

**EASTAVAL 2017
PRÆSENTERER**



**NMAID
SCIENCE**

Dear Participant! Welcome to Fastaval - it is great to meet you!

Is this your first time, or have you been with us since the first event? Are you a game writer, board game creator, or maybe an organiser? Are you here to have a good time with friends and play some great games? Just for a day or for the whole thing? Who ever you are, you are more than welcome here at Fastaval, and I hope you can find answers to any question you might have here.

In this programme, you can find practical information, prices, help with the sign-up process, and a bit about most things going on at Fastaval - though not everything. We would like to collect all information here, but there are likely to be changes, so keep an eye on our home page www.fastaval.dk/?lang=en or follow us on Facebook. During Fastaval itself you can also use our fancy app to get information.

The most important thing is of course in here: the descriptions of this year's new role play scenarios and board games!

Fastaval is a convention for roleplaying and board games, and it has been an annual event for more than 30 years. It is an event based 100% on volunteers, from main organisers, to authors, designers, dish washers - all in all more than 100 people are involved in organising Fastaval, and all participants are also a part of making Fastaval a reality.

The programme has been split up into parts, of which the first is practical information, including a guide to signing up. This year, it will be possible to choose a simpler form of signing up, which we especially recommend for new participants at Fastaval. The second part is abstracts for all the games you can sign up for, as well as information about the other activities happening at Fastaval.

The theme for this year is "Mad Science"! Our design team has created a great graphic profile for us, for logos, wear and participants' badges, so all we need now is for you to grab your old lab-coat and safety goggles and venture to Fastaval to join the experiments. Let your imagination fly and come celebrate Fastaval with us.

New features at Fastaval!

This year you will find "Ottos Kaffekro" (Otto's Coffee House) in the large hall by the communal area. Here you can buy good coffee and find a calm spot for a nice chat with friends old and new, or borrow a board game from our good old board game café. This year, there will be no designated Youth Lounge, instead the coffee house will be an alcohol free area, and we have changed the rules for those under 18 regarding being in the bar and café areas (more info in the section about youth at Fastaval). I am looking forward to seeing you at Fastaval 2017!

Astrid S. Andersen
Main Organiser

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Publisher: Fastaval / Alea
Editor in chief: General Astrid
Layout: Lars Kaos Andresen

INTRO TO FASTAVAL 2017

WELCOME TO FASTAVAL. A GAME CONVENTION HELD FOR THE 31TH TIME.

PRACTICAL INFORMATION

For the sixth time, Fastaval 2017 is held at Mariagerfjord Gymnasium. It is a really good venue for Fastaval, and we are very pleased with the good relationship with the school and sports center, as well as our close collaboration with Østerskov Efterskole.

WHERE AND HOW TO GET THERE

The address is Amerikavej 5, DK-9500 Hobro, Denmark. The high school is located a little outside the town center. The easiest routes are as follows:

By train: Take the train to

Hobro Station. From there either take a cab or a bus to the school. (For the latter look at rejseplanen.dk for the schedule)

By car (arriving from south): Go north on route E45, take exit 37 (Handest) and continue along route 180 (Randersvej) to Amerikavej.

By car (arriving from north): Go south on route E45, take exit 34 (Hobro N) and continue on route 541 (Nordre Ringvej), then take route 180 to Amerikavej.

From Copenhagen: Every year there is a bus going from Copenhagen to Fastaval (and back). The organizers are an external group, so the sign-up is not going through Fastaval.

Check our Facebook page or contact daniel@eventyrridderne.dk

CONTACT INFO

General enquiries - sign-up, payment, events, activities etc: info@fastaval.dk

For main organizers: bunker@fastaval.dk

For international enquiries: international@fastaval.dk

For the role-play scenario team: scenarieansvarlig@gmail.com

For the board game team: pap@fastaval.dk

For corrections to the website: web@fastaval.dk

You can also reach us at our Facebook page.



PRACTICAL INFORMATION

SCHEDULE

Fastaval takes place during the Danish Easter holiday, from Wednesday 12th April to Sunday 16th April, where we conclude with our grand Otto Party. On Monday the 17th everyone helps with the clean-up and we all say our goodbyes and thank yous for another Fastaval.

The sign-up for Fastaval 2017 opens early in February and stays open till the 12th March. After this there will be limited opportunities to sign up. At that time signing up for role-playing games or board games will no longer be possible as well as food orders.

Activities at Fastaval are mostly organised into blocks; an early block from 11 am to 4pm, an afternoon block from 4:30 pm to 6:30 pm, and an evening block from 8pm to 1 am. This year Saturday is a bit different with regards to the role-playing scenarios as it has a special Early Bird block from 10 am to 12:30 pm with this year's novella games. Furthermore it is possible to play even more new board games this year as we have two tracks in each early block.

FOOD

It is possible to pre-order breakfast and dinner when you sign up for Fastaval. Breakfast is served Thursday till Sunday from 8 am to 10:45 am, and dinner is served Wednesday to Sunday from 5:30 pm to 7:30 pm.

Breakfast consists of bread, various cold cuts and cheeses, yoghurt, cereals and beverages. Fresh fruit is also offered every morning and remains available during the start of the day - until they are gone.



What is it about the penguin?

The penguin 'Otto' is Fastavals mascot. In 1992 Fastaval introduced a scenario-award and the prize was a golden penguin - modelled from a popular moneybox from Handelsbanken shaped like a penguin. Since then Fastaval have had a special relationship towards penguins.

Dinner is a warm dish and a salad buffet. The menu for the hot meals will be posted on the Fastaval website before the start of the event. At dinner there will always be a vegetarian and a non-vegetarian option. As the food comes from an outside caterer, we can unfortunately not accommodate any other dietary needs, or allergies.

If you find yourself without any dinner plans at Fastaval there might be options for purchasing a dinner coupon. Ask in the Information stand from 7 pm at the same day for availability. You can ask about breakfast availability directly at the breakfast service every day.

If you feel peckish during the day the kiosk is always ready to sell you delicious hot toasts, sandwiches, pasta salads, and mountains of crisps, chocolate and other snacks. There is also a supermarket within walking distance which remains open throughout the week. Furthermore the town of Hobro has a variety of restaurants, pizza places, and burger joints.

COSTS AND PAYMENTS

Payment of the participant fee happens through the online payment during sign-up or if needed through subsequent bank transfer. If you use bank transfer the money must be paid at the latest the 12th of March. Failure to pay on time will lead to your ticket being cancelled. Be aware that banks may charge a fee for the transfer. When signing up for Fastaval you have options to customise your ticket. It can

seem rather confusing at the time so here is an overview of the options and their costs:

PARTICIPATION:

One-day ticket: 65 kr.
All days ticket: 215 kr.
All days (youth): 160 kr.
All days (organizer): 160 kr.
Fastaval Junior: 100 kr.

ACCOMODATION AT COMMUNAL DORMITORY:

Single night: 65 kr.
All days: 190 kr.
All days (organizer): 115 kr.
Rent a mattress for the hall: 100 kr.

ALEA MEMBERSHIP: 75 KR

As a member of the organization ALEA you get a discount on the "All days ticket", and the cost will become 95 kr. Making the cost of membership and all days access 170 kr. You can read more about ALEA, the organization behind Fastaval, here: <http://www.fastaval.dk/about-fastaval-2/about-alea/?lang=en>

FOOD:

Breakfast per day: 25 kr.
Dinner per day: 55 kr.
Otto Party:
Participation: 90 kr.
A bottle of champagne for your table: 110 kr.
A bottle of red or white wine for your table: 80 kr.

WEAR:

You can buy the traditional Fastaval t-shirts, hoodies and mugs. Unfortunately, we have not yet received prices and images in time to include them in this programme but you can view them on the website when sign-up opens.

ACCOMMODATION

There are several options for accommodation at Fastaval, but most of them are not organized by Fastaval itself. As this can be confusing to make sense of as well, here is a quick guide:

THE COMMUNAL DORMITORY

The basic choice is the communal dormitory, and the only one which is organized by Fastaval. You get a spot in one of the halls at the sports centre and must bring your own sleeping pad and sleeping bag. The dormitory has had a bad rep in the past, but is actually a good choice. It also has the advantage of being only 100 meters from the high school where all the games are played. You also get the option of renting a proper mattress to sleep on.

Tips and tricks for a pleasant stay at the dormitory: Use ear plugs - you can buy them in the kiosk; If the lights might bother you, bring an eye mask; The dormitory might get cold, so bring a sleeping bag that can withstand the cold - or a warm pyjamas, socks, and a nightcap helps a lot if you know you get cold easily.) There is a separate smaller dormitory for young people (youth dormitory) as well as one for organizers who work

at Fastaval (organizers' dormitory). A spot at those places can be reserved by marking the appropriate field on the sign up form. Please be aware that mattresses can not be rented for those two dormitories.

HOBRO HOSTEL

A few hundred meters from Fastaval you will find Hobro Vandrehjem, which offers a bed in rooms with either 4 or 6 beds at reasonable prices. The hostel sells out very fast, and contact info and other information is found at <http://danhostelhobro.dk>

CAMPERS/CARAVANS

A new initiative in 2017 is the possibility of putting up campers or caravans at Fastaval. They can be parked at the

Hobro Handelshøjskole parking lot about 1.3 km from the high school. Bath and toilet facilities are available at Østerskov Efterskole next door.

Unfortunately, it isn't possible get the camper connected to water or power.

Price: 190 kr. (115 kr. for Fastaval crew) for the full duration of Fastaval.

FAMILY ACCOMMODATION AT ØSTERSKOV EFTERSKOLE

The roleplaying boarding school Østerskov Efterskole offers accommodation, primarily for families. You will be staying in the students'



Hobro Hostel



Hotel Amerika

rooms, and they will be cleared of the students' belongs while you stay there. The proceeds from your stay there will go to Østerskov's charitable foundation for students, so you will be supporting a good cause while getting your sleep. Distance to Fastaval is 1.3 km via a gorgeous nature path. More information and booking via www.ostercon.dk/fastaval-inn

HOTEL AMERIKA

You can also choose the luxury option and book a room at Hotel Amerika in

Hobro. This a very comfortable and slightly expensive solution, placed around 1.5 km from Hobro Gymnasium.

Fastaval has made a deal with the hotel where Fastaval participants can book a double room at 895 kr. a night.

BED & BREAKFAST

It is also possible to book a bed & breakfast. There are a couple in Hobro at different distances from the high school. And of course it is always possible to check AirBnB, as possibilities have started to appear in and around Hobro.



The communal dormitory

OBEY THE PENGUIN!

RULES

Basically, you should use your common sense, show consideration for others and be nice. That said we do have a few simple rules we ask all participants to follow.

SMOKING

Smoking is not allowed indoors anywhere at the high school or at the sports center (where the bar and the dormitories are) There is no smoking outdoors at the high school, except for in the smoking area behind the school.

It is all right smoke outside the sports center, but be considerate of neighbors and other participants. The Café and Bar make their own rules regarding smoking in their outdoor areas, so watch out for the signs.

ALCOHOL

You are allowed to bring you own alcohol for the Otto Party on Sunday, but only then.

We have a great bar and a cosy café where you can buy alcohol as long as you are over 18.

Alcohol cannot be brought to or consumed at the high school during Fastaval. This is a part of our rental agreement, so all alcohol must be kept at the sports center where you find the bar and café. Any alcohol you bring for the Otto Party can be brought to the Information desk for storage until Sunday when the party starts. Please hand it in as soon as you arrive at the convention.

YOUNG PEOPLE AND ALCOHOL

If you are under 18 you are not allowed to drink alcohol at the convention. Violation

of this can result in being banned from the convention.

DRUGS

Drugs are illegal at Fastaval, just like it is in the rest of the country. Any violation will result in a ban from the convention.

SHOW RESPECT FOR OUR NEIGHBOURS

There are people living close to both the high school and the sports centre, and we want to be good neighbour and show them consideration by not making noise in the areas between the school and the center.

RESPECT EACH OTHER

Fastaval has over 700 participants and it is important to be considerate. Remember that everyone is here to have and to give each other a great experience. Be friendly and ask if there is anything you are uncertain of. And if you've been in the bar an hour too long consider if you next move shouldn't be to your bed. There will always be time for another evening at the bar.



STOP! Don't bring your own alcohol to Fastaval!

GETTING INFORMATION

Before Fastaval starts you can stay informed via the Fastaval homepage, on Facebook or through the Fastaval newsletters, and if you want to you can also follow us on Twitter and Instagram.

During Fastaval there will be continuous updates on inforscreens and noticeboards at the convention, and if these don't answer your questions please contact the Information desk.

Before, during and after the event the Fastaval Information can be contacted at info@fastaval.dk. If you have supplied your phone number as part of your sign-up information you will also automatically be added to the Fastaval text message service, which will inform you directly of changes to you program schedule or other important events.

"DO IT TOGETHER" OR DIT

Fastaval is a convention arranged by volunteers for volunteers and therefore we expect everybody to do their best to make the event a good one for everybody. For this reason, we expect everyone who isn't already an organizer, a writer, designer or GM to make themselves available for a DIT task. The shortest tasks take about two hours and there are many different tasks to choose between, so read through them and find out which ones suit you the best. Maybe you'd like to be a waiter at the Otto party, help distribute food at dinner or do a stint as a fire guard. This a nice way to pitch in and we are grateful for all the help from our DITs. And in this way, we are all part of making Fastaval a great event.

More information on the DIT task can be found here (<http://www.fastaval.dk/help-us/gds/?lang=en>)



BEFORE & AFTER FASTAVAL

SETTING UP

Before Fastaval starts Wednesday afternoon lots of cool people take part in the setup to make everything ready. When you sign up you can also sign up for the setup. We meet Monday and Tuesday at 12:00 at the school. There will be food for everyone who has signed up in advance, so it is important that you tell us if you are taking part, so we know how many too cook for.

As part of the setup crew you must be prepared do lots of different jobs as there is a lot to get done. The setup continues all the way until Wednesday 15:00.

TAKING DOWN

Monday morning before we finally turn back towards the real world, Fastaval has to be packed down. We always need extra hands for the clean up and when the last car is packed and the floor has been swept we go for pizzas at the General's expense.

JUNIOR OR YOUTH AT FASTAVAL?

A lot of young people join us at Fastaval, and we do what we can to take good care of you. For instance, we have a dedicated youth dormitory, and if there should be need for more dedicated sleeping areas for youths, we will create a separate area in the communal dormitory.

If you are 12 years old or under, you do not have to pay to enter Fastaval. However, if you are between 6 and 14 years old, you can sign up as Fastaval Junior for 100 kr. and join the special junior activities on Friday. You can read a lot more about all of this in the section about Fastaval Junior further on in this programme. The Fastval Junior activities will only run in Danish.

To sign up for the rest of the role playing games you have to be at least 13 years of age, and some activities will have an age limit of 15+ or 18+.

We have asked the organisers in charge of role playing and board games to recommend games that are especially attractive or suited for you as a younger person on Fastaval. You can read more about the games further on in the programme and of course also sign up for other activities.

Recommended games for youths:
Board games: All
Role playing games: Tiny Problems

YOUTH AND ALCOHOL

Previously people under 18 have been banned from the bar and cafe at Fastaval, since alcohol is served there. This has changed this year as a lot of the social networking at Fastaval happens at these places. But is it still important to remember that people under 18 are NOT allowed to drink alcohol anywhere at the convention.

The participant bracelets for people under 18 will have their own color so it is possible for the responsible organizers to tell if an individual participant is under or over 18. As a minor, if you drink alcohol at Fastaval we may have to send you home from the event, and we really don't want to have to do that so please don't drink.

If you have any questions regarding Fastaval you can get in touch with our youth organizer at ungdom@fastaval.dk



A long time ago in the 1980s we were all young

FIRST TIME AT FASTAVAL?

If this is your first Fastaval then you are stepping into a new and fascinating world. It can be a big and slightly intimidating place which can feel a bit lonely. But if you take part in the adventure you will quickly discover the many unique opportunities and new friends that Fastaval has to offer. Here are a few tips and tricks to unlock the Fastaval experience.

NEW ACQUAINTANCES AT FASTAVAL

Your first time at Fastaval it is a really good idea to take some time to get to know new people. This way you get a much better experience and you will have someone to share your stories with. Helping out is one way to do this, but there are many others. One of the best ways to get to know new people is to talk with the others you've played with, possibly over coffee at Ottos Kaffekro or with beers in the bar. It is also easy to find people in the public area to play board games with.

DIT (GDS) TASKS

Finally signing up for one or more DIT tasks is also a good idea. It is a great way to meet people that you might want to talk to after the job is done.

SETUP

Taking part in the setup Monday, Tuesday or Wednesday before the convention starts is

also a great opportunity to meet new people. We work all day, having fun and telling tall tales. It is a really good way to kick start your Fastaval, the mood is great.

THE GENERAL AND THE BUNKER

The structure underpinning Fastaval is a group of main organizers, commonly referred to as "the Bunker". The leader of this group is "The General" who heads the convention. At any given time, there will be at least one person from the Bunker on call, ready to deal with any issues that may arise. This person is The Main Organizer on duty and you can always reach her or him via Fastaval's phone number (+45 29 39 60 95). See more under the section about Main organizers and Main Organizer on duty.

RESERVE QUEUE

If you have a game block where

you have nothing scheduled but you would like to play anyway the reserve queue is just the thing. Here you can get on free spots at both roleplaying and board games. The reserve queue opens half an hour before game start. If you can't find it just ask at the Information desk.

CLEAN UP

When Fastaval ends on Monday the day after the Otto party we all help each other getting the school tidied up, cleaned and put back in order. It is an important part of Fastaval since we want to stay on good terms with the school. It is a really good way to say goodbye to people everybody - and maybe get the number of someone you'd like to stay in touch with.



The cafe is a good place to meet new friends

GUIDE TO THE SIGN-UP PROCESS

When you sign up for Fastaval, you need to be aware of the many choice that await you regarding activities, food and sleeping arrangements. Fastaval has chosen to make the sign up flexible and open, so you can shape your own experience at Fastaval to suit you. However, that means that the sign-up can seem rather lengthy and complicated at first glance - hence this guide.

This year, we have also created a standard 'pre-packaged' sign-up, which is a simplified version of the sign-up, including bed and board. This is recommendable if this is your first time at Fastaval.

CHANGING YOUR SIGN-UP

While you are going through the process, feel free to use the browser's back and forward functions, the data you have already put in will not get lost, we have set the sign-up sheet up to retain them. Up until the end of the sign-up period you can also log back in and change things in your own sign-up. If your changes lead to a higher or lower final price, the difference will be due when you check in at Fastaval.

Write to info@fastaval.dk if you have any trouble or questions regarding the sign-up.

THINGS TO CONSIDER WHILE SIGNING UP:

ARE YOU SLEEPING IN THE DORMITORY?

If you are planning to sleep in the communal dormitory, you can choose the "Partout" option and automatically include accommodation there for the entire Fastaval. You can also add on the rental of a mattress, which will be handed out at arrival.

ARE YOU EATING AT FASTAVAL?

You have to sign up separately for each day you plan to eat at Fastaval. If you are planning to go out to eat one of the days, or you can see in advance that you need to sleep in one morning, simply avoid checking the boxes for the relevant meals. Times and prices can be found earlier in the programme.

The breakfast at Fastaval has a variety of bread, cut meats, cheese, cereals, milk etc. It is a good, solid start to the day, and we recommend it to all our participants. You can also add dinner options to your ticket. At dinner, you can choose between a vegetarian and non-vegetarian menu.

For lunch, we recommend the sandwiches and pasta salads from the Kiosk.

Are you joining us for the Otto Party? Fastaval ends with the Otto Party on Sunday night, Fastavals equivalent to the Oscars, including entertainment on the stage and award ceremony. Bringing your own booze to the party is allowed, but until then it has to be stored (safely) at the Information desk as alcohol is not allowed on the school, and can be bought at Fastavals bars during the convention.

DIT (GDS) - DO IT TOGETHER!

During registration, you can choose which practical task you want to help with and when you think you will have time. No matter how many you pick, you will not be assigned more than one DIT-shift unless you volunteer as Super-

DIT. When you arrive at Fastaval you will be told when and what your shift is. If it is completely impossible for you to take your shift, you can contact Information and they can assist you in moving or trading it.

If you aren't sure what you would like to do, you can look at the descriptions of the different areas in this program.

WEAR 2017

This year we have chosen to focus on better quality in products and prints. The wear group have had good quality as a prime goal, and therefore we have chosen better and more exquisite products. Additionally, we offer more options to choose from when it comes to t-shirts; now you can buy either a women's or men's t-shirt.

Our amazing designers are adding the finishing touches to their amazing art so you can look forward to seeing our products in the registration for this year's Fastaval.

ACTIVITIES:

There are many different activities at Fastaval. Signing up for the right ones isn't always easy,



This years official coffee mug.



Cthulhu is your long lost friend.

and therefore you can make a prioritized list of what you want to do during the registration. Before you register, we suggest you read the descriptions of the many different activities, so you get an idea beforehand of what you'd like to participate in. There are a lot of things to do at Fastaval in addition to what happens in the organized blocks. The activities you can sign up for in advance is:

ROLE-PLAYING SCENARIOS:

There are more than 30 different scenarios that you can sign up for, each of them with a short description which explains what the scenario is about and its target audience. Remember that you can always cancel your signup by contacting the Information (then someone else can get the opportunity), or stand in the reserve-queue to enter a scenario you didn't sign up for.

GAME MASTER:

The game master is the intermediary for the author and he or she assists in creating great experiences for the players. To give as many people as possible the chance to experience

the scenarios, we need a lot of voluntary game masters.

You may therefore, during registration, sign up as SL (GM, Game master) if you want to run a scenario at Fastaval. Being a game master counts as a DIT (GDS) task, and for each scenario you run, you receive a "voucher" which you can use to get either 2 toast and a cola, a sandwich or a beer in the bar.

You sign up as Game master by picking SL (GM) instead of priority 1-3.

DESIGNER BOARD GAMES:

Every year, Fastaval presents newly-designed board games, and you can have the unique experience of trying them for the very first time. The designers will explain the rules at game start, so you don't need to learn the rules in advance. You can sign up for board games during registration.

Remember that you can always cancel your signup by contacting Information (then someone else can get the opportunity), or you can stand in the reserve-queue to join a board game you didn't sign up for.



Board games play an important role at Fastaval

EVENTS, WORKSHOPS AND ACTIVITIES:

There are many activities you can sign up to in addition to the newly-designed board games and role playing games. Everything from workshops to competitions, tournaments, spaceship simulators and much, much more. Additional events, which don't require signup, will be presented on the website in the weeks running up to Fastaval.

Remember to double check that you got everything right on the last page of the sign-up sheet, which summarises your choices. If something looks wrong, go back in the sheet and correct it.

Congratulations, you have now made your way through the registration-guide. If you have any other questions or are unsure about something, please write info@fastaval.dk

AREAS AT FASTAVAL

KIOSK

At Fastaval you can find the legendary and beloved Fastavalkiosk. It offers the basics for a role player's survival (toast, sugar in liquid and solid form, chips) but you may also buy, for example, earplugs for the sleeping area, fresh fruit, sandwiches, band-aids and other useful items. It is also here that you can find warm coffee and tea, even at three am.

The Fastavalkiosk is run by volunteers, and you have the opportunity to take on the task of making the perfect toast through the DIT-system.

This year the kiosk has been moved to a new location and may be found down the hall to the left of the main entrance.

OPENING HOURS

Open around the clock. The kiosk is always there for you.

CREDIT CARD IN THE KIOSK

Are you short on cash? You can withdraw cash in the kiosk around the clock by using your Visa/ Dankort.

THE INFORMATION

The Information – or The Info amongst friends – is Fastaval's centre and your one-stop place if you need help or information. It is here you can enquire if you have any questions, if you are lost, if someone ate your scenario, if you need the phone-number of the nearest taxi-service or you need to get in contact with the organizers. The crew of the Info are called Infonauts and they are recognizable by their orange color clothing and warm smiles. They check you in, give you your armband, make sure you have your overview of what you are going to play – and greet you.



The all knowing and all seeing penguin

It is also the Infonauts who, for each game slot, make sure that all the scenarios have the game masters they need and that any free spots are distributed to players in the reserve-queue.

If you don't know what to do, you can always go to the Info.

OPENING HOURS:

Wednesday: 13-21

Thursday to Saturday: 09-21

Sunday: 09-17

SHOPS

Around the common area, you may find several different shops with great offers on everything in role playing, board games, t-shirts, novels and many other types of nerdy merchandise.

BAR

Fastaval's bar is the place where you can enjoy an ice-cold draught beer, mix a whiskey and soda or share a tray of shots with new and old friends when the scenario is done and the night is young. It is Fastaval-participants who are both in front of and behind the bar, and it is almost as old as the congress itself.

Opening hours: 16 to 02

CAFÉ

Café Kahuna Soup is the love oasis of Fastaval where you, in calm surroundings, can take a break from the chaos and enjoy one of the café's many special beers, home-baked cake or tasty snacks.

Come inside to Tiki theme in Café Kahuna Soup where you can enjoy a Dark 'n' stormy or a Pina colada in the shadow from the palm trees.

Café Kahuna Soup is the place for those who want to relax after a long day with alternative improv roleplaying.

Opening hours: 15 to 02

OTTO'S KAFFEKRO

Otto's Coffee House is a new place to hang out at Fastaval. Whether you need a bit of peace and quiet, a good board game, or a nice cup of coffee, this is the place for you.

Here you may find the board game café, where our knowledgeable Boardtenders will help and guide you in the enormous world of board gaming.

Behind the counter, our bartenders are ready to serve coffee and other goodies.

In our soft furniture, you can talk about anything or just relax. If you need inspiration or something else, then our Hyggetenders are ready to motivate the conversation or facilitate other needs.

Otto's Kaffekro is a free and open space with relaxation at its centre.



gaffer tape, as well as by their assigned titles that you – might – recognize from various cleaning-agents.

GUSTAVS PINGVINSTUE (GUSTAV'S PENGUIN-SUITE)

Over the years, we have had multiple groups at Fastaval producing TV for us! Last year Otto Channel stopped after four glorious years, and this year we have a new team, Gustav's Penguin Suite. They are already fast at work and have uploaded teasers on Facebook: <https://www.facebook.com/gustavspingvinstue/?fref=ts>

Their show will go live each evening of Fastaval at the Café.

OTTOFESTEN (THE OTTO PARTY)

As tradition goes the Otto Party is held Sunday evening at Fastaval. Each year the Ottos are awarded. You get the opportunity to celebrate some of those that have put a great effort into making Fastaval 2017 what it is. That being scenario writers and board game designers but also some of the many who labour behind the scenes.

This is when Fastaval participants get together, chat about this year's experiences and watches hosted stagemat with the best clips from this year's TV. You have the opportunity to order wine and bubbles along with beer, soft drinks and various alcoholic beverages. The Otto Party is the only occasion where you are allowed to bring your own alcohol.

At the Party, Fastaval's trusty and traditional Corps of Jameses will serve the beverages you have ordered through Butler App right at your table.

Sign up for the Otto Party during the enrollment for Fastaval, if you want to partake in this unforgettable evening.

The price is 90 kr. Main Organizers and Main

FIRE SAFETY CREW

Fastaval's fire safety crew stay outside the dormitory, where they spend their nights (and days) in constant vigilance, so the rest of us can feel safe and get our much-needed sleep. The crew is a small group of people who take on some of the longest and toughest jobs: the night watch. They are supported by volunteers doing DIT-jobs.

IMPROVISE, ADAPT, RELAX
- Fire Safety Crew

DIRTBUSTERS

During Fastaval each Easter we produce enough waste and chaos to fill up two cargo containers. DirtBusters are a team of organizers who live and breathe for the cleanup-battle during Fastaval, thus saving the rest of us from the grim reality of waste, chaos and death.

You will easily identify them by their jumpsuit-uniforms with matching plungers and



ORGANIZER ON DUTY

It is a long-standing tradition of Fastaval to refer to the group of main organizers as "the Bunker", and the leader of them as "the General". This year, there are 9 people in the Bunker, and you can meet them all right here below. The members of the Bunker have different areas of responsibility, and together they also have the full responsibility for Fastaval.

During Fastaval, the Bunker members take turns to be the Main Organizer on duty, which means that they are the person with the final say over Fastaval matters at that time. There is always a Main Organizer on duty during Fastaval, day and night. If you at any time during Fastaval need to get hold of an organiser, you can call us 24 hours a day at +45 29 39 60 95

HERE ARE THE 9 BUNKER MEMBERS:



Astrid Sigaard Andersen - General
This year is Astrid's second as the Fastaval

General. Her task is that of overall organisational responsibility. She may not know everything, but she knows who knows! The General often has their own area of responsibility as well, and this year it is Fastaval Youth and Østerskov Efterskole. If you need to reach Astrid directly, she can be found at general@fastaval.dk

Martin Lindhardt - Acquisition



This is the third year in the Bunker for Martin - and this year he is responsible for the Café, the Kiosk, transportation, purchasing any and all things needed, Wear and the new Otto's Coffee House, as well as doing the accounting with the rest of the Bunker. Martin is also part of the board of ALEA.

Simon Steen Hansen - Activities



Simon has his second year in the Bunker, in charge of activities. He has previously been doing planning, judging and in charge of role playing scenarios.

Christian "Blå" ("Blue") Antonsen - Info



This is Christian's first year in the bunker, and he is in charge of the Information and IT. His vision is to make the Info even better and stronger than at previous events, an Info ready to help participants as well as organisers to the best of their abilities. Since the Info is involved in so many aspects of Fastaval, Christian has put his mark on many parts of the organisation.

Mathias "Heltehair" ("Hero Hair") Østrup Jensen - Info



Alongside Christian, Mathias has his first year in the Bunker in charge of the Information and IT. Mathias is the ultimate sidekick, always there when he is needed the most. His vision is to make the Fastaval machinery run as smoothly as humanly possible.

Peter Bricks - Shadow Communications Officer



Peter has been doing communications and social media for Fastaval for to years, but this year he is stepping back into the shadows and passing the torch to Ida Kirstine Jensen, who is in charge of this area now.

Ida Kirstine Jensen



Ida is a hardcore Fastaval-organiser with previous experience of being in charge of Wear and Kiosk. This year she has stepped up to the plate and faces the challenge of being Communications Officer. She updates Facebook, sends out news letters and tries to translate the mad thoughts of the Bunker into a legible Danish (and English). In her spare time, Ida likes The Sims and Pingvin-Mix candy!

Kristoffer Nyrup - Service



This is the second year of Bunker service for Kristoffer - and his sixteenth Fastaval. Previously he has done many years of service as a Dirtbuster, where he was known as "Commander Player". This year he is in charge of the Fire Safety Crew, The Otto Party, The Dish Washers, Breakfast, The Bar and last, but not least, the Dirtbusters.



Scenarios are marked in green

Board games are marked in red

Notice: The timespoiler only covers scenarios and designer board games

ACTIVITIES	11	12	13	14	15	16	17	18	19	20	21	22	23	24	01	02	03
Wednesday																	
Behind the mask																	
Rosenstrasse																	
Starship Troopers: A New Threat																	
Below a free sky																	
Midsummer																	
Mars to Stay																	
Dwarves and Diamonds																	
Paradigm Wars																	
Thursday																	
Små Problemer																	
Act V																	
Gods																	
And that's it																	
Grampa's Nimbus																	
I will know my name																	
Horrordeck - Horror on the holodeck																	
The Immune Squad																	
Killing me softly																	
Sexcraft																	
The Pill																	
The Wolves of Winter																	
A Race for the South Pole																	
Below a free sky																	
Mars to Stay																	
Witch Fever																	
The Boiler																	
Le Mans Team Manager																	
Skycities																	
Z																	
Snake Shadows																	
Claim to Fame																	
Holiday Resort																	
Kingmaker																	
Pizza Delivery																	
Ragnarok																	

Scenarios are marked in green

Board games are marked in red

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ACTIVITIES

Friday

	11	12	13	14	15	16	17	18	19	20	21	22	23	24	01	02	03
Behind the mask	Green																
Rosenstrasse	Green																
Starship Troopers: A New Threat	Green																
House of Craving	Green																
Shards	Green																
Olsen Banden for ever!	Green																
Horrordeck - horror on the holodeck							Green										
The Immune Squad							Green										
Maja vil dø							Green										
Sexcraft							Green										
The Pill							Green										
The Wolves of Winter							Green										
Tiny Problems										Green							
Act V										Green							
Gods										Green							
Out for Vengeance										Green							
The House Owners Association										Green							
Best Friends Forever										Green							
Holiday Resort	Red					Red											
Pizza Delivery	Red						Red										
Alcubierre	Red					Red											
Claim to Fame						Red				Red							
Dvæрге and Diamonds							Red										
Kingmaker							Red										
Le Mans Team Manager										Red							
Snake Shadows										Red							

Scenarios are marked in green

Board games are marked in red

Notice: The timespoiler only covers scenarios and designer board games

ACTIVITIES	11	12	13	14	15	16	17	18	19	20	21	22	23	24	01	02	03	
Saturday																		
The Boiler			[Green]															
Witch Fever			[Green]															
A Race for the South Pole			[Green]															
Out for Vengeance			[Green]															
The House Owners Association			[Green]															
Best Friends Forever			[Green]															
House of Craving										[Green]								
Shards										[Green]								
Olsen Banden for ever!										[Green]								
And that's it										[Green]								
Grampa's Nimbus										[Green]								
I will know my name										[Green]								
Ragnarok	[Red]					[Red]												
Skycities	[Red]									[Red]								
Paradigmkrige						[Red]				[Red]								
Dvæрге og Diamanter							[Red]											
Alcubierre							[Red]											
Snake Shadows							[Red]											
Z										[Red]								

PREMIERE SCENARIOS

THESE ARE THE PREVIEWS FOR THE PREMIERE SCENARIOS AT FASTAVAL

...AND THAT'S IT

By Simon James Pettitt

That's it. We're done. Humanity is over. You are the last group of survivors and the first signs of the plague has reached you. Now you know your fate. It won't be painful, it won't be violent, but over the next day or so you will, one by one, fall asleep and never wake up. What do you do with your and humanity's last day?

How do you put the loss of your friends, the loss of relations and your own imminent death to words? It's impossible, but through the childlike act of drawing, this larp aims to get that little step closer to expressing and reflecting on these thoughts.

"...And that's it" is a quiet, contemplative larp about loss, but also about friendship and togetherness. The play style is slow and lingering, with focus on the quietness of creating together. This is a game about putting all your emotions in small gestures, like a simple drawing, a light touch or a lingering look.

It is a tragic but beautiful game, that leaves behind a lasting impression through the drawings the characters make ingame. It's not about being good at drawing but about putting meaning into the drawings you make through your character. Intent matters more than quality.

FACTS

Expected run time: 5 hours

Number of players: 5 to 12 players, 1 GM.

Type: larp

Keywords: beautiful tragedy, utopic downfall, creative reflection.

Player type: You like to immerse yourself in the character and the simple but tragic story. You

like to create a strong character through a thorough workshop. You like a slow and lingering game, where silence can say much more than words. You don't need to be good at drawing, but you like the challenge in reflecting via drawing. GM type: you love and master running a good and concentrated workshop. You can support and communicate the meditative slow game style that the game requires. During the game you will play the gray spirit that one by one end the characters lives.

Death seems to be a theme in Simon's games, from a dying child in "The Courage of Teddies", to the loss of loved one on a plane in "Waiting for Flight GO901", now he has upped the ante and everybody dies in this new larp. He promises to try and not makes his next game so much about death.

Language: danish and english

Age: 13+

A RACE FOR THE SOUTH POLE

The year is 1911 and the British expedition led by Scott strives to reach the South Pole and win glory and honor, before Amundsen the Norwegian. The scenario is about the struggle against the harsh Antarctic nature to be first to the South Pole. However, it is also the scenario of how the hardships wear down and transform the explorers, the same as the biting cold winds shape ice sculptures from the landscape. You take on the role as participants in the British expedition. How will you overcome the hardships on your journey and how much are you willing to

give up to be first?

The players get the chance to put themselves in the shoes of previous explorers, tackle the challenges faced on an arctic expedition and through their role experience how the psyche is worn during such extreme conditions. The journey and the harsh landscape are conjured by the game-master and when it is over, the scenario should give the feeling of having been on an expedition yourself.

Are you going to beat the Norwegians and be the first to reach the South Pole, for king and country? ... and what will it have cost you?

FACTS

Estimated play time: 4 hours

Number of players: 5 players and one game master

Key words: Arctic expedition, Character development, Race, Play to experience.

Player type: Likes to explore his/her character, while also enjoying the experience of the journey and immersing yourself into a completely different situation.

Gamemaster type: You like to tell a good story and conjure landscapes and moods with your words. At the same time you should also be able to drive the story forward when necessary or let it sit, allowing for some contemplation, when needed.

About the author: The author likes the outdoors, which is probably the background for this scenario which builds on a fascination of adventurers and explorers of history. The author definitely has his background in classic fantasy roleplaying games, but had his eyes opened to other ways of doing things 6-7 years ago at Fastaval.

Language: Danish

Age: 13+

ACT V

By Signe Løndahl Hertel

Act V is a drama about a group of inmates in an American prison. In a Prison Performing Arts program they rehearse the play Hamlet with the director Agnes. Both in life and prison these guys have been taught to focus on the tough surface but through the tale of Hamlet their stories unfold. For better or worse they discover themselves and each other by playing out the universal story of revenge, murder and survival.

Facts

Duration: 4,5 hour

Players: 4 players and 1 game master

Keywords: Drama, intertwining storylines, the dark sides of life, feel-good elements.

Player type: You are co-creative and likes to develop characters and stories. It is not necessary to have intimate knowledge of Shakespeare's Hamlet.

Game master type: You can manage several stories intertwining and likes to co-create through an active game master role.

Language: Danish

Age: 15+

About the writer: Signe is a debutant. Despite her positive spirit she has always been fascinated with the dark sides of life and secretly dream of one day becoming the female version of Johnny Cash.

BEHIND THE MASK

By Max Møller

Denmark is in deficit – financially, morally, humanly. Refugee influx, rising unemployment, runaway crime rates and rampant inequality threaten to tear the country apart.

Trust in politicians and authorities is crumbling.

It's every man for himself and everyone points the finger at someone else. Car burnings in the rich neighborhoods, arson attacks on asylum centers, assaults on beggars, and hacker attacks on multinational corporations are commonplace. The police are powerless. Masked vigilantes take the next step and are hailed as heroes. An immigrant gang of minors end up in intensive care. A corrupt politician has his hand chopped off. A disgraced tycoon is blown up in his BMW. The newspapers give the masked heroes colorful nicknames and ride high on the sudden circulation boost. "Behind the Mask" is a drama about vigilantes with super powers where ethics are in tones of gray, the heroes are all too human and evil lurks in ourselves. How does it affect a man when he puts on a mask on and takes the law into his own hands? What happens to society when vigilantes become heroes?

FACTS

Forventet spilletid: 4 hours
 Antal spillere: 4 players and 1 gamemaster
 Stikord: Drama, vigilantes, multiplot, dystopian near-future Denmark
 Spillertyper: Players who want to create a story together and players who want to give unsympathetic characters a human face and push heroes with the best intentions into the moral abyss.
 Spilledertyper: Director. You choose and set scenes, tie scenes together, weave plot lines together and ensure dramatic development.
 Om forfatteren: Max has written scenarios for Fastaval since 96 and loved super heroes since 85 but as he has grown older, his fascination has come to focus on the deconstructive superhero books like Dark Knight Returns and Watchmen. "Behind the Mask" is his 13th scenario for Fastaval. His most recent scenarios were the trilogy about alcoholic families "The Family", "Relapse" and "The Last Adventure".
 Sprog: Danish
 Alder: 15+

BELOW A FREE SKY

By Louis Martinus Kehlet and Louise Floor Frellsen

A long time ago in a galaxy far, far away... On the occupied trade planet Brentaal IV a small group of insurgents fight to get back their homes and their lives. As the group grows more influential and the fights more bloody, it becomes apparent that even should they be victorious they will have lost a part of themselves. An unspoken goodbye in the darkness. Cold night air brushes against sweaty skin, as the metallic sounds of the patrol droids grow weaker in the distance.

A shaking finger hovers over the blaster's trigger.

All this is part of the fight for freedom. As is doubting. Doubting if you're doing enough, if you've gone too far, if it would have been better not to fight at all. Can you even turn back? Below a Free Sky is the tale of the uprising during the occupation of Brentaal IV at the time of the Clone Wars. It is the story of how the war changes its members and their relationships and about whether or not they can keep believing in their cause.

The scenario mainly consists of character play based scenes which focuses on the development of the characters and their relationships with each other. The main narrative of the story is predetermined and the choices you make will mainly explore who the characters are, but they will also play a part in determining the fate of the planet. It is not an action scenario however some of the activities of the insurgency will be played out as narrative scenes.

Will you sacrifice your life for freedom? Do you have the right to sacrifice the lives of others?

Facts

Expected playing time: 5 hours.

Number of participants: 5 players and 1 game master.

Keywords: Struggle for liberty, drama, systemless, Star Wars.

Player type: You should enjoy empathizing with your character's situation and play on both internal and external conflicts. You will be following your character as it slips down a slope of morality and choose how far it falls. There will be both character play and narrative scenes.
 Game master type: Your primary role as the game master will be setting up and cutting the scenes to get the right atmosphere of the scenario. You will have no supporting roles to play but will have to improvise to some extent to incorporate the players' inputs into the overall flow of the story.

About the authors: It is the third time that Louis and Louise are writing a scenario together for Fastaval. Louise has also written a number of other scenarios both by herself and with another co-author. Louis is all about elegant mechanisms and the interesting narrative while Louise is into sympathetic insight and the grand emotions.

Language: Playable in both Danish and English, but scenario text only in Danish.

Age: 13+

BEST FRIENDS FOREVER

By Lars Kaos Andresen

It's the year of 1984 and it's summer in Denmark. Four kids 13 years of age The cool kid in class. The grown up girl. The outsider and the girl with white, pointy hair and lots of black eye shadow. A motley group of kids find themselves together in search of acceptance, friendship and last but not least. The forgotten treasure in the lost barrow.

Best Friends Forever is a story about friendship and the first serious twinges of love. It's also an adventure. In a lost barrow deep in the old forest legends of ancient gold awakens the children's longing for a real adventure. It all begins with innocence and wonder but not all adventures have a happy ending.

Best Friends Forever is old school table top role

playing. Each player controls one character and interacts with the world and the story through that character. The focus is on the characters feelings for each other and how these feelings evolve and change as the adventures turn dark. There's also a bit of mystery, action and plot, but mainly the excitement lies in the interaction between the characters.

FACTS

Expected play time: 4-5 hours

Number of players: 4 players and 1 game master

Key words: Drama, adventure, horror, no system or rules

Player type: You enjoy immersive and classic role playing with a lot of interaction between the characters. You're expected to play your role outwards

Game master type: You enjoy setting the mood and helping players to get the best out of their characters. Best Friends Forever is classic in its structure and is told chronologically through a number of fixed scenes.

About the author: Lars Kaos Andresen has written games for Fastaval for many years. He enjoys old school role playing games with a lot of emotion in the characters. By day he's an editor in chief for a Danish consumer magazine.
 Language: Danish with player material in English.

Age: 15+

GODS

By Mads Egedal Kirchhoff

From the nothingness before the start of time, four divine beings emerge. Soon they set about filling the void, forming earth, mountains, seas, life. However, the gods differ in ideology and aesthetics, disagreeing about how the world and its inhabitants should be. The influence and build it in each their own way. Soon their energy runs out and they have to sleep for thousands of years. When again they wake, humanity have

come to be; A being also capable of shaping the world. The gods continue bickering and working against each other through their divine powers. Or descend into the humans and work their agendas through them. Before they again have to sleep and wake to new civilizations. Before their power completely fades, they have to work out what their legacy will be. "Gods" is a game about creating. About loving and fighting for your vision. It is an open game, where the world and conflicts are created by the players. However, it is also quite structured, with plenty of inspiration and helping mechanics. It is a semi-live game where we have to create the world with our own bodies. It is a game filled with pathos, with dramatic gods with feelings as big as the world.

FACTS

Duration: 3-4 hours

No. of players: 4 players and 1 GM

Tags: Mythology, creation, drama, intrigue, semi-live

Player type: You should be excited about playing an almighty god and like to be a creative participant in roleplaying games. Extra points if you can wring dramatic feelings out of any subject.

GM type: You are going to be a facilitator, instructor and participant, although on different terms. You should be able to keep the game moving if it slows and throw in ideas when they are needed. You are going to play humanity as a whole and also shape the world and ruin the gods' plans

Age: 13+

GRAMPA'S NIMBUS

By René Toft

– Grampa? Do you think we will find Dad again? Sille's beetroot colored hair was a big mess while she looks worried at Grampa. He was polishing the old motorcycle with a sidecar. It was a Nimbus.

– Of course we do, he growled affectionately.

– Flupsi says Dad is playing a kind of hide and seek.

– You can tell your invisible friend that she might not be completely wrong.

– But if he is playing hide and seek, why did he say that he was on a secret mission? Is it because he is hiding from those ABC agents? – KGB agents, Sille. Do not worry, we'll find Dad. I am just not sure Dad knows he would like to be found.

Bille nervously tugs Grampa's sleeve.

– Grampa, what is a Kayjeebee agent?

Everyone has had a grandfather. Maybe he was tall as a house. Large bushy eyebrows. Big mustache. Slightly muttering, even sorrowful at times. Firm, but never mean. Perhaps he had, if you were really lucky, a motorcycle. An old Nimbus with a side car as you drove off in a summer in search of Father who was out there saving the world. For while your dad saves the world, who is saving your father?

Grampa's Nimbus is a little freeform scenario for you who need a warm hug on a cold day.

FACTS

Estimated Time: 3-4 hours

Number of Players: 3 players and 1 game master

Keywords: subtle feel-good road movie, subdued magical realism, freeform, few mechanics, humour

Player Type: A scenario for those who have not abandoned the playful child inside and insist on questioning the whole world. For those who miss their grandfather. You like the slightly understated humour and quirky and absurd situations that arise when people are not like most people.

Type of game master: You must be able to keep track of the quest for the father, the pace of history that has a few different roads it can take. Each path has an associated theme that defines the story the players experience. And you love to play supporting roles that are a little off.

About the Author: René has written everything from wild action, dark investigation, Swedish 80s

robot science fiction to polar bears and crazy shamans. Now he is an old softy.

Language: Danish and English.

Age: 13+

HORRORDECK - HORROR ON THE HOLODECK

"Why did I agree to this? They should know, that I cannot get scared... I sense movements in the corner of my eye. Is one of them trying to sneak up on me... again?! I feel the irritation pique in the back of my mind, but I quickly suppress the sensation. I hear lieutenant Bardico scream. Something is terribly wrong..."

On board the spaceship USS Edgar, a group of officers meet regularly for a drink and a round of cards. Many different subjects are discussed, but one day the conversation turns on fear.

When

lieutenant Patal mentions that Vulcans never get scared, he soon finds himself and his friends

in the ship's holographic room, where lieutenant Yurick asks the computer to create a scenario, scary enough, to frighten a Vulcan.

All have tried to be afraid at some point – in a critical situation, it can make you feel more human... but can a Vulcan, a race who suppresses their emotions, get scared at all?

FACTS

Duration: max. 2 hours

No. of players: 5-8 players (most optimal with 5 players) and 2 gamemasters

Tags: Sci-fi, Star Trek, paranoia, horror, semi-live

Player Type: The scenario is for you, who want to play a scary and fear inducing story and who don't mind being shocked. You need to be able to accept physical contact with the gamemasters and the other players, to be able to play the scenario.

Gamemaster Type: (Gamemaster 1) the scenario

is for you, who want to tell a story and be the narrator. (Gamemaster 2) the scenario is for you, who want to create the physical environment

for the story, play bi roles and terrify the players. About the author: Denise had her fastavalscenario debut in 2016, and now she defiantly returns with a novellasenario in the horror-genre.

Language: Danish and english, (the scenario itself is only in danish, but the player materials are translated to english)

Age: 15+ (but 18+ is recommended)

Please notice: knowledge about the Star Trek universe is not mandatory (neither the gamemasters or the players)!

HOUSE OF CRAVING

By Tor-Kjetil Edland og Danny Wilson

His tongue traveled slowly up his stepbrothers cheek. "I don't understand why I am doing this. There is something wrong with this place."

There was a sudden pause, and a look of horror in his eyes. Yet he still stared longingly at the stepbrothers body. The pause broke as he resumed his tender embrace and continued licking the ear.

House of craving is about a family that moves into a beautiful art deco mansion, down by a lake. There is a sinister turn of events, when the house begins to use the family to live out its perverted fantasies.

The scenario combines classical Fastaval freeform, where the scenes are played out with the body, along with physical touch, that emphasizes the feelings and desires of the characters. One of the players will play the house, which cannot speak to the others, but only communicates physically.

FACTS

Play time: 4 hours

Participants: Five players and one game master

Keywords: Psychological Horror with physical and erotic elements

Game master type: Classical Fastaval game master, who frames the scenes, brings juicy descriptions, and touches his participants.

Player type: You want to delve deep into the darker sides of humanity, and you don't mind close physical contact in the process.

The authors: Danny just wanted to write a lovely scenario about a family, but then Tor-Kjetil lured him into depravity.

Languages: English and Danish

Age limit: 15+

I WILL KNOW MY NAME

by Brand Robins

Your father was the hero of the resistance. He girded on his sword and took up his wild harp and led the charge against those who had come to take your lives, your families, your hope, and your freedom. His courage was an inspiration, his prowess on the battle field a legend.

When their final battle was lost and he was captured they made an example of him. They took his pride, and made him die as a man before his body died. They made you, and your siblings, watch. Now you are a conquered people, they have taken your property, your dignity, your language, and even your names.

And we all know the story that comes next – the story of strength and vengeance, of honor and of battle, of a people who fight and gain their freedom.

This is not that story.

This is the story of 4 siblings who learn to live, to survive, to remember, and to love again. The game will guide them on a path that exposes their loss and shame, their trauma and hope, and helps to tell a story about how sometimes the greatest heroes are not those who wield fire and fear, but are those who kneel down, who hold their ground, and love.

FACTS

Duration: 3-4 hours

No. of players: 4 players and 1 GM

Tags: Family drama, semi-historical, resistance, freeform table-top

Age: 15+

Player type: You want to play a story about family and the possibility of love and forgiveness in a terrible situation. You make your characters feel real, both to you and to the other players, and care a lot about working with the other players to build a compelling story. The game works best if you can invest deeply in your character when you are playing them, but think about the play experience of the other players when you are outside your character's head. You need to be comfortable setting scenes and setting an emotional agenda for scenes, as well as meeting the emotional agenda of other player's scenes.

GM type: The GM in this game is able to bring serious content to life, and to effectively manage and integrate the creative input of players. The GM is responsible for filling in background, setting scenes for the establishing acts, cutting scenes, helping brainstorm, and playing NPCs. Your most important role is helping guide the players together and giving a sounding board and creative direction to their contributions. Less dictator, more dramaturge. But still, some dictator. You are, after all, going to be playing the oppressors.

About the author: Brand is a Canadian-American game designer, and this is his third Fastaval scenario (previously he worked on Run Them Again and Hope Is The Last Thing in the Box). This time he's trying to not force his GMs and players to read so much English, because English is the language of the oppressor.

Language: English

KILLING ME SOFTLY

By Cecilie Juel Greis Fakkelskov

"I'm just so tired.

So very very tired ... and I'm tired of being tired.

I don't have anything left to give.

I just want some peace. Peace from it all.

I'm sorry that it has come this far, but it ends now.

There is nothing that makes sense left anyways. Forgive me.

Maja"

Maja is sitting in the living room with her eyes pinned to the tv. Trying to shut everything else out. Staring blankly and trying to submerge herself in the show on the screen. Mom is on the couch. Empty bottles stand around her giving off an all too well known scent. To Maja it gives a sickly smell of failure and discouragement. Mom stirs on the couch and Maja prays in her mind, that she won't wake up. Won't shout. Won't make demands and ask questions. Not like yesterday... and the day before that. Tomorrow is yet another day. A day where nobody is going to speak of the things that are happening. Killing me softly is a scenario about the story of a young woman and her struggle against an ever constant pressure. The scenario follows Maja through important moments in her life, making her journey towards a fatal point. One player takes the role as Maja and the rest plays the roles of Doubt, Guilt and Shame. The journey leaves Maja to be more and more taken over by her thoughts and the three feelings who never allows her the peace she so desperately seeks.

FACTS

Duration: 2 hours.

No. of players: 4 players and one GM.

Tags: Gut-wrenching social realism. Powerlessness. Hopelessness. Suicide.

Player Type: You can handle more than one role and you like to read character descriptions. You like to play relatively set scenes and take part in filling them. You are ok with using physical contact and touch to express feelings. You would

like to take part in a story with a downwards spiral.

GM Type: You cut and set scenes in a story which gets more and more sad and possessive, while you press for response in the quiet moments. About the author: Cecilie won the scenario writing contest at last year's Fastaval, which gave her a taste for more. She is making her debut this year with her first scenario for Fastaval.

Language: Danish

Age: 18+

MARS TO STAY

Af Frederik J. Jensen

Do you have what it takes to survive on Mars?

Join a team of colonists going to Mars. Be a Shepherd, Visionary, Explorer, Specialist, Scientist, or Inventor. You must be smart, tough, and passionate about Mars, and you will receive extensive training in the equipment you brought from Earth.

Travel to Mars to build a new future for humanity.

Face extreme survival challenges and science the shit out of a bad situation. Through teamwork, science and a bit of luck, you may succeed and stay alive.

Hard science fiction. No aliens. No machinery of gods. Just smart humans with a will to survive.

FACTS

Duration: 6 hours

No. of players: 4 players + 1 GM

Key words: Mars. Survival. Science. Dice. Sandbox.

Player types: You daydream about going to Mars. For science, glory or to get away from your ex-boyfriend. You enjoy taking on extreme challenges, you thrill at making tough choices, and you push your luck when needed.

Game master types: You enjoy taking your players for a tour of another planet and explore a sandbox environment. You have read or seen

The Martian and know who Elon Musk is. You like to put characters between a rock and a hard place to learn what they are made of.

Take a look at and sign up!

About the author: Frederik J. Jensen enjoys games with hard choices in a gritty setting. To create Mars to Stay, Frederik took an online course on How to Survive on Mars and re-read The Martian in Swedish.

Language: All text is in English. Groups can play the game in a language of their choice.

Age: 15+. Strong content may appear (pregnancy and bad ways to die).

MIDSUMMER

By Mikkel Bækgaard

Midsummer nights are said to be the time of the dead – at least that's what they used to say in the countryside. When the nights turn short and the light never fully disappears death can't hold its grip, they said. Then some dead people can return to life as nothing has happened – at least for a little while.

Far out in the countryside Lene and her teenage daughter Liv lives in a house, haunted by grief after Lasse, Lene's husband and Liv's father, died several years ago. Sorrow has pulled mother and daughter apart making them live separate lives even though they share the same roof. Lene digs into her relationship with her new boyfriend Jesper who recently has moved into the house as well – and Liv sinks into emptiness while shouting out her loneliness in a ghostlike, empty cyberspace where nobody listens and nobody ever writes back.

The summer is warm this year and times are about to change when Lasse one day returns to the house even though he has been dead for years.

—
Midsummer is an intense love story with a hint of horror. The scenario tells the story of a man rising from the dead to return to his family.

You can expect scenes full of tension and hard

dilemmas when you are forced to choose between your own happiness and the happiness of the ones you love. Every scene is set in the family's house. The four players each plays one of the four characters – they are the only characters in the scenario.

The players can expect tense scenes exploring the character's relations and conflicts as well as flashbacks in which the players explore their characters' backgrounds and tells about the scenario's past.

FACTS

Expected playing time: 4-6 hours

Number of players: 4

Number of game masters: 1

Notes: Intense love story, drama, hints of horror, chamber piece, magic realism.

Player types: You like to play complex characters with intense relations making nothing seem easy. You like games full of atmosphere and drama.

Emotions and dilemmas doesn't scare you. You also like to improvise and expand your character by telling stories of his or her past.

Game master types: You like to create a certain atmosphere while the players get lot's of freedom to explore their characters and their relations with the others. On the other hand, you should not be afraid of cutting scenes to make the story move on. You are skilled at reading the game while it plays out in front of your eyes while you constantly consider whether a scene should go on or be cut to work the best. Finally you like to ask a lot of questions to the players forcing them to explore and expand their characters' past.

About the author: Mikkel Bækgaard is Fastaval scenario writing veteran. During the last two decades his scenarios has been full of big emotions, creepy nordic social realism and different genre experiments. Mikkel is a family man and a freelance journalist and he dreams of moving into the house in which this scenario takes place. Language: Character descriptions in Danish and English. The game master manual is only available in Danish.

Age: 15+

OLSEN BANDEN FOR EVER!

By Elias Helfer

– I have a plan.

– Damned swell, Egon!

– Is it something to do with millions, and such?

– Millions? Oh, no. It has to do with something a fair bit more valuable than millions!

– More valuable than millions?

– Exactly! Much more valuable. It has to do with the very cultural heritage of Denmark! A series of very popular Danish films that have brought joy to young and old for generations! But an international consortium of film distributors and American film studios have decided to get rid of them in order to pave the way for more mass produced Hollywood blockbusters.

– Those bastards!

– Somebody ought to do something!

– Precisely. But don't worry. I have a plan.

Everything is timed and coordinated – it cannot fail! We need: five players, a game master, one classroom, a set of scenes and a deck of cards with different everyday objects to be used in unusual ways.

In Olsen Banden forever, you play your own Olsen Banden film! The game gives you the tools to create a story following the template of the films, and helps you make heists the way Egon makes them.

Please note: this game will unfortunately not be available in English, but only in Danish, and potentially in Swedish and/or Norwegian, depending on demand. It deals with a series of films originally in Danish, and later remade in Norwegian and Swedish. The particular cultural background of the films, as well as the very iconic and well-known language of the films, are an important part of the game, and would be mostly lost in translation.

FACTS

Play time: 4 hours

Participants: 5 players and a GM

Genre: Olsen Banden, Heist comedy, Story game.

Player type: You have a fond relationship with the old Olsen Banden films, and would love to recreate the special mood of an Olsen Banden film. At the same time, you like telling stories and making things up, and have the courage to give monologues like Egon and Yvonne does.

Game master type: You are the director of the game. While there might be room for a cameo or two, you won't spend much time in front of the camera. Instead, you will be guiding the game from off-screen. You help the players navigate the structure of the game, you coach players as needed, and make sure the players maintain the right mood throughout the game.

About the Author: This is Elias' fourth scenario for Fastaval. Last year, he wrote about Shakespeare, who wrote 37 plays, all of them famous. This year he's writing about a series of 14 films. He is considering writing about something more manageable next year. Maybe Lord of the Rings. Or the Dune Saga.

Language: Danish

Age: 13+

OUT FOR VENGEANCE

By Thor Fejerskov Jensen

The gunslingers 13 commandments:

1. When you have to shoot, shoot, don't talk.
 2. Never beg another man.
 3. Punches are like bullets; always make the first ones count.
 4. If you wound a man, you'd better kill him.
 5. Never get between a gun and its target.
 6. The right bullet at the right time.
 7. If you untie a gunslinger, take his gun first.
 8. Never trust anyone.
 9. Accept all challenges, no matter the cost.
 10. When you start killing, you'll find you cannot stop.
 11. Your past will always catch up with you
 12. Every gun has its own melody
 13. There are very few problems that can't be solved with a Smith & Wesson
- Out for vengeance is a scenario about revenge,

treachery and honour among gunslingers. Three retired gunslingers come together to finally get the revenge they crave. Once and for all. It's a spaghetti western with silent, angry, spurned men with everything to lose.

FACTS

Duration: 3-4 hours

No. of players: 3 players and 1 GM

Tags: Western, drama, storytelling, revenge, violence

Age: 15+

Language: Danish

Player type: You like a story you co-create with the other players.

Gamemaster type: You like to be a part of the story, and is able to convey an Atmosphere.

About the author: This is Thors Third Fastaval scenario. When he isn't a big nerd, he teaches history and film science at a high School. His greatest achievement last year was watching 392 movies... (Yes it's a bit sad...)

ROSENSTRASSE

by Moyra Turkington and Jessica Hammer
1933: Berlin, Germany

Winter has come to Germany and the winds are changing. As the Nazi party rises to power lines are drawn in the sand to separate who is German and who is not. This line runs straight through families where Jewish men are bound in love and marriage to Aryan women. Over the next ten years new racial policies, restrictions, and pogroms will strip away liberty, security, and dignity. Though they are sheltered for a while by their marriages, these men will not escape. When they are finally seized for deportation, the women in their lives, as citizens, will have one last chance to keep them alive. To do so, they must stand up and defy the Third Reich in civil disobedience.

In the very heart of darkness, is such resistance even possible?

Rosenstrasse is a tabletop freeform scenario

with a strongly defined historical story weaving the lives of four pairs of men and women bound by love under the tightening chokehold of Nazi Germany. Players will work through two characters to deeply explore two of these relationships as the clock ticks towards WWII and the Final Solution. Ideologies will be challenged, marriages tested, personal losses will be grave, and they will have to hold tightly together to see it through. The stories of these eight people will converge in a historic moment of terrifying civic defiance.

FACTS

Duration: 4-5 hours.

No. of players: 4 players and 1 GM.

Tags: Historical WWII Drama, the power of love and the necessity of resistance.

Player type: You are keen to play tense, tight, serious scenarios that put you under strain and pressure. You like your characters to feel like real people and deeply invest in their relationships with others and the world they live in. You can enjoy experiencing the game through two characters at the same time.

GM type: You are comfortable with bringing very serious content to life. You prefer to run scenarios that provide a plan for the story so that you can concentrate on calibrating the tone and mood for the players.

About the authors:

This is Mo's third scenario in the wonder that is Fastaval. She stayed home in Canada last year which made her maudlin and cranky craving toast and the company of Danes.

Jessica is new to Fastaval, and hails from Pittsburgh, PA, USA. This scenario cuts very close to the bone – she writes it memory of her grandmother, Helen Hammer, who survived the Warsaw Ghetto, Plashow, and Auschwitz.

Language: English & Danish (players only)

Age: 15+

SEXCRAFT

By Frida Sofie Jansen & Tor Kjetil Edland

The room was a little too warm. That had to be the reason why a drop of sweat was tickling his eyebrow. He kept his eyes locked on the screen. Just barely looking over at the timer in the corner. Any second now. He could hear how her moaning changed, softer now, and then, his turn; With a bellow he dropped into the most thunderous laugh he had ever mustered, just at the same second she turned into a high pitch scream.

"That's a wrap, excellent guys!" I really believed in that orgasm scream!"

He finally dared to take his eyes of the screen, quietly nodded at the director, letting his eyes wander over to the other microphone. She was smiling at him. In a voice miles away from the one she had used just a minute ago she suddenly said:

"That was quite a tummy rumble of a laugh! Impressive! I'm Snow, nice to meet you!"

In this scenario the characters are all voice actors who meet for the first time as they arrive for a day of work where they will dub a hentai movie soon to be released in their country. Throughout the game the story will switch between the dubbing scenes of the present, and flash forward scenes telling the story of the characters' intertwined futures. This is a feel-good humorous scenario combining voice acting to a hentai move with the story of 4 strangers becoming friends and lovers. Many stories are about how people fail to communicate and connect with each other. This is the opposite.

FACTS

Duration: 2 hours

No. of players: 4 players + 1 game master

Tags: Awkward feel-good. Friendship and romance with a hentai backdrop

Player Type: You think that voice acting to a hentai movie clip sounds like a fun way to spend a couple of hours. You can laugh at yourself and where you to accidentally break a golden Otto

at the banquet you would rather take a bow to the people laughing than run away and hide in shame.

GM Type: You are the kind of person that makes people feel comfortable and relaxed around you. You enjoy a good mood, can crack a joke at your own expense, and you laugh with people, not at them.

As a Gm, you'll be leading the workshop, and playing the producer of the Hentai.

Language: The scenario text will be in English but it can be played in either English or Danish. The movie dialogue for the dubbing scenes will be available in both languages.

Age: 15+

About the Authors:

Frida Sofie Jansen and Tor Kjetil Edland are Norwegian larp designers and storytellers. Between them they have well over 30 years of larp experience both as players, designers and organizers ranging from larps to blackbox and freeform. They have been part of Oslo based projects like Laivfabrikken, Grenselandet, Larp Writer Summer School and Blackbox Deichman, and they have been part of organizing several Norwegian Knutepunkts.

SHARDS

By Jeppe Nybo Jørgensen
Masada, Judea, A.D. 74.

Stepping through the breach of the besieged mountain fortress, making their way across the rubble, the legionnaires find nothing but burned buildings, destroyed riches, broken blades and broken bodies. Nine hundred and sixty of them. Dead by their own hand, leaving the victors neither spoils nor any prisoners of war to rape, torture, and crucify as an example to any that would challenge the Roman Empire. Only the granaries are left intact, a last defiant message from the defeated, that their deaths were not one out of desperate hunger.

This is their story. A story of a failed rebellion that risked it all and failed. The scenario asks

how it would feel to be forced to turn your sword on your loved ones – knowing that a fate far worse than death await them, could you kill that which you love the most? Cut your own very flesh and blood, causing them pain? Is there any deed more unimaginable? Can an act of ultimate violence become an act of love? Inspired – but not limited – by historical events surrounding the siege of the mountain fortress Masada at the end of the First Jewish-Roman War, as they were portrayed by the scholar Josephus at the time. It is also the story of a bloody lottery, in which broken shards of pottery are drawn, so that no Man or Woman will have to kill themselves, save one. All killing each other in groups, decided by the fate of the shards, each slaying their own family, until only one living soul remains. The last one must fall on her own blade, denied a path to Paradise, its doors shut to those who commit suicide.

FACTS

Estimated running time: 4 hrs.

Number of players: 4 players + 1 game master.

Tags: Tragedy, emotional relationships, immersive, historical, semi-live.

Player types: Immersive players who would like to indulge themselves in an intense and painful story, facing an unimaginable moral dilemma. Mainly playing one of the central characters – The Righteous, The Wrathful, The Meek, or The Lover – you will also be called upon to portray the loved ones of the other characters in some of the scene focusing on them alone.

Gamemaster type: You are good at creating the right atmosphere, both in setting the individual scenes as well as between the players, encouraging the confidence and shared trust needed to tackle a very dark subject. Your finest task will be to help the players nurture the emotional aspect of the story in two very different aspects: in establishing close ties in the first part and in the tragic cutting of them in the second part. Language: Will be available in both Danish and English. About the author: Having enjoyed reading, playing, running, and judging Fastaval scenarios for more than two decades, Jeppe is finally taking his first stab at writing one. Befittingly, it is literally a story about killing your darlings.

Age: 15+

STARSHIP TROOPERS: A NEW THREAT

By Mads L. Brynnum

The Arachnids attacked us. It costed us millions of lives, thousands of ships, and years of war, but in the end we were victorious. Because we never gave up. Because we never will.

Now a new enemy threatens humanity. And following their cowardly assault on our moon in the very heartland of The Republic, only one course of action remains: total war. They are smarter, stronger and more technologically advanced than the bugs, but we have the will to win. We shall fight them on the ground, on the seas and oceans, and in space and we cannot lose. We dare not lose. Because in the end it's them or us.

Sign up now – service guarantees citizenship!

Would you like to know more?

Starship Troopers: A New Threat is about the interstellar war between humanity and the lizard like "snakes". The players are a group of elite soldiers from the mobile infantry, and a large part of the game are the actual battles during the counter-attack. But it's also a game about what happens between the death and horror of battles, about the republic, about the necessity of war, and about what they are actually fighting to defend.

The game is primarily based on the movie Starship Troopers by Paul Verhoeven. It is not comedy.

FACTS

Duration: 3-4 hours

Players: 5 + game master

Keywords: Science fiction, action, epic

Age: 13+

Language: Danish with available English player materials.

Player type: You like classical role playing,

but you don't mind taking a more active part in creating the narrative in using simple storytelling techniques.

Game master type: As the game master your job is to frame scenes, control the simple set of rules, and to give the conflicts a small nudge every now and then. If you are good at action, it helps, but if not the game will give you a bit of help.

The last couple of years Mads has mostly written games that are almost, but not entirely, are about himself. This will be something entirely different.

THE BOILER

by Jackson Tegu

In Bulgaria, poorest country of the European Union, most young people have left for opportunities elsewhere. In the second largest city, an old grandpa prepares for his adult granddaughter's visit from her new home in America. It's been years. Can he prove that Bulgaria is something to be proud of? And can she make her grandpa understand her new life and who she has grown into? Before she arrives, the boiler gives out. He knows that she will be ashamed of him if he can't fix it. She must have so many luxuries in America, how can she love Bulgaria with only a cold shower?

A reflective, spacious character drama. The characters are not handed to the players at the beginning of the scenario; we gradually meet and get to know them as the scenes progress. They know things about one another that we will later discover, revealing new possibilities. We share characters, sometimes playing different parts of them at the same time. Our story pulls in family members, neighbors, an old friend, and a police officer, offering new perspectives on the granddaughter and grandfather's lives.

FACTS

A note for North American players: a boiler is a water heater.

Type: Classical Scenario (Tabletop)

Duration: 4-5 hours

Number of players: Strictly 4 players and 1 GM.

Tags: social realism, postmodern literary fiction, family drama, shared characters, solitude.

Player Type: You're fascinated by details and want to zoom in on them. Instead of having a character of your own, you'll breathe life into the shared characters and environments. You want to actively collaborate, and contribute from many angles to a central plot.

GM type: You like to pace scenes carefully and cut them with precision. You'll anchor the tones of the story and the reverence of the game-space, presenting scenes with a ritual-like care. You enjoy constraints and limited GM toolsets.

About the author: Jackson Tegu was Fastaval's 2016 Guest of Honor. He's very excited to bring a scenario to Fastaval this year. He plays and writes along the West coast of North America and other liminal spaces, making many small (and often silly) story games via [patreon.com/jacksontegu](https://www.patreon.com/jacksontegu).

Language: English

Age: 13+, though young players may find the pace too slow and the subject matter too nuanced to be enjoyable.

THE HOUSE OWNERS' ASSOCIATION

By Marie Skouenborg

"I think it is about time something was done about the filthy roadsigns in the neighborhood. I think it is a bloody disgrace," says the elderly man from Autumn Avenue, upon entering the living room. He stands firmly with his hands on the hips and gazes at the other guest, impatiently awaiting an answer.

"One might say that one should leave such things to the proper authorities, since they have the responsibility", mumbles the cashier from Penny Drive, while she rummages through the papers in front of her, only to be interrupted by the busybody granny from Butterscotch Road;

"You could pay some of the adorable children from the neighborhood to sweep the area with a nice bucket of soapwater and a sponge; then you would have it fixed in a jiffy". She looks him straight in the eye and bobs her head eagerly as to convince him.

"We will get to all that later, surely, but first we have some more important things to debate". The always congenial and smiling family man from Paradise Alley sets the fair trade coffee on the table and places a calming hand on their shoulders. And that kicks off the board meeting of the home owners' association of Oakbridge Barton.

The scenario is about the four board members above, who are desperately trying to impose their will on the board meetings, while privately struggling with personal issues of sorrow, anxiety and loss. The four characters only know each other in a superficial way, and there are caught in their specific manner of expression, body language and phrasing (I, One, You and We), and this makes them look rather ridiculous to each other, especially in the board meetings, where tempers run high. They simply have to get to know each other better outside the board meetings to gain more influence. But what happens with all their plans, ideals and conflicts when they suddenly know their opponents on a personal level?

FACTS

Expected duration: 4 hours

Number of players: 4 + 1 GM

Tags: Suburban life, caricature, drama, struggle for power, sand box, body language, character exploration.

Player type: You are ready to be subjected to verbal and physical rules about how you can interact with the other players. You want to be an active part in creating the story, and you love to unfold your character during the game and explore the relations to the others.

GM type: You think it is fun to practice and enforce the physical and verbal restrictions in the scenario. You like to help set and cut scenes,

while you are eager to support and strengthen the narrative the players create.

About the author: Marie lives in the suburbs near Copenhagen. The front yard is a mess and weeds and wild plants way are slowly overtaking the driveway. Marie does not know her neighbors very well at all.

Language: Danish and English for players and GM.
Age: 13+

THE IMMUNE SQUAD

By Signe Bech Sørensen

What happens when the human body is attacked by sickness, injuries or other catastrophes?

Then the Immune systems police department will fight of the criminal germs, viruses and cells! As part of a newly established special force 3 white blood cells and a Panodil will have to heroically fight of an enemy, which we have all encountered. The flu!

Explore a world of murky intestine neighborhoods, car chases in the veins and interrogation of alien organisms, while evil gangster germs will have to be fought off as in James Bond.

Notice: Factual knowledge of the human body is not a requirement. (Neither for the GM or the player)

FACTS

Duration: 2 hours

No. of players: 4 players + 1 GM

Tags: humorous action/investigation, storytelling, no system

Player type: You like to challenge yourself creative as a storyteller. You can take the responsibility to create the good story.

GM type: You can support the ideas and fancies of the players. At the same time you have to follow a time schedule and be able to create short intense scenes.

About the author: Signe is a scenario debutant at Fastaval. She thinks the human body hides countless of stories, which only waits to be told and explored.

Language: Danish

Age: 13 +

THE PILL

By Frederik Berg

A new designer drug has appeared on the black market, who makes those who takes it more empathetic, loving and understanding. We follow a series of couples who decides to short-circuit their bad communication by taking the drug. Will they it succeed in saving their troubled relationships?

The Pill is a psychodramatic roleplaying game for adults, where we will learn how to argue without it ending in an unsatisfying deadlock. Do you dare take The Pill?

FACTS

Duration: 2 hours

Number of players: 4, 6, 8 [Optimally 6] + 1 GM

Player type: You have one or more wrecked relationships behind you, and know know what it is like to be with another person. You prefer games that hurt, are personal and where you have the possibility to act out. Gamemaster: In The Pill you have the opportunity to lead a group of players through some of the worst rough patches in a relationship. You have the key to resolve all their problems, give them a way out and show them that there still is hope.

About the author: Always exploring new territory in roleplaying, Frederik is currently working on the intersection between therapy and roleplaying. Frederik has previously designed games such as Flesh (2016), I love Ana (2014), Previous Occupants (2010), and Fat Man Down (2009). The Pill is the second game in a series of psychodramatic games, where the first, XY, premiered at Stockholm Scenario Festival in 2016. You do not need to have played XY before playing The Pill.

THE WOLVES OF WINTER

Beyond Ostland, in the snow-covered northern wilderness leading to The Crags of Shargun, four hunters are closing in on their prey. They have covered half the Empire on his trail. Now they are close enough to smell his sweat on the harsh, cold wind. Nothing can stop them...

... at the same time, the sound of weapons and gut-

tural barking from twisted throats can be heard behind them. Something has caught the scent of the four hunters, and the forces of chaos aren't an easy thing to throw off your trail.

The Wolves of Winter is a Warhammer action scenario about four female hunters' pursuit of a sinister criminal, and a scenario about being hunter and prey at the same time. A high paced hunt, where the four characters have to work together and use their resources wisely to reach their goal. It is also a scenario about a hunt that not all the characters will come out of alive.

At least one character will not return from the cold northern wastes. So it is also a scenario about grabbing every opportunity, using the weaknesses of others to your own advantage and doing anything to get ahead.

Because when you have the bloodhounds of Khorneat your heels, you don't have to be the fastest, as long as you're not the slowest.

The scenario uses a simple card-driven system that supports action, inter-player drama and pushes the characters' resources to the limit.

FACTS

Playtime: 2 hours

Number of players: 4 + 1 gamemaster

Key words: Warhammer, gritty fantasy, chase, action, britpunk.

Type of players: You like dirty fantasy and cool characters under pressure. You want to run amok in action scenes with much player freedom, and you like playing both with and up against the other players. You enjoy when the rules are tightly entangled with the story.

Type of gamemaster: You like creating atmosphere, run tightly scripted scenes at an intense pace and can react to the actions of the players and challenge the characters.

About the writer: Kristian is part of the RPG light brigade. He has written seven scenarios for Fastaval, and this one scores surprisingly low on the Elf-scale. Kristian would love to play some more Warhammer Fantasy roleplaying outside Fastaval.

Age: 13+

TINY PROBLEMS

By Jesper Stein Sandal

In the end, gravity always win, as it says in Bigby's handwritten footnotes to the Fly spell.

And gravity won again, as the box of magic potions hit the floor of the wizard's laboratory and the bottles shattered.

"Whoops," the bard said and shrunk to the size of a grain of sand.

A party of second rank adventurers are hired by a desperate wizard who needs their help to stop a magic disaster. But one clumsy bard later leaves the adventures shrunk to just a few millimeters.

Tiny Problems is a game that lets you play a D&D adventure inspired by the good old days when it wasn't always just dungeons filled with monsters. And you might recognize some similarities with movies like 'Honey, I've Shrunk the kids' and other tiny adventures.

The game uses D&D 5th Edition rules which is the simplest and most elegant version since the famous red box. But even though there will be dice rolling, the most important part will be creative problem solving rather than tracking hit points or figuring out the rules for grappling.

FACTS

Duration: Max. 5 hours.

No. of players: Up to 5 players and 1 GM.

Tags: Fantasy, comedy, magic, action.

Player type: You don't need to be familiar with D&D, but you'll have a solid foundation if you at some point has played something that looked like it, or if you were jealous of those who played it before vampires were something you played and not killed.

GM type: You should have some familiarity with the current edition of D&D, but more importantly you must be able to have fun and laugh alongside the players even you roll terribly for your monsters.

About the author: Jesper has been writing games for Fastaval since 1997, and this year he should be right at home with a game that combines comedy and D&D.

Language: The game is available in Danish and English.

Age: 13+

WITCH FEVER

By Anders Frost Bertelsen, Kristoffer Rudkjær og Simon Steen Hansen

Times are hard in the small town of Torfenheim. The harvest has failed and war threatens to spread from the north.

The townspeople have started to whisper.

About the bad weather, dangerous behaviour and that nothing is like the old days. And they whisper of Chaos. That it isn't just an outer threat, that has invaded The Empire, but also an inner threat. A threat that needs to be quelled. And finally, they whisper of the witch hunter that is approaching town.

Witch Fever is a gloomy ensemble drama about a small town that consumes itself in fear. Each player has three characters, but as the scenario progresses, some of them will burn at the stake. Focus is on creating a shared story about the town and its fall. The scenario is set in the Warhammer universe, but requires no beforehand knowledge. It is mostly freeform, but has simple game mechanics to resolve which characters are burned. The scenario has no elves, beastmen or battlehardened heroes, instead you play ordinary people under extraordinary circumstances.

FACTS

Duration: 5 hours.

No. of players: 5 players and 1 GM.

Tags: Grim ensemble drama. Shared story. Fantasy. Muddy Warhammer without dice or heroes.

Player type: You play for the story and can help set scenes if you need to. You're not afraid to lose a character or two along the way.

GM type: You like to keep track of multiple plot threads, but don't mind letting the players tie them together. You like to set and cut scenes, and generally help the players keep

the pace.

About the authors: Kristoffer, Anders and Simon are all grizzled authors, that have previously designed scenarios with lots of characters such as Sparta, Joust and Fifteen Men. When they aren't writing scenarios together, they play in tabletop campaigns, discuss tv-shows or read fantasy literature.

Language: Danish and English.

Age: 15+

EARLY BIRD SPECIAL

Are you an early riser? This year you have the chance to roleplay from as early as 10 am on Saturday. That is when we have our Early Bird Special, where you can try one of this years novellas.

All groups are started together, so you can't be sure which game you will get to play, but with six strong novellas in different genres - of which most can played in English - there will be something for everyone.

And we can promise hot coffee and authentic Danish "hygge" when we start up. We are looking forward to seeing you there!

We also need early rising GM's, so please sign up. We'll contact you about which game you would like to run.

FACTS

Duration: 2½ hours

Languages: Danish and English

Age: 13+



Preparation of a Fastaval-scenario.

DESIGNER BOARD GAMES

ALCUBIERRE

By Morten Barklund

Science has finally realized the Alcubierre drive enabling interstellar travel faster than light. However a huge amount of energy and money is required and only a well-managed company can succeed.

In Alcubierre you are a CEO, scientist, captain and explorer in charge of your own fleet of spaceships gathered around a high-tech Alcubierre drive visiting and exploring nearby star systems. You have to administer scarce resources, research relevant technologies, navigate your fleet and establish interstellar colonies. Each player has a local factory capable of supplying a steady stream of new modules for the fleet. These modules are necessary to place space stations and colonies, establish scientific expeditions and to invest in civic infrastructure to further all of humanity – for a price of course. Each player has a baseline production of a few modules (drawn from a bag of available modules), which can be combined for different constructions. Furthermore each player has a limited economy and energy which all need to be carefully supervised to secure longterm viability. Alcubierre is a semi-heavy, strategic eurogame with bag building and area control as the central mechanics.

FACTS

Numbers of players: 3-5

Duration inc rules for first game: 90 min

Game mechanics: Bag building, area control, cube placement, resource management

Language dependent: Language independent, but some location and object names in English

CLAIM TO FAME

By Morten Jaeger & Rasmus Høgdall



Claim to Fame is an easy-to-play card game about promoting celebrities through top stories in various media. It's a 'beer and pretzels game' with a storytelling engine.

Each player plays an agency representing a handful of celebrities. Their mission is to make the celebrities as famous as possible by securing top stories. The agency that accumulates the most fame, wins the game.

The game revolves around four media. In each round, each media runs one top story about a celebrity. A top story can be about a celebrity who has married or lost weight, or who has been in a fight or has been arrested. Each story is worth fame points that may end up adding to the score of one of the agencies.

At the beginning of each round, the top stories are revealed and the agencies decide which celebrities to position for which stories. After that they will employ different tactics to make this happen, e.g. cosmetic surgery, mafia favours, public confessions.

The game communicates a satirical point about how the mass media reuses the same clichés in their stories about celebrities, and how industry professionals uses this to their advantage.

FACTS

Numbers of players: 2-4

Duration inc rules for first game: 60-80 minutes

Game mechanics: Area Control, Hand Management, Take That, Set Collection (expansion only)

Language dependent: English

DWARVES AND DIAMONDS

By Sofie Liv Støvelbæk



Everyone knows that gemstones are magical, and that it takes the right kinds of gems to craft a magical item. When a necromancer raises his Staff of Doom to the skies and cackles demonically or a paladin triumphantly slays a dragon using a Holy Sword, they came from somewhere. Many of these items come from the Dwarven smithies of Gemstone Mountain. Here, dwarven miners toil from dawn till dusk, extracting the precious stones from the rock, to create the right items for the impatient buyers.

Dwarves and Diamonds is a fast-paced turn-based resource-gathering game, with simple rules that demand a lot of thinking from the players, since you need to not only plan your own moves, but also anticipate those of your opponents. This is a strategic and tactical puzzle game, focusing not on adventurers and villains, but on those who supply them with their artefacts. It's a tongue-in-cheek commentary on D&D, and an homage to those who work behind the scenes, far from the spotlight.

It's a further development of The Emperor's New Hats, which won the "Build a Boardgame" competition at Festival 2016.

FACTS

Numbers of players: 2-4

Duration inc rules for first game: 1 hour

Game mechanics: Action Point Management, Route/Network Building, Set Collection, Pick-up and Deliver

Language dependent: Language independent, only flavor text in the game.

HOLIDAY RESORT

By Kåre Werner Storgaard

Holiday Resort is a family card game where the players compete to create the fanciest holiday resort while attracting tourists and gaining the best star rating.

Each round the players first draft cards and afterwards simultaneously play some of them, which can be accommodation, pool areas, locations, activities and more. The cards have different effects – some are for instance used for set collection and others for permanent bonuses. The played cards can then be used for attracting tourists to the resort, where the players are fighting for the tourists. After 5 rounds the game ends and the player with most points from cards, tourists and resort star rating is the winner.

FACTS

Numbers of players: 2 – 5

Duration inc rules for first game: 30 – 45 min

Game mechanics: Card drafting, Set collection, Simultaneous Actions

Language dependent: English

KINGMAKER

By Kåre Torndahl Kjær

The King is dead and a new will be elected among the noble families in the Valley. But as any clever advisor will tell you; the true power does not rest with the King but the noble who made him. By those words begin the struggle for

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power – as King or Kingmaker!

In Kingmaker players take on roles as noble families who has shown up to the negotiations to elect a new King. Over three rounds of negotiations the families acquire power, support and votes – and influence over one another. When the negotiations are over and all secret plots are out the King is elected and it is clear who is the Kingmaker. The winner is the Kingmaker – or the King itself, if the family managed to steer clear of the other families influences.

FACTS

Number of players: 3-5

Duration incl. rules for first game: 45-60 minutes

Game Mechanics: Card drafting, Hand Management, Simultaneous action selection

Language: English

LE MANS TEAM MANAGER

By Morten Lund

As a team manager at Le Mans, it is up to you to choose the tactics: How hard do you want to press your drivers and cars? Do you go full throttle right out of the gate or do you hold your attack until nightfall? Do you have to slow down to reduce wear and tear and still have a chance to finish? Which tires should you choose when the forecast promises rain soon?

Each hour you choose how many laps you want to complete, which helps determine how much wear is put on the car and driver – and how many laps you will get out of your tank of gas. But then there is always the events beyond your control: The weather, accidents and the pace car can throw your plans out the window.

Ultimately, only one thing counts: Your place in the runnings when the clock reaches 15:00 on sunday

“If you want to finish first, first you have to finish”

FACTS

Number of players: (1)2-4

Duration incl. rules explanation: 1½ – 2 hours

Game mechanisms: Risk/resource management, dice rolling

Language: Rules will be in english, but very little in-game text

PARADIGM WARS

By Morten Brøsted

Secret organizations plots secret agendas with world-changing consequences, in an alternative Europe from the 1200's to now. The organizations manipulate the thought patterns of the populace concerning Science, Magic, Religion and Myths, thereby changing the paradigms for what's possible. The power of the organizations grows and impossible combinations from the four ideas come together: Cyber magicians building temples for the Gods, Wampire popes and zombie armies in steamcars, armed with time distorters. Everything is possible; but if the grey masses are not ready, reality punishes you with paradoxes.

The game flow is quick. Each player takes one action, then the next, and so on. Some actions spawn negotiations, and maybe conflicts of interests. Some, aggressive with loss of power and units from all implicated, some beneficial with all parts winning. Some is a mixture. All in an area is a part of the conflicts, and all can win or lose. It's all about having the right card, unit or trick for the occasion.

World history is ready to be changed. But which vision of the world will win?

FACTS

Numbers of players: 3-4

Duration inc rules for first game: probably 2 hours

Game mechanics: Area-control, hidden win conditions. Expansion of action possibilities.

Language dependent: English

PIZZA DELIVERY

By Lars Wagner Hansen

In Pizza Delivery each player controls a pizza delivery boy, al working for the same pizzeria. Who will deliver the most and best pizzas before the delivery boy run out of time or energy?

Pizza Delivery is a game for 2-5 players. Each player controls a pizza delivery boy, trying to deliver the best and the right pizzas, before the delivery boy runs out of energy or time. Success is measured in tips, and the delivery boy with the most tips at the end of the day is the winner. Can you balance your time and energy, or will you have to take a nap in the storage room to get revitalized? Should you invest your money in more pizza bags, a racing bike, an E-bike or a moped? Will you deliver your usual pizza, or will you take the one your “colleague” has set his eyes on?

FACTS

Numbers of players: 2-5

Duration inc rules for first game: 75 minutes

Game mechanics: Pick-up and Deliver, Hand Management

Language dependent: Language independent

RAGNAROK

By Sven Strandbygaard

Ragnarok (the viking apocalypse) is upon the world; giants, asir og humans vie for dominance in Midgard, Asgard, Jotunheim og Niflheim as well as influence in various power centres. Each player is represented as a central mythological figure – i.e. Odin and Loki – which both determine alignment with one or two of the three factions as well as governs a hidden agenda. The player who at the end demonstrates the best combination of dominance in the four realms, influence in the power centres as well as fulfilment of the hidden agenda wins the game.

FACTS

Numbers of players: 2-4

Duration inc rules for first game: 1½-2 hours

Game mechanics: Indirect Area control, Indirect alliances, Open draft, Variable player abilities, Hidden objectives, Irregular play order
Language dependent: Rules in English, Almost no In-game text (in English)

SKYCITIES

By Allan Kirkeby

You are a mayor-captain of a Skycity airship. In 12 months the queen will choose the best among the Skycities to become the new capital city. Your city must win that honor!

You compete against the other players to score most points through the 12 game rounds. You score points by upgrading your city, completing missions for the queen, and gaining political influence.

The game board is modular and consists of 91 hex tiles. You move your Skycity to collect resources. The type of resource collected will match the type of tile (water from lakes, wood from forests etc). The wind direction affects your movement, and you will move faster along the wind direction than against the wind. By using the wind you can optimize your movement, and thereby gather more resources, complete more missions and score more points.

There is no combat between players, but you will be able to attack outlaws and strongholds for points. You can also visit friendly settlements, where you can trade for resources.

The winning strategy is a combination of early investment in useful upgrades, regular completion of missions, placing influence in settlements and getting as many city structures built as possible.

FACTS

Numbers of players: 2-6

Duration incl. rules for first game: 30 minutes per player (2,5 hours for 6 players).

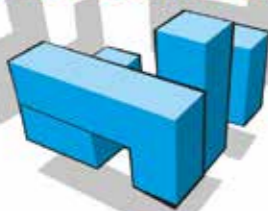
Game mechanics: Modular board, Hex grid movement, Resource gathering/ management, Base building & upgrading, Mission drafting, Area control actions, Pickup and deliver
Language dependent: English

DESIGNER BOARD GAMES

Snake Shadows

By Jeppe Norsker

Snake Shadows



This intense and fun game puts challenging spatial puzzles into a social and competitive context. Each puzzle presents only the "shadows" of the snakes from three directions. In a game round, each player gets their own challenge card and must place the snakes so that the right shadows are cast. Everyone but the last player to finish their puzzle gets a point. The first to score 6 points wins the game.

The easiest challenges require only three snakes in a 3x3x3 space, while the "crazy" cards need up to five snakes in a 4x4x4 space. The difference is huge.

FACTS

Numbers of players:

1-4

Duration inc rules for first game: 20 minutes

Game mechanics: 3-dimensional, puzzle, Real-time, Abstract strategy.

Language dependent: Language independent

Z

By Mads Brynnum

Z is a zombie game. Another zombie game. But it's a zombie game where you'll finally get to use all your knowledge about the living dead, and a game you can start playing without learning rules: something that leaves more room for story.

You control a group of survivors trying to hold out for months until help maybe arrives. You must find supplies, search your neighbourhood, keep the zombies at bay, and foremost of all avoid losing the humanity that separates you from the undead. You face many and hard decisions, and to some extent you can be inspired by what you know – or what you think you know – about zombies. You are not playing yourselves, but someone who might as well be. Each round you send your survivors on different assignments, but without perfect information about what to expect. But a large part of the game is more like choose your own adventure books. In these parts you must cooperate with and talk to each other in order to make the right decisions which will both influence and be influenced by your other actions in the game.

FACTS

Numbers of players: 3-6

Duration inc rules for first game: 2-3 hours

Game mechanics: Choose your own adventure, dice rolling, and worker placement.

Language dependent: English

DESIGNER BOARDGAME

RERUNS

Missed that cool designer board game that all your friends can't stop raving about? Here is your chance to try all the cool designer board games! Simply show up, find the game you want to try, and spend a few hours having fun Sunday before the Otto party.

Language: Danish and English

Scheduled: Sunday 11 AM

Duration: 1-3 hours

PROGRAM - OTHER ACTIVITIES

RERUN SUNDAY

On this years Fastaval there is an opportunity to get to know a handful of great scenarios from earlier years. We are focusing on the years 2004-2009, which is recent enough that they haven't already been rerun before, but old enough that a lot of Fastaval players haven't tried them.

Unfortunately, fewer games were translated back then, so we only have one game available in English, but it is a good one! Doubt, a minimalist jepform game about love and choice. If you can play in Scandinavian, you can of course sign up for all five.

DOUBT

by Fredrik Åkerlind og Tobias Wrigstad

A serious story of love. About how one glance can stop time. About daring to love and daring to move on.

Doubt is two stories about each other. A life and a play. Tom and Julia love each other. Both on stage and off stage.

It is about temptation, the importance to love and be loved. About constant choosing. About living with one person, and at the same time dreaming about others.

In Doubt, the players are responsible for the story. Decide the fate of Tom and Julia. Play the play to its final act. Two players play Tom and two play Julia. And extras. And lovers.

A beautiful scenario of love.

FACTS

Scheduled: Sunday 11 AM-4 PM

Duration: 4-5 hours.

No. of players: 4 players og 1 GM.

Tags: Jeepform. Love. Choices. Doubt.

Languages: Danish, Swedish and English

Age: 15+

WORKSHOP:

THE BIRTH OF AN IDEA

Run by Jorgo Kapow og Nina Runa Essendrop
Some ideas start out clear and precise, other have to be lured out and thames before they can be formulated or realized.

This workshop will give you the tools to work with an new idea and make it concrete enough, so that in can be turned into a roleplay.

FACTS

Scheduled: Wednesday 8-10 PM

No. Of participants: 20

Language: Danish and English

ARTEMIS: ALL GOOD THINGS...

Captain's log, stardate 42133.7 [final entry]

There's a saying in Starfleet; Trust your crew with your life, and they will trust you with theirs.

Today, on our darkest day, that saying rings more true than ever. We've been at war longer than most people can remember. A lifetime of stability by force - peace by war.

This all changed drastically in the last few years.. Now the enemy uses propaganda and misinformation campaigns to convert people to their cause; The total destruction of the United Federation of Planets is at hand!

Anyone could be a terrorist - every other ship could be out to kill us! And yet, we cannot falter in our morals, attack in anger, or with malice, or



we will be no better than them. We must protect our freedoms, and the Federation that upholds it! Today I trust my crew with my life, as they trust me with theirs. On this day, and to our last day. Later that day, on the bridge "ALL HANDS TO BATTLESTATIONS", the captain yells out with powerful conviction. He certainly tries to put on a brave face, but you've known him for long enough to pick up on the hints of worry and trepidation.

Your trembling finger hovers over the red button, awaiting the order to fire. Your target is locked on the USS Gallant, last of her kind. The blinking light on your console indicates that you are being targeted back. Two federation ships on the verge of open combat! It's unthinkable, but what they did was inexcusable! They are not acting with honor or integrity - they have been corrupted. What else would bring them to do this?

Your eyes meet the captain's, and for a brief moment you silently share the question you are both afraid to ask; "Are we wrong?"

FACTS

Game time: 2 hours

Number of players: 6 per team

Keywords: Spaceship, simulation, collaboration, sci-fi action, immersion.

Player Type: You will be a crucial part of a 6-person crew, each with a specific area of responsibility. Teamwork, communicating well, and being able to trust your fellow crewmembers, are all critical skills.

Language: Beyond Space Simulator is an immersive experience in English, so all in-game text will be English. Introductory slideshow is available in Danish and English.

About the authors: This is the fourth (and final) year in a row that Christian Iversen, Erik Warming and Troels Rohde Hansen run a heavily customized and modified version of Artemis Spaceship Bridge Simulator. When they are not flying spaceships at Fastaval, they fly spaceships for a living! (www.beyond-entertainment.dk)

FASTAVAL SCENARIO WRITING COMPETITION 2017

Write a scenario! Have you ever felt like trying writing a scenario? Then you'll have the opportunity here! At the Fastaval scenario writing competition 2017, you'll get some obstructions to work with in a creative manner and 72 hours to write a scenario. The assignments with obstructions will be given out at Thursday 10 AM. If you cannot be present at that time, you can collect the papers for the competition at the Information. There will be a sparring workshop Saturday at 11 AM-1 PM. You have to bring a computer yourself to write the scenario and it has to be handed in at Sunday 10 AM. There will be individual feedback for everyone at 3-5 PM. The winner will be announced at the Otto Party the same evening and wins the attractive Lady, Otto's adorable girlfriend.

Information: The Scenario writing competition is primarily for letting new people try their hand at writing scenarios and not for people, who've been writing scenarios for many years. Experienced scenario writers are welcome, but please don't expect to be given higher priority than the newcomers. Furthermore, there is only 15 places available and a high demand, so please only sign up if you're ready to take the time to write something.



GAME RUSH

Welcome to the new board game design competition at Fastaval

Game Rush is for anyone who want to have a go at designing their own board game from scratch.

Our goal is to provide you with solid and useful tools through experience, which you can later use to develop your own board games.

Game Rush is replacing "Byg-et-brætspil" and we've based some of Game Rush on experiences from that, however a great deal of new stuff will be present as well.

We've made a program with synergy in repetition of idea generation, game testing, presentation and feedback. Everything is done "low-fi", focusing on functionality over looks. And the boring part about writing game rules has been cut out completely.

Scheduled: Wednesday to Friday

No. Of participants: 20

FASTAWAR 2017

Welcome to FastaWar 2017!

This years Warhammer 40.000 tournament will be held on the 13th and 14th during Fastaval

The tournament will be held in accordance with ETC rules and using their missions package as well - <https://drive.google.com/file/d/0Bzus0D-MobfGYZzJjQjM5dE9WZ28/view>

The tournament will award points towards the ITC Ranking.

1850 points, 3 Sources, fully painted



6 games following this schedule:

Thursday the 13th:

10.00-13.30 Game 1

14.00-17.30 Game 2

18.30-22.00 Game 3

Friday the 14th

10.00-13.30 Game 4

14.00-17.30 Game 5

18.30-22.00 Game 6

Price for participation: 50 kr.

Maximum number of participants: 30

Further information and debate about Tournament setup and army lists can be found on the following webpage (in danish) - <http://www.powerfist.dk/forum/index.php?board=944.0>

Any questions can be directed to the Tournament organizers: aobchristensen@gmail.com or lauegerto@gmail.com

ACTIVITIES AT THE BOARDGAME CAFÉ

Thursday 0PM-4PM Tzolk'in

Thursday 8PM-1AM Eldritch Horror

Friday 0PM-3PM Kro-spil

Friday 8PM-1AM Dead of Winter

Saturday 0PM-4PM Terraforming Mars

Saturday 8PM-0AM X-wing: Battle for Endor

DEAD OF WINTER

Winter has come and not only is it cold outside, it's also crawling with zombies!

Dead of Winter is a coop-game where you're trying to hold together a small enclave of survivors after the zombie apocalypse. Although making life a little better for yourself may also be a priority so perhaps not everyone is pulling their load or perhaps they are even acting hostile enough to be kicked out into the cold.

ELDRITCH HORROR

When the stars are right and the old gods rise again, you are the only ones who can stop them. Eldritch Horror is a coop-game set in H.P. Lovecrafts world of horror. Each player takes up the role as a brave hero willing to sacrifice everything in order to save earth from the strange creatures from beyond our world. Travel around Earth to explore ancient ruins, battle monsters and try to close the portals to the other side before the ancient ones return.



KRO-SPIL (INN GAMES)

When you return to the inn after a long day of adventuring you probably don't want to play long and heavy board games.

We'll introduce you to a handful of small games for those who don't want to think too before their first cup of coffee or after a busy day.

Terraforming Mars

The red planet is about to be green and preferably while you make some money on it. Terraforming Mars is one of the big new board game hits from the end of 2016.

You each take on the role of a corporation that via a carddriven mechanic will try to increase the temperature and oxygen levels enough to make Mars habitable. But everything costs money so at the same time you want to get some income and preferably faster and better than your competitors.

TZOLK'IN

The corn fields are calling and the Mayan calendar takes another nudge forward on the giant wheel.

Tzolk'in is a worker placement game where each player represents a Mayan tribe trying to get the most resources out of each worker. As a twist the gears of the Mayan calendar will turn each round and increase the value of each worker still on the board. There are several strategies to follow. Will you sacrifice your resources to the gods, use the to build houses for your people or monuments to show off your wealth? Just remember to leave some food for your hungry workers when dinner time arrives.

X-WING MINIATURES: SLAGET OM ENDOR

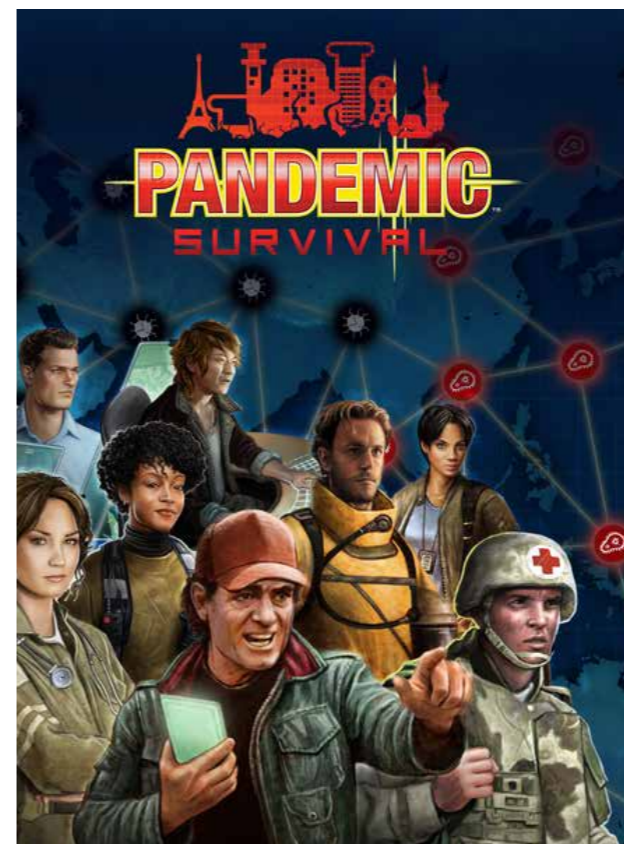


"The Emperor has made a critical error and the time for our attack has come." – Mon Mothma
A big scenario with X-wing miniatures from FFGs Star Wars spacebattle game. This scenario is the battle for the second Deathstar from "Return of the Jedi" where the rebels have to fight a superior enemy until Han Solo can destroy the shield generator and the attack on the interior Deathstar can begin.

Players: Ages 12 and up. Knowledge of the rules and miniatures are NOT required to play.

Arranged by: Morten Lund og Gimle Larsen

PANDEMIC SURVIVAL



Do you have what it takes to save the world?

Then team up with a friend (or a stranger) and make your way through the Regional Championship to the Danish Championship to finally reach the Pandemic Survival World Championship.

Pandemic Survival is a variant of Pandemic where 12 teams of 2 compete against each other, all playing with the same roles from Pandemic and playing against the same Infection deck. You win by being the first team to find 4 cures or by simply being the last team standing.

The winning team of the Regional Championship gets one copies of Pandemic: The Cure & Experimental Meds and a spot at the Danish Championship at Bastard Café in Copenhagen

in October 2017 (Travel expenses to Copenhagen are not paid for). If your team win there, you and your team mate get a spot at the World championship. Date has yet to be announced. Travel expenses, hotel accommodations and Convention Ticket fees for the World Championship are all paid for.

The winning team of the World Championship will gain the ability of the Airlift card: to go to any city on the Pandemic board (together or separately) for a total prize value of up to \$10,000!

THIS PRIZE INCLUDES:

- 1 week (7 day) vacation to the city of their choosing on the Pandemic board.
- 2 round-trip economy class airplane tickets from the airport nearest to the home of the winners to the International airport of the city of their choosing on the Pandemic board.
- 100 USD per person, per day, for hotel fees.
- 100 USD per person, per day, for food.

How do I sign up for this amazing tournament!?

Conditions:

To enter the competition you must be at least 18 years old. Tickets are none refundable. If you unable to attend and you've already signed up, you and your partner can give your spots to another team. This is only possible if you notify us before the competition starts.

The sign up process follows the first-serve-first-come principle. So be quick! Only 12 teams can enter (24 contestants). So find your best gaming buddy/partner/friend and join one the most exciting and anticipated events at Fastaval!

Participant fee: 50 kr. which will go to the Children's Cancer Foundation

MAGIC: THE GATHERING

SEALED

Sealed is a great format if you look forward to the excitement of checking out new cards and playing without being required to bring your own pre-built deck.

Unlike constructed games—where you arrive with your strategically created deck—in a sealed deck tournament, you build a new deck from six unopened booster packs at the start of the event.

The guidelines require that you build a minimum deck size of 40 cards, but you can add as many basic lands (Plains, Islands, Swamps, Mountains, and Forests) as you'd like, even if they weren't in the booster packs you opened. If you're looking for a fun way to boost the size of your card collection while playing the game, sealed deck is the way to go.

The tournament, consists of the following boosters, 4 boosters from Oath of the Gatewatch/2 booster from Battle for Zendikar

DRAFT

Want a way to play that offers a level playing field and lets you check out new cards at the same time? Then a limited format like booster draft may be for you. Unlike constructed formats, where you arrive with a carefully constructed deck ready to play, limited formats allow you to build a deck from new cards as part of the game.

At the start of booster draft, each player opens a booster pack and picks a single card. (Don't show the other players what you pick!) Then everyone passes the rest of their pack to player on their left, each player then picks a card from the pack they just received before passing again. This process continues until all the cards in those packs have been drafted. Then each player opens a second pack, but this time, you pass the pack to your right. After all those cards are drafted, you do the same with the third pack, passing to the left again.

DUEL COMMANDER

Duel Commander follows the exact same rules as classic multiplayer Commander, except for the following.

First, players start the game with 30 life.

Second, in addition to the ability to put the Commander back into the Command Zone if it would go to the graveyard or be exiled, you may do so also if it would be put into your library.

Third, new cards are legal on release day (Friday following the pre-release).

Finally, there is a specific banlist.

For tournaments:

Matches are best-of-three.

Deck consists of 100 cards (99 + 1 commander), and only 1 of each card is allowed.

Since games can take more time than smaller formats, we recommend a time limit of at least 55 minutes.

No sideboards are used.

Apart from the points mentioned above, all the rules of Duel Commander obey the rules of classic multiplayer Commander. This includes poison counters rule (10 counters needed to kill a player).

TWO-HEADED GIANT

You get 8 boosters in your team to build two decks.

Two-Headed Giant is a fun multiplayer format where two-player teams battle against one another. Each team takes actions as a team rather than individually. There are some rules for Two-Headed Giant that differ from other multiplayer formats:

Each team has a shared life total that starts at 30 life.

Each team takes their turn together, meaning they draw as a team, attack as a team, block as a team, and go through all phases of the turn as a team.

The team that goes first skips their first draw step.

Teams do NOT share any resources other than life--meaning players can't share cards in hand or mana. The short way of remembering this is any reference to "you" on cards still means each individual player.

Teams may share information and strategize together.

The first mulligan is to seven cards, then each mulligan afterward results in one fewer card

(six, five, four etc.).

Effects that target "each opponent" or "each player" affect each team member separately. For example, when Rabid Bloodsucker enters the battlefield, each player would lose 2 life—meaning each team loses 4 total life..

To all events there will be 1 booster per participant in prices

PATHFINDER SOCIETY

	Table 1	Table 2
Wednesday d. 12 - evening	Karakter workshop + evt. quest (Honor's Echo) hvis tiden er der	Reaping What We Sow
Thursday d. 13 - day	Karakter workshop + evt. quest (The Silverhex Chronicles).	The Consortium Compact
Thursday d. 13 - evening	To Seal the Shadow	Tyranny of Winds, Part 1
Friday d. 14 - day	The Confirmation	The Twisted Circle
Friday d. 14 - evening	Ungrounded but Unbroken	Tyranny of Winds, Part 2
Saturday d. 15 - day	Hrethnar's Throne	Portent's Peril
Saturday d. 15 - evening	House of Harmonious Wisdom	Ward Asunder
Sunday d. 16 - day	From the Tome of Righteous Repose	Tyranny of Winds, Part 3

What is Pathfinder Society Organized Play?

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society—a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

The campaign's home base is sprawling Absalom, the so-called City at the Center of the World, that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. As a member of the Pathfinder Society, your character will explore the dark alleys and political intrigue between far-flung travels in the world of the Pathfinder Roleplaying Game. Each Pathfinder Society agent also works for one of several competing factions, all with their own motivations and secret agendas.

You can read more about the individual scenarios at fastaval.dk

You can explore this further here:

Pathfinder Society: <http://paizo.com/pathfinderSociety>

Factions: <http://paizo.com/pathfinderSociety/factions>

OTTO WITH LOVE: TOUR DE SWEEP

Dirtbusters, the heroic cleaners of Fastaval, have organised an open sweep (their term for a cleaning run Thursday 3-4 PM

A pair of sweet, sympathetic and well spoken Dirtbusters will take the participants on a tour-de-sweep in Dirtbusters history, praksis and philosophy. There will be coffee, an opportunity to try out gear or just to see the Dirtbusters at work.

They will explain procedures, show how toilets are cleaned, and the Dirtbuster Librarian will share some epic anecdotes from their history.

OTTO WITH LOVE: FASTAVAL INTRODUCTION

Have you never been to Fastaval before? Well, don't panic! Join the Fastaval Introductory tour to find out where your roleplaying rooms are, where you'll be sleeping, where you'll get your famous Fastaval toast and where you can have a drink (with or without alcohol) after a long day's gaming" The Fastaval Introductory Tour is for people who need to get their bearings or want to know more about the practicalities of their favorite con. We will take you on a 30 minute tour of the facilities, showing you all the rooms you need for roleplay, Warhammer and gaming. We'll explain the rules of Fastaval and introduce you to all the wonderful people behind the organization. The tour will take place Wednesday at 6.30 PM. Meet your friendly tour guide by the front entrance of the school

NERF GUNS AND SWORDS!

Action for all ages in Østerskov Efterskole larp village. Come and play around with swords and nerf guns in the schools village. Take a break from all the kitchen sink dramas, dice rolls, and cardboard shuffling and come and shoot and hit each other for a bit, it's free and fun! You can walk through the pretty Østerskov Forest up to the school, but we are also offering to pick you up in the schools proud mount, the Griffin (aka a bus.) Afterwards we offer a guided tour of the school for those interested.

MINDFUL YOGA AND ME- DITATION AT FASTAVAL

As a new initiative this year, Fastaval will be offering mindful yoga- and meditation two of the mornings at the con this year. This is an opportunity to get a calm and quiet beginning of the day which may help you to tune in on your body and mind and through that get mentally and physically prepared to take in one more day full of sense impressions and experiences at this year's val.

Mindfulness refers to a focus on attentive awareness of the unfolding present in the guiding of the exercises. This means that there will not be a focus on intense or demanding stretches in the half an hour of yoga which the session will start with. Rather, the focus will be to get in touch with the body through even small movement. The yoga will be followed by a 20 minutes guided meditation. Last, you will get the

opportunity to share your experiences in the session of the day and ask questions.

No previous experience with yoga or meditation is required. Everyone can participate. Any kind of disabilities will be taken into account.

Please bring: Comfortable clothes you can move in (e.g. tight jeans may be a hindrance in some of the exercise). Also a yoga mat, groundsheet, blanket, duvet or something similar which you can use as an underlay and perhaps to make sure you can keep warm during the meditation. The session will be facilitated by Christine Svop who as a part of her master in Anthropology has studied the teacher training programme in Mindfulness-Based Stress Reduction at Aarhus University.

Friday 9-10 AM and Sunday 9-10 AM

TEAM MORNING RUN

Who don't want to meet up to roleplay refreshed and with a sharp mind? That is done easily with a fresh little run through the beautiful forest behind the school. It's a 5k run, we start at 08.00 and are back at around 08.45

Thursday and Saturday