with plastic flower-arranging 'gems' for values such as 100gp or 1000gp. Each player keeps a little



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red velvet bag with their stash. It's fun to tip a whole pile of loot onto the table when the PCs find a hoard, or to demand someone comes up with a handful of copper to cover the evening's drinks.

For even more fantasy realism, campaigncoins.com can set you up with every denomination of coin you could possibly desire. They may not be cheap, but the coins they manufacture are beautiful, and nothing will beat the sensation of holding real metal.

SMELLS GOOD

The sense of smell can be powerful and evocative, and taking this opportunity to really tingle your players' sense is a sure-fire way to bring them deeper into the game's atmosphere.

A bunch of flowers, an open tin of paint, a can of oil, a clump of moist earth; you'd be amazed at what you can find around the house if you search a little. Collect small jars, label each one and have them ready to subtly open when needed. If you can do this without your players noticing, the effect can be quite dramatic. Note, it's worthwhile checking if any of your players have any allergies and make sure the room you are playing in has good ventilation. We don't actually want to poison anyone here!

Adventurescents.com will give you all the smells above plus many more. They have literally hundreds of peculiar aromas to choose from (in scent infused beads), from Dank Dungeon to Fishing Docks, and each is secured in a convenient screw shut metal container. Simply open the appropriate

scent for each part of your adventure and your players will smell just the way you want them.

SOUND IMMERSION

Nine years ago, when we introduced Syrinscape to the world, sound immersion at the tabletop had not yet gone through the cultural shift that is taking place today. Now, you'll be hard-pressed to find a game that's not using sound.

There are numerous free options to begin the journey of bringing sound to your table – such as Spotify playlists, YouTube videos, Soundcloud. There are also some great websites that let you play 15-minute loop recordings for free. Simply start a loop that approximately matches your location in the adventure and you'll be amazed at the lift in focus from your group.

If you want an even better solution, then I'm obviously not

going to miss the opportunity to tell you about Syrinscape. Syrinscape is the app that brings beautiful, immersive, and dynamic sound effects and music to your table and is custom designed by yours truly to enable GMs to keep their attention on the players while keeping the players focused on the game. Syrinscape was even awarded Best Game Aid by UK Games Expo – thank you!

MOOD LIGHTING

You're already doing this, right? Keep the lighting low and make sure that parts of the room that contain distracting elements are kept in shadow. Light that is centred around the small group at the table will bring the focus of everyone close to the story and if there are scary elements in the tale you are telling, then there's nothing like a few shadows to keep the imagination running free. Use lamps and candles to help control exactly where the light falls. Just make sure there's enough light at the table so people can actually read the dice.

Philips have created a product called "Hue" lighting, which can be controlled from your phone and is infinitely flexible. Set the colour of the entire room low and green when the party is in a forest, a luminous yellow when they visit the temple and red when the dragon attacks and everything's on fire. Even better, program the lights to flash when you trigger crashes of thunder over the stereo system. Endless possibilities here!

Today's RPG players want games that are immersive, engaging, imaginative, and epic. Whether you're on a fixed budget or have some cash to spare on the latest tech and gadgets, there are sensory solutions that bring the tabletop alive like never before!

"TODAY'S RPG PLAYERS WANT GAMES THAT ARE IMMERSIVE, ENGAGING, IMAGINATIVE, AND EPIC."



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THE RISE AND RISE OF SOLO GAMING

By Tristan Hall
www.hallornothingproductions.co.uk

MORE AND MORE PEOPLE ARE BEING DRAWN TOWARDS SOLO BOARD GAMING, AND THE REASONS FOR THIS ARE MYRIAD AND INTERESTING.

It's strange to think that video games were once merely the province of marginalised geeks. Especially now that franchises like Call of Duty have proven they can draw in many more millions of dollars than Hollywood movies. And often, multi-million dollar video game blockbusters only offer a single player mode. So why shouldn't popular board games follow suit?

As people with disposable incomes look for more varied and interesting ways to while away their free time, we have seen a huge rise in board game sales. Indeed, there are many articles detailing the recent growth of board gaming, and you only have to witness the footfall here at UK Games Expo to see that in action. An abundant array of titles ever expanding with each passing year means we are becoming more and more spoilt for choice in our gaming options.

Creativity and innovation in design are rife as each new game stands on the gigantic shoulders of its predecessors, whether it's delivering new mechanisms for play, continually tweaking an idea or two to improve something where possible, overhauling a game system to streamline it, or even reimagining a previous title entirely and delivering a completely fresh vision of that game.

Mainstream family games remain evergreen as the umpteenth version of Monopoly with a new Intellectual Property splashed across it continues to grace store shelves, and even Risk had its overhaul into Risk Legacy, stepping into a unique and interesting direction entirely and bringing it back to the attention of more 'hardcore' gamers. And gamers' demands for increasingly unique and interesting offerings continue to grow, with previously super niche thematic games like Kingdom Death: Monster pulling in over \$12 million on Kickstarter.

Whilst Kingdom Death blew minds, wallets, and Kickstarter records, a point of note is that it is a game that can be, and often is, played cooperatively, and thus solo. Ten years ago, cooperative board games where you play with your

friends or by yourself against the game were few and far between. There are wargames and fringe titles that have been around for decades sporting solitary play options, and people have almost certainly played both sides of games like Chess to improve their technique for hundreds of years. But whilst over the years pioneering titles from the likes of Chainsaw Warrior (1987), Warhammer Quest (1995), and Lord of the Rings (2000), to Arkham Horror (2005), right through to Forbidden Island (2010) and Robinson Crusoe: Adventures on the Cursed Island (2012) have all supported cooperative and/or solitary play, it is now pretty indisputable that cooperative games are cemented into the popular gaming zeitgeist. In fact, boardgamegeek.com, which boasts 3.3 million unique monthly visitors, currently ranks its number one game of all time as voted for by its users as the cooperative - and thus soloable - Pandemic Legacy: Season 1 (2015).

Cooperative games are great for



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gathering together and playing as a team with friends and/or family against a mathematical or thematic objective and solving puzzles together. But what draws people to play these games alone? A cross-section of soloist enthusiasts had the following to say:

Logistics: "We work a lot. We work weird hours and weird shifts. We move around a lot. Life is less consistent, so our gaming time and gaming circles become less consistent. Solo gaming fills those gaps nicely."
- Jason Perez

Creativity: "For many people, gaming is a social experience. For me, it is a chance to be creative alone. I play games to tell stories" - Amy (Other Amy)

Preparation: "To learn the game. I don't like to present a game to anyone without having a good understanding of it first."
- Brian Hunt

Immersion: "I find it a lot easier to immerse myself into the theme or story when alone. There are no distractions or side conversations."
- Shaun Austin

The challenge: "The kids are all married but I want to play solo games because I love more brain challenging games that take more time than anybody else would want to play."
- Kevin Erskine

Screen-burn: "Sometimes, it's simply a way to force myself away from the screen. Staring at a computer screen all the time is probably doing irreparable damage to my eyes. Solo board games are a way around this."
- Joke Meister

And on the subject of screens, video bloggers who focus particularly on solo gaming command a formidable presence on YouTube, with personalities like JPlay (3,006 subscribers, 505,272 views), callasmar (5,424 subscribers, 979,918 views) Ricky Royal (15,330 subscribers, 3,622,304 views) and marcowargamer (12,879 subscribers, 3,955,074 views) all lending their expertise to the cause by showcasing solo games and how-to-play guides for said games.

There are reddit and Facebook groups dedicated to solo gaming with thousands of members, and on the aforementioned boardgamegeek site there thrives a community called the 1 Player Guild (or 1PG). Devoted to podcasting about and discussing solitaire gaming, this group encourages and champions a number of activities such as: competing online by beating

one another's scores at certain games, developing new methods and rules to play existing games solitaire that aren't originally designed that way, sharing amusing stories and narrative session reports of game plays, and taking an annual vote on the People's Choice of Top 100 solo games of the year. The latter draws in hundreds of voters and thousands of votes, often climaxing in the collective opening of many wallets to chase the next new shiny game!

At its foundation in 2012 there were 12 members.

At the time of writing, 6,415 individuals from around the world now make up the 1PG. The guild's founder, Albert Hernandez, talks candidly about its growth:

"The guild was always open to anybody that is interested in solo games... I never expected it to be quite so big. One thing that makes the guild so popular is how friendly it is.

Folks always comment on that. Nobody needs to look for permission or approval to do something that is helpful. I think that has really helped the guild grow. There is no way one person would have come up with all the great ideas that have come out of the guild."

There has been a surge of interest in solitaire rules for games recently, particularly in line with the continued growth of crowdfunding platforms such as Kickstarter where gamers can help to guide the decisions of game creators to include extra elements they might not have previously considered, such as solo rules. More and more often, solo rules are being offered with new games, sometimes just as a stretch goal. But canny designers such as the legendary

Jamey Stegmaier have jumped ahead of the curve on this, going as far as enlisting game designer Morten Monrad Pedersen with the express purpose of designing solitaire rules for his games. This resulted in Pedersen's hugely enjoyable automa series that emulate an 'AI' player in games such as Viticulture, Between Two Cities, and of course, the hugely successful Scythe. In his own words:

"The increased buzz from solo gamers makes other gamers give it a shot and makes publishers see there's a big market they've overlooked, which in turn creates more solo gaming buzz. Solo gaming gave me a chance to go back to doing game design for my own enjoyment and bumping into Jamey Stegmaier by chance let me ride his on his coat tails and on solo gaming's wave of popularity, so that I now have a job in the board game business."

Pedersen also compiled some interesting data on the growth of soloist games in the chart below.

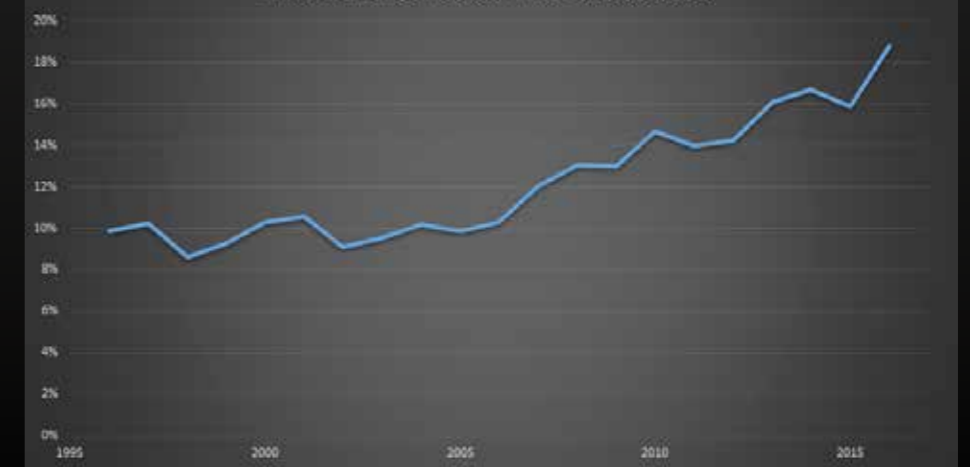
If you're a designer or publisher developing a board game you could do worse than paying attention to some of the most influential developers on Kickstarter and reading Stegmaier and Pedersen's various blogs on the importance of acknowledging the solo gamer base; or you could simply take another look at those mind-shattering numbers that Adam Poots generated with his monstrous Kingdom Death: Monster Kickstarter.

So whether it's to learn the rules to a game you're introducing to your friends, getting away from screens for a bit to challenge your mental agility, to immerse yourself in a thematic, narrative experience, or just because you blooming love it, solo gaming can be a thrilling and fulfilling experience. And now with friendly online forums and resources at your fingertips, even though you are playing solitaire, you don't have to game alone!

ever know where the journey is going to take you. Now go and get some dice!



Fraction of games that are solo playable



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BEST FAMILY GAME



**Barcelona:
The Rose of Fire**
Devir



Bären Park
Mayfair Games



Bücherwurm
Pegasus Spiele



Check Point Charlie
Devir



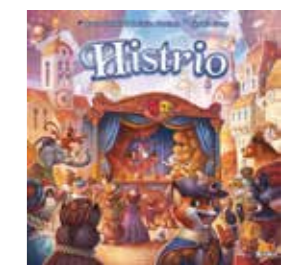
**Exit the Game: The
Abandoned Cabin**
Thames and Kosmos



First to Find!
2d6 Games



Ghostel
Tinkerbot Games



Histrio
Asmodee



Kingdomino
Blue Orange Games



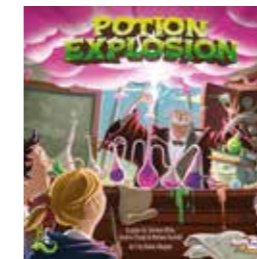
Let Them Eat Cake
Osprey Games



Oresome
One Free Elephant



Sushi Go Party
Gamewright



Potion Explosion
Cool Mini or Not



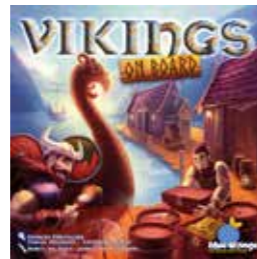
Savvy
Savvy Games



Spoils of War
Arcane Wonders



**Temp Worker
Assassins**
David Newton



Vikings on Board
Blue Orange Games



Yamatai
Days of Wonder

BEST CHILDREN'S GAME



Baobab
Blue Orange Games



**Chocobo's
Crystal Hunt**
Square Enix



Fishy Tactics
Mushroom Gaming Co



Fun Genes
Omni GENEius



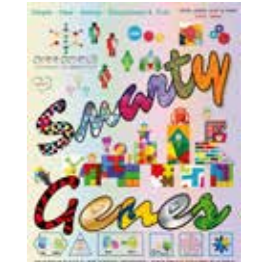
Happy Salmon
North Star Games



Monster Trap
Thames and Kosmos



Outfoxed!
Gamewright



Smarty Genes
Omni GENEius



Spaghetti
Granna



3 Wishes
Strawberry Studio



**Ticket to Ride:
First Journey**
Days of Wonder



**Wizardry to the
power of three**
Pegasus Spiele

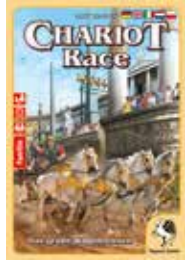
On arrival you were given the voting form for the UKGE awards.

Simply tick one box in one or more categories to vote for your choice of the best game in that category. Return the form by 1pm on Sunday to the help desk in NEC Hall 1. Please only return one voting form per person. We do monitor suspicious forms and reserve the right to reject them.

In the weeks before Expo the games have been rated by our judges in several local gaming groups. Half the marks for a game come from the judges. The other half comes from you the public. Patrick Campbell, our Awards Organiser and chief Umpire, will collate all the marks and at 3pm on Sunday 5th June we all find out the results when they are announced on the main stage in NEC Hall 1.

Good luck to all our entries.

BEST AMERICAN STYLE BOARD GAME



Chariot Race
Pegasus Spiele



Dark Souls
Steamforged Games



Fan Hunter: Urban Warfare
Devir



Gloom of Kilforth: A Fantasy Quest Game
Half or Nothing Games



Guards of Atlantis
Wolf Designa



The Pioneers Program
GCT Studios



Rune Wars: The Miniatures Game
Fantasy Flight Games



The Walking Dead All Out War
Mantic Games

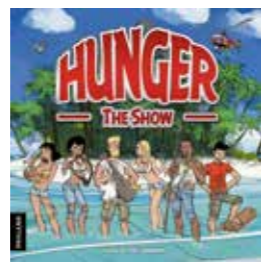
BEST EUROPEAN STYLE BOARD GAME



Brutal Kingdom
Thames and Kosmos



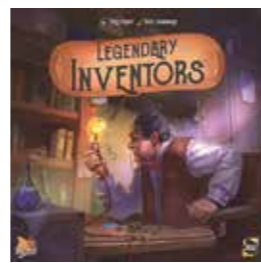
Escape From Colditz
Osprey Games



Hunger the Show
Phalanx



Jorvik
Pegasus Spiele



Legendary Inventors
Asmodee



Mystic Vale
Alderac Entertainment Group



Not Alone
Geek Attitude Games



SubTerra
Inside the Box Board Games



The Networks
Formal Ferret Games



The Oracle of Delphi
Pegasus Spiele



Vikings Gone Wild
Lucky Duck Games



Wayspotting
Wayspotting

BEST CARD GAME



Cabo
Smiling Monster Games



Cauldron Master
Alley Cat Games



Das Katastrophenspiel
Herbertz Entertainment



Design Town
Pegasus Spiele



Dragon and Chickens
Devir



Escape the Nightmare
3d Total games



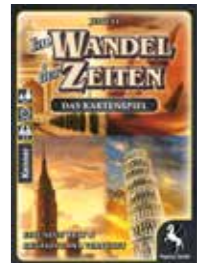
Glück Auf! Auf! Das große Kartenspiel
Pegasus Spiele



Holmes: Sherlock and Mycroft
Devir



Imps
Triple Ace Games



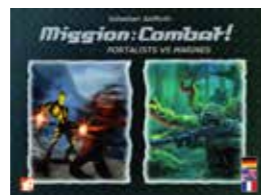
Im Wandel der Zeiten - Das Kartenspiel
Pegasus Spiele



King of Soppo
Soppo



Lab Wars
Alley Cat Games



Mission Combat Portalists vs Marines
Smiling Monster Games



Shadow Games
Steamforged Games



Stadt Land Anders
Pegasus Spiele



Statecraft
Inside the Box Board Games



What's Up
Strawberry Games

BEST STRATEGIC GAME



Airfix Battles
Modiphius Entertainment



Capital
Granna



Colour Guards
Painter Consulting



Footy smart
Omni GENeius



Germania Magna
Phalanx



Guild Ball Kick Off!
Steamforged Games



New Earth
Ergo Sum Games



SeaFall
Plaid Hat Games



The Colonists
Mayfair Games

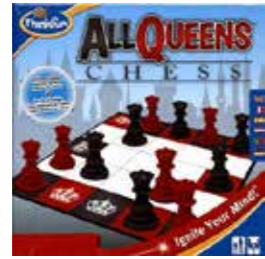


Wizard's Academy
3D Total Games

BEST ABSTRACT GAME



Agamemnon
Osprey Games



All Queens Chess
Think Fun



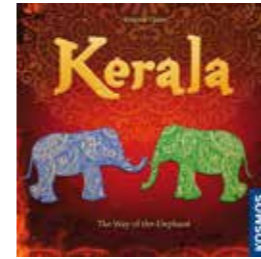
Brix
Blue Orange Games



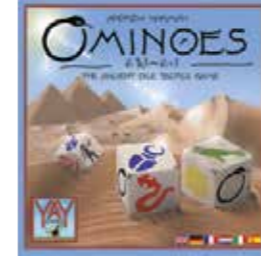
Fairies
Gothic Green Oak



Four Elements
Bomber



Kerala
Thames and Kosmos



Ominoos
Yay Games!



Omni Tact Pro
Omni GENeius



Omni Wits
Omni GENeius



QE
Cubiko



X O Brainer
Danish Brain Games

BEST PARTY GAME



Animal Ailments
Bizarre Bros Games



Chameleon
Big Potato



Corks
Play corks



Glimpse
Legend Express



Raise Your Goblets
Cool Mini or Not



Word Slam
Thames and Kosmos

BEST ROLEPLAYING GAME SUPPLEMENT



Syrinscape: Cthulhu Rises DoomPack
Syrinscape



The Smoking Mirror
Montidots



The Cthulhu Hack: The Haunter of the Dark
Just Crunch Games

BEST MINIATURES RULES



Achtung! Cthulhu Skirmish
Modiphius Entertainment



Bolt Action 2nd Edition
Osprey Games



Dropfleet Commander
Hawk Wargames



Dust 1947 Rulebook
Dust Studio



Rogue Stars
Osprey Games



Spectre Operations Rule Book
Spectre Miniatures

BEST MINIATURES



Dropfleet Commander Miniatures
Hawk Wargames



Dust Tactics: Dust 1947
Dust Studio



Frostgrave Barbarians
Osprey Games



Frostgrave Gnolls
Osprey Games



Rumbleslam
Troll Trader Ltd



Spectre Operations Figures
Spectre Miniatures

BEST ROLEPLAY GAME



Adventures in Middle-Earth Players Guide
Cubicle 7



Coriolis: Third Horizon
Free League



Crypts and Things
D101 Games



ERA: Lyres, Pocket Edition
Shades of Vengeance



Faith: A Garden in Hell
Burning Games



Leagues of Gothic Horror
Triple Ace Games



Mutant Genlab Alpha
Modiphius Entertainment



Tales of Equestria
River Horse



Troika!
Daniell Sell

BEST ACCESSORY



Battle Mat
Deep Cut Studios



Cthulhu Dice Mat
All Rolled Up



Dice Tower Big
Rosie's Gaming Accessories



Steam Punk Dice Tower
Basically Wooden



Dropfleet Commander Modular Spacestation Pack
Hawk Wargames



Painting Aids
Tintagel Dice



Swan Panasia
Smiling Monster Games



Swan Panasia Box
Smiling Monster Games



Swan Panasia Thin
Smiling Monster Games

BEST EXPANSION



Dropzone Commander: Reconquest: Phase 2
Hawk Wargames



Frostgrave Forgotten Pacts
Osprey Games



Frostgrave Into The Breeding Pits
Osprey Games



Guild Ball Season III
Steamforged Games



Legends of Andor: Part II Journey to the North
Thames and Kosmos



Stakbots Expansion
Dog Eared Games



Star Wars Imperial Assault: The Beshpin Gambit
Fantasy Flight Games



The Hood Expansion: Thunderbirds
Modiphius Entertainment



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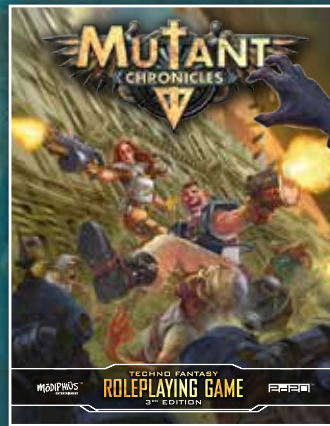
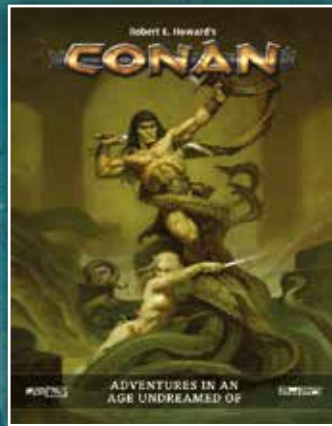
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