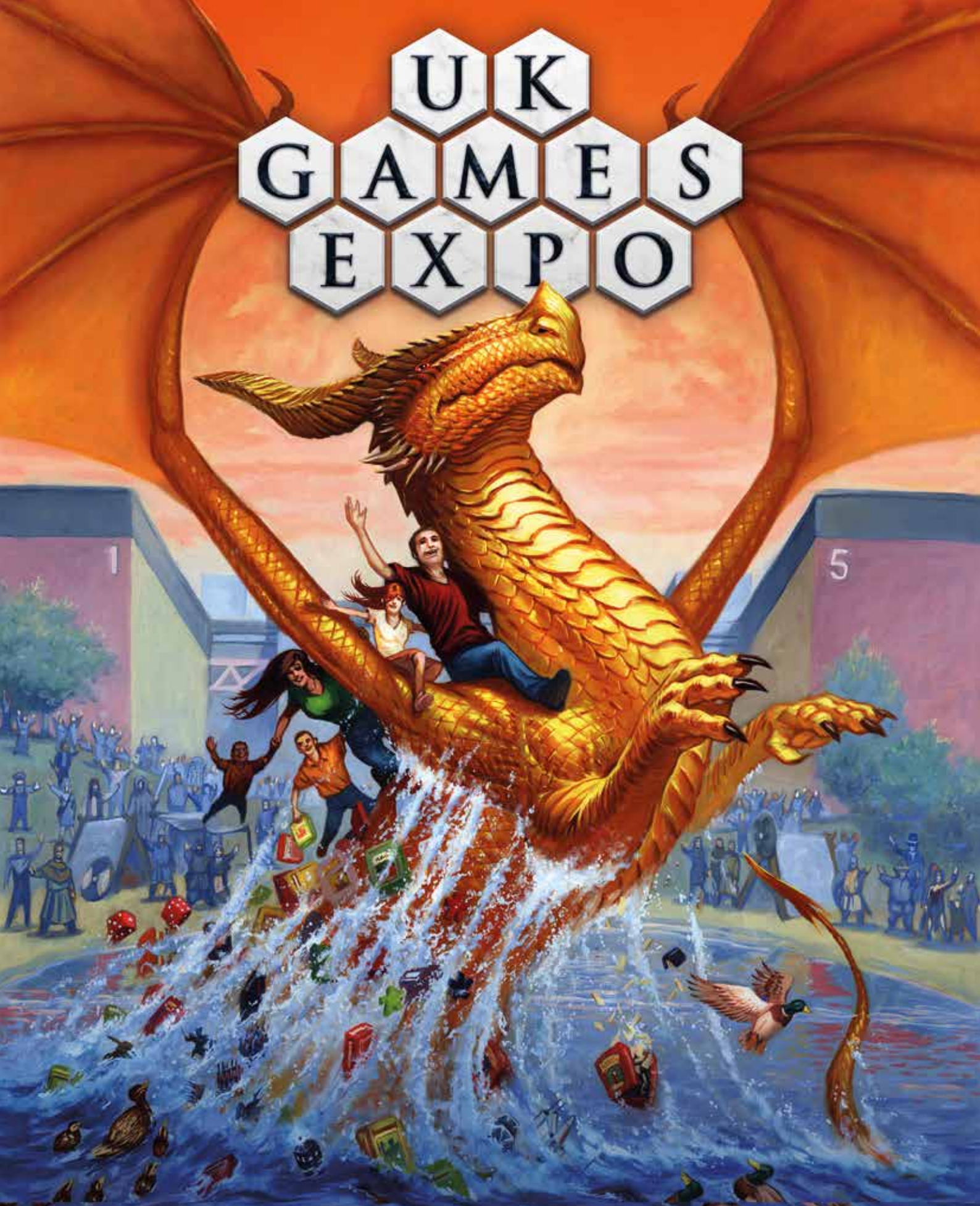


UK GAMES EXPO



1ST-3RD JUNE 2018 NEC BIRMINGHAM  UKGAMESEXPO.CO.UK



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Syrinscape



Cthulhu Invades Live RPG Plus!

Syrinscape's Benjamin Loomes, along with John Kovalic, Mike Mason, Jason Bulmahn, Amanda Hamon-Kunz and Paul Flannery, dare to return to Live RPG Plus! Help the party hang on to their sanity in an immersive game of psychic horror and Chtulhu Mythos, brought to maddening life with dramatic sound and lights.

**Saturday June 2
@ 1:15pm
Pavilion Room**

The Sound Cave Returns!

The legendary Sound Cave awaits you at stand 1-D11! Bring us your voices of insanity and mind-bending horror to get recorded in the tomes of the Call of Cthulhu sound library.



Free download:
Syrinscape.com/UKGE2018

Syrinscape is celebrating 10 years of making noise at the gaming table. Join us at Syrinscape.com/YearofAtmosphere/ for pro-tips, tutorials and other tools for immersing players in the game like never before.

EPIC GAMES NEED EPIC SOUND

Syrinscape creates sounds for:



OPENING TIMES

TRADE HALLS

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

OPEN GAMING AND TOURNAMENT SPACE IN NEC HALL 2

Thursday: 8.00pm – 11.00pm
Friday: 8.00am – Midnight
Saturday: 8.00am – Midnight
Sunday: 8.00am – 6.00pm

OPEN GAMING IN THE HILTON HOTEL

Friday: 10.00am – 2.00am
Saturday: 10.00am – 2.00am
Sunday: 10.00am – 6.00pm


ROLEPLAYING ROOMS

Friday: 10.00am – Midnight
Saturday: 10.00am – Midnight
Sunday: 10.00am – 7.00pm

SEMINARS

Open during scheduled sessions – see page 17.

If you want to attend any events, go to an event desk at the NEC Hall 2 or the Hilton Hotel to buy your tickets.

 **HOW TO GET HELP OR RAISE CONCERNS**
See page 51

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   **#UKGAMESEXPO**

CATAN  

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HEROES
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Play a game

Try out 4 action-packed tabletop games, from tactical arena combat in the depths of a haunted city, to futuristic war on a vast scale.



Come and find us in Hall 1, just inside the main entrance



GUIDE

The UKGE team welcomes you to the 2018 UK Games Expo. This is the UK's largest annual celebration of tabletop gaming. We have worked hard all year with our sponsors and partners to bring you the very best games, experiences, live entertainment, tournaments and opportunities for a great day or weekend out. We invite you for a few hours or days to put aside the concerns of the world and to just have fun with friends and family and maybe to make new friends too. Let the games begin!

Take the time to grab a coffee, put your feet up, and read this section of the programme in order to get the most out of your visit.

The show is now huge, occupying around 30,000 sqm of space - 35 times the size of the first UKGE event in 2007!

- Hall 1 of the NEC has the bulk of our exhibitors, along with Gamesquest Shop and Drop, HABA Family zone, cosplay areas, and UKGE's merchandise stand.
- Hall 2 of the NEC is the home to the rest of our exhibitors, along with the tournament spaces, Travelling Man Bring and Buy, Thirsty Meeples Board Game

Library, Open Gaming, Children's Roleplaying, Playtest UK, and the Main Stage.

- The Tote Suite outside Hall 1, next to our ticket booths, is where our seminars are held.
- The Piazza Suite between Hall 1 and Hall 2 is the location of the Cartamundi Publisher-Designer Track events.
- The lakeside area between the NEC, Resort World and the Hilton Metropole Hotel is the site of the Viking Village and Orc Encampment, as well as the Cook Street food area.
- The Hilton Metropole Hotel is the home to our Roleplaying Games, Live Entertainment, Open Gaming, and a second Board Game Library (open in the evenings).
- In the V.I.P. car park outside the Hilton Hotel is the UKGE Food festival at Chow Street.

UKGE is a great place to walk around and see everything to do with tabletop gaming, whether that means boardgames, role-playing games, family games, miniatures gaming, party games, or card games.

If you are new to the UKGE and have not played many games before, don't worry! There

are hundreds of tables in the exhibitor stands where you can sit down and try out games, and you don't need to know the rules. There will be tens of thousands of games on sale.

In the tournament halls you can enter events to win some cool prizes, like trips to world finals in Germany, Israel, and America. Or you can just enter for fun!

In the roleplaying rooms you can play short games where you take on the role of heroes and villains in stories that you and the gamemaster create.

In the Seminar room and Piazza Suite you can hear talks and panels on every aspect of tabletop gaming from recommendations by podcast and YouTube shows, to a guide on designing and making your own games.

The Live Entertainment schedule gives you a chance to kick back and take in a show that blends comedy and gaming.

The Viking and Orc Village outside and the Cosplay Zones indoors are opportunities to have some fun with costumed groups or learn about their hobby.

So, what are you waiting for? Dive in and find out more!

NEW TO UK GAMES EXPO? THEN PICK UP OUR BEGINNER'S GUIDE





Just walked in and already have no idea where you are or what you're supposed to be doing? Don't worry, you're not the only one! Although we appreciate that many people come to Expo having thoroughly planned their movements, we also know that there are many things that can crop up to disrupt said plans - and many people who are visiting for the first time and have no idea what to expect!

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

If you're stuck in any way, have a question (no matter how bizarre, we've heard them all, I promise!), or don't know where to go amongst all the mayhem, find a member of our ambassador army! Their help desks, situated in both halls of the NEC, are also clearly marked on the map. We also have a team in the Library Room at the Hilton to help you find the gaming rooms and the food festival.

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



Transform some of your old games into cash, or search our Aladdin's cave of gaming goodness for a bargain. Our Bring and Buy is the largest hobby games Bring and Buy at any UK games convention and we believe it may be the largest in the world!

Last year we turned over nearly £100,000 and donated

£9,400 to our supported charities largely from commission taken on sales. The Bring and Buy is located in NEC Hall 2. Opening hours are: Thursday 8pm to 11pm for registration only; Friday 9.30am to 6pm; Saturday 9.30am to 6pm; Sunday 9.30am to 4pm.

Sales cease 60 minutes before the end of each day. Our Bring and Buy uses an electronic booking and selling system, so you must submit your items for sale via the website using a UK Games Expo Account. If you haven't already done this, don't worry! You can still submit them now via a PC, phone, or tablet. We are unable to accept any items for sale unless they are registered online. Once you've done that, just turn up with your items and we'll provide you with labels to stick on them. Don't forget to return later on to collect your takings! To buy games, just take them to the checkout where they are scanned and you can pay for them.

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



This year, the Expo is bigger than ever. This means more opportunities to buy games, and more problems carrying them around. Your arms can only take so much, so unless you want to keep heading back to your hotel or car, why not let the GamesQuest Shop and Drop take the strain?

Take your purchases to the GamesQuest Shop and Drop, and

for a modest fee you can store your games for the day in a safe, walled off area. When you're ready to head out of the show, just return with your Shop and Drop ticket to claim your games.

£2 gets you the exclusive use of one of our storage boxes for the whole day. You can add more later if you like. Just remember to collect your goodies before the end of the day as we will not store your stuff overnight.

Anything not collected by close of the Exhibition Hall each day will be auctioned.

All this is made possible due to GamesQuest, our Shop & Drop sponsors.

The GamesQuest Shop and Drop is located at stand 1-H16 in the top right corner of Hall 1 at the end of aisle M (Pandemic Avenue).

GamesQuest is now one of the largest online retailers in the UK, offering the widest range of board games with first class customer service. It is also the leading Kickstarter fulfilment company in Europe for board games and represents a whole host of publishers, both for Kickstarter logistics and for retail.



While UK Games Expo has the largest trade hall in any UK convention - amongst the largest in the world! - there are times you simply want to try a game out in our Open Gaming Space.

This is where the Board Game Library, run by Thirsty Meeples, comes in. This year we have two libraries. One of them can be found in NEC Hall 2 and will be open from 9.30am until 11pm

on Friday and Saturday and from 9.30am to 4pm on Sunday. There is a second library in the Hilton Library Room open from 6pm till 11pm on Friday and Saturday.

To borrow a game, simply sign it out using our library cards, and sign it back in when you've finished. You will need ID to sign games out - passports, driving licences, and bank cards are all accepted - and a deposit is needed when your card is issued, which you get back once you have returned all the borrowed games.



Just bought a fantastic new game and can't wait until you get home to open it and get playing? Something caught your eye in the Games Library and you'd like to take it for a spin?

We've got you covered! Head to one of our Open Gaming areas and get stuck in. There's no need to book a space and no charge - just turn up!

There's space for more than

1,000 people in the NEC Hall 2 and more than 1,000 over at the Hilton. Open Gaming is also permitted in the Lounge Bar of the Ibis Styles Hotel.

See the table below for full details of opening times and locations. Please note that the Hilton Lounge Bar is not part of our Open Gaming space, and games will not be permitted there. This is a decision reached by the hotel and not UKGE.

TELL US WHAT YOU'RE PLAYING #UKGAMESEXPO

LOCATION	THURS	FRI	SAT	SUN
NEC Hall 2	8.00pm - 11.00pm	8.00am - midnight	8.00am - midnight	8.00am - 6.00pm
Palace Suite at the Hilton Hotel	Closed	10.00am - 2.00am	10.00am - 2.00am	10.00am - 6.00pm
Kings Suite at the Hilton Hotel	Closed	10.00am - 2.00am	10.00am - 2.00am	10.00am - 6.00pm
Lounge Bar at the Ibis Styles Hotel	Closed	Available, check at hotel	Available, check at hotel	Closed
Lounge Bar at the Gentings Hotel	Closed	Available, check at hotel	Available, check at hotel	Closed



BATTLEFIELD HOBBIES

When the doors close on the trade hall at the end of each day, the Battlefield Hobbies Night Nerds Supply Truck will roar into action in Hall 2. Forgotten your dice? Give them a shout. No card sleeves? No problem! The Battle-

field Hobbies Night Nerds Supply Truck will be there for all your emergency gaming needs.

And because, like the rest of us, there's nothing the Battlefield Hobbies team like better than playing games, they will also be setting up some awesome demos, giving you the chance to have a go at something new.

Founded by Nobby and Hammy, Battlefield Hobbies offers the full spectrum of hobby games,

both online and in their bricks and mortar store - where they are perfectly set up to host events.

So get on board with the Night Nerds Supply Truck at UKGE, and check out www.battlefieldhobbies.co.uk for their busy events calendar and the huge assortment of miniatures, rules, board games, and collectible card games. Don't get stuck, see the Night Nerds Supply Truck!

Facebook
Twitter
Give us a shout out!

@BattlefieldHobbiesUK
@BFHobbies
#NightNerdsTruck

WILD WEST EXODUS



WELCOME TO THE EXODUS!

Wild West Exodus is a dynamic, fast-paced tabletop miniatures game pitting a cast of heroic characters against each other in a brutal world - very much a twisted reflection of our own. In the twilight years of the Nineteenth Century, mankind is perched upon a new age of discovery and enlightenment. However, humanity's greed and ambition have created a Dystopian Age where nations clash and the threat of war forever lingers. We must remember that all is not lost. In Wild West Exodus the bravery and actions of individuals on the frontier can still forge legends and change the world...

Posse and Starter Sets are already available for Warrior Nation, Enlightened, Union, Lawmen, Outlaws, Watchers and Order. The coming months will see more sets, particularly releases for the Hex as well as new sets for the other existing factions.

Wild West Exodus is also offering new Introductory Starter Sets. These include everything in the Rules and Gubbins box as well as two taster posses. That way you can give the game a go without having to commit to any one faction straight away. If that sounds like a plan, then Wild West Exodus: Gunfight at Red Oak is the set for you! It's time to settle the score between Jesse James and Wyatt Earp once and for all...



**COME AND SEE US! STAND 1-D14
NAKANO GOZEN PROMO MINI
AVAILABLE WHILE STOCKS LAST!**

DYSTOPIAN WARS.

**GET A FIRST LOOK AT
THE NEW DYSTOPIAN WARS AT UK GAMES EXPO!**



@WILDWESTEXODUS



@WARCRADLESTUDIOS

MAIN STAGE



Catch some costumed group parades and shows, see the final of some special events, take part in the charity auction and charity raffle, and watch the Expo Awards Ceremony. Built by Battlefield Hobbies, you'll find the Main Stage the corner of NEC Hall 2 behind the Bring and Buy. No tickets needed; there will be seating available, so take a rest and watch the fun.

This year our chosen charities are: Birmingham Mind: the largest independent mental health charity, providing services in and beyond the City of Birmingham's boundaries. And Beanstalks, a charity to help children with literacy problems.

www.birminghammind.org
www.beanstalkcharity.org.uk

CHOW STREET

PROVIDED BY



There are plenty of options for getting you fed and watered all around UK Games Expo.

CHOW STREET:

During the Expo the Hilton car park outside the main lounge is transformed into a food festival, with lots of exotic offerings and special offers to choose from. The food festival is open from noon until 10pm on Friday and Saturday, and until 5pm on Sunday.

Big Daddies Dinner: artisan hot dogs.

Victoria Creperie: pancakes and crepes.

FRIDAY

- 10.00am – 11.00am **Maths Trade** An exchange of games run by the organisers of Playtest and which raises money for our charity.
- 3.00pm – 4.00pm **Cosplay Parade** Cosplayers of any kind can strut their stuff, and allow everyone an unhindered look at their amazing creations.
- 4.00pm – 5.00pm **Charity Auction** Pick up some juicy bargains and support charity at the same time. Run by the Orcioneer.

SATURDAY

- 10.00am – 11.00am **Maths Trade** An exchange of games run by the organisers of Playtest and which raises money for our charity.
- 1.00pm – 3.00pm **Warhammer Underworlds: Shadespire Grand Clash Final** Only two players will be invited to play.
- 3.00pm – 4.00pm **Cosplay Parade** Cosplayers of any kind can strut their stuff, and allow everyone an unhindered look at their amazing creations.
- 4.00pm – 5.00pm **Charity Auction** Pick up some juicy bargains and support charity at the same time. Run by the Orcioneer.
- 7.30pm – 8.30pm **Charity Raffle** Pick up your tickets at the UKGE Merchandise desk during Friday and Saturday or by them at the stage just from 6.30pm to 7.20pm. Then come along and see if you have won some exciting prizes. Run by Paul Grogan of Gaming Rules!

SUNDAY

- 10.00am – 11.00am **Maths Trade** An exchange of games run by the organisers of Playtest and which raises money for our charity.
- 11.00am – 1.00pm **The Pandemic UK National Finals** 12 teams battle to prove they are the UK's best Pandemic players.
- 1.00pm – 2.00pm **Charity Auction** Pick up some juicy bargains and support charity at the same time. Run by the Orcioneer.
- 2.00pm – 3.00pm **Cosplay Parade** Cosplayers of any kind can strut their stuff, and allow everyone an unhindered look at their amazing creations.
- 3.00pm **The UK Games Expo Awards** See page 98 for details.



Jabberwocky Streetfood: award winning toasties

Beckys Bhajis: delicious bhajis, and other Indian snacks

Low and Slow: low cooked pulled meat

Canoodle: Pan Asian street food.

Habaneros: Mexican cuisine

The Meat Shack: gourmet burgers

NEC FOOD OUTLETS

Inside Hall 1 and Hall 2 – available during trading hours – there is a restaurant and a coffee bar including The Edge Restaurant in Hall 1 and the Food Market. the Food Court in NEC Hall 2 will be open till 11.30pm. There are also a variety of outlets around the NEC, including a Starbucks, Wetherspoons, Street Kitchen

Brother and a Subways. There is a Street Food area near the lake shore. It will be open from mid morning till mid evening.

HILTON FOOD OUTLETS

The Hilton Lounge Bar and the Hotel Restaurants will be serving meals. A coffee bar will be open in the lounge. There will also be a bar in the Palace and tuck shops in the Palace and the Kings Foyer.

RESORT WORLD

Another option for food is Resort World which is close to the Plaza Hotel and boasts 15 bars and restaurants.

For more details, see www.ukgamesexpo.co.uk/catering.php



what the age and ability, we will have something to entertain you. Creative Zone: A range of exciting games to release the inner Picasso or author, or even the budding scientist in you! We will have a board where you can display your stories for everyone to read, or to show off your greatest designs.

IG Game Awards: Your chance to play the latest and most exciting family games from this year's awards. Voting for the Expo players choice awards will still be available. The games this year come from far and wide, from homegrown games in the UK, to Korea, China and more.

'Young Einsteins' Zone: This zone focuses on a range of games ideal for younger inquisitive minds. Run closely with our zone sponsors, HABA, we will have a terrific range of games that will keep you entertained for

This year our Family Zone is bigger than ever before. This year we have the following areas for you to jump in to:

Casual play: Strictly for families playing the games within the zone. All you need to do is put your hand up and we will race over to show and teach you any game you like from our wonderful menu. No matter how many of you there are and no matter



Fairytale Party Planners Birmingham are bringing a team of facepainters to the show. Find them in the Family Zone in Hall 1 during opening hours. Charges will apply.

hours. In addition, we will have staff with us that specialise in dealing with a younger audience, having worked extensively in schools and youth clubs – so you're in safe hands.

Giant games: Back by popular demand, this area will include a giant 'Ticket to Ride' and 'Pandemic', as well as a range of the giant Gigamic games.

Represent your school: This year you will have an opportunity to represent your school at a series of games challenges. We will then find the top player and top school from all of our attendees and send out trophies for the best players! Everyone who takes part will receive a certificate, and we will contact the schools after the event. Anyone can take part, just turn up and wait for the challenges!

We are ready for you, are you ready for us?



Children can hunt for hidden clues at the Expo, and win some great prizes! Every child who takes part can get their hands on some small prizes simply by finding our hidden clues – but they will also be in the running to win a grand prize: a stack of games from Coiledspring Games, Gen 24, and The Historic Games Shop!

To take part, all you need to do is pick up a Treasure Hunt sheet as you enter the Expo, or from the Help Desk in Hall 1, Hall 2 or the Hilton Hotel. The sheet will tell you which locations you need to go to to hunt for a piece of artwork by guest artist SheBlackDragon. Each picture will include a hidden letter - put them all together to spell a secret word!

Once you return your completed form to the Help Desk, you'll get a Treasure Hunter badge, and be entered into the draw for the grand prize. Winners will be notified via text message or phone call at 4pm on Friday and Saturday, and 3pm on Sunday – make sure the adult with you puts their mobile number on the form!



Download the app to take part in our UKGE Passport game! Simply search for UK Games Expo on the App Store or Google Play.

Visit each of our Passport Sponsors' stands and scan in the QR code on each. Every entrant has the chance to win a daily prize of £300 in vouchers, valid at all UKGE exhibitors' stands.

SEE PAGE 19 FOR MORE INFO ABOUT THE UK GAMES EXPO APP.



The games are recommended for children aged five to 12. Each game lasts about an hour and no equipment or knowledge of rules is needed – just imagination and a willingness to learn. The games run on the hour, starting from 10am.

We advise you to sign up early as places fill up very quickly. There will be a table and volunteer in our area in NEC Hall 2 handling sign ups.

The Waters of Life

Aqua vitae, the Fountain of youth, the Waters of Life. All fight to find this ancient power, but it may be closer than you think. This adventure takes a group of intrepid adventurers underwater to fight the true terrors of the deep.

The Flames Of Krakatosh

Something awakens deep within the earth, the ground shakes and all flee from the flames of Krakatosh. This adventure pits a group of fearless adventurers against what lies beneath the fiery mountains.

Earth Defence Force Alpha

Earth Defence Force Alpha stand guard against any that would threaten our home, but deep in the inky blackness, something turns its eye towards our home. This adventure has a group of steely eyed adventurers take to space to defend our planet from alien attack.

Firmament Falls

Something moves through the clouds above; something large, something hungry. All must seek shelter, a storm is coming. This adventure has a party of dauntless adventurers take to the sky to find the source of the storms wreaking havoc on their homes

Calling all Wannabe Wizards, Trainee Thieves, First-time Fighters, and Rookie Rangers! Children's roleplaying is back, and now with a new expanded and dedicated area it's bigger and better than ever. With four different scenarios you can pick your battles, or keep coming back for more!



The trade halls are big and busy, and there's a lot to see. It's easy to get tired, so when your feet ache and the kids are starting to get bad tempered, take a break in one of our Chill Zones.

You'll find Chill Zones in Halls 1 and 2 of the NEC – but no playing games, please.



Time to recruit your crew, raise shields, and prepare for warp speed! The Starship Simulator sees six players band together to take control of a spaceship and try to complete a mission. This computer-based setup allows you to choose your role – Engineering, Science, Communications, Weapons, Flight or Captain - to battle aliens and make choices that could help save the galaxy... and all in about an hour. This year there is the chance to team up with another crew to tackle a mission together. To book your tickets visit the Event Desk in NEC Hall 2 or the Hilton Library. Please note that there are very few (if any) tickets left for this popular event so check early.





have fun with photos and selfies with us, and join in the cosplay parade. Everyone is welcome in costume, cosplay, steampunk, or fancy dress.

The Monsters Armoury 1-J5

Here you will find James and his Monsters, who will be accompanied by his Daleks on Friday and Saturday, along with Tom Hobby, prop builder and fursuit maker; Kemir Armouries, Mando and armour specialist; Richard Marshall from Vexxed cosplay/mercenary, who hosts his own

MAKE SURE YOU WATCH A COSPLAY PARADE, SEE PAGE 9.

YouTube channel; and Phil Beck, prop and costume builder from Galactic Knights. On Sunday they will be joined by Missey and The Doctor.

Active Zone 1-H22

This is the place to be if you want to enter the cosplay competition, do some more serious photography, get cosplay repairs with help from The Cosplay Forge, and find out more about making costumes and props. TC Kreations will have a display in this area.



Potential exhibitor? Planning to run a kickstarter campaign? Convention organizer? Visit exhibition services on stand 1-T12.

Exhibiting at UK Games Expo 2019

The UK Games Expo is the best opportunity in the UK for table top games exhibitors to show their stuff. Our Exhibition Services staff can talk to you about how you could be part of UKGE 2019. This can include an idea of potential stand costs based on this year's fees (UKGE will finalise costs by October 2018) as well as an outline of optional add ons, like hanging banners, power, walling, and sponsorship opportunities. Expressions of interest can be taken, but no firm bookings will be accepted until October.

Marketing Opportunities

If you are looking to spread the word about your products and brand, or highlight a Kickstarter campaign, then UKGE can help with advice. We can offer online social media and email marketing opportunities..

Convention Support

The UKGE team has grown the Expo from zero to 18,000+ visitors and almost 400 exhibitors. That experience could help you with your convention.

UKGE is offering support to other tabletop games shows by making resources available from our Stourport-On-Severn located warehouse, which contains hundreds of items useful for running conventions. Need a computer network and printers? Need Cafe Barriers? Want to borrow some of our three miles of cloth? Or our 500 wooden boards? Need 500 lanyards? We can help.

We have a full range of physical kit as well as marketing support and advice. Printing services for banners and cafe barriers are also available.

FRIDAY

10.30am – 1.30pm	Enter The Cosplay Competition.	Active Zone – 1-H22
10.30am – 11.30am	Mercenary Makes – EVA foam armour creation demo.	Active Zone – 1-H22
11.00am – 6.00pm	James Burgess will be sculpting, see how he creates monsters.	The Monsters Armoury – 1-J5
12.00pm – 6.00pm	Meet a character and get selfies and photos.	The Monsters Armoury – 1-J5
3.30pm – 4.30pm	Kemir Armouries – Sintra/Foamex armour creation demo.	Active Zone – 1-H22

SATURDAY

10.30am – 1.30pm	Enter The Cosplay Competition.	Active Zone – 1-H22
10.30am – 11.30am	Kemir Armouries – Sintra/Foamex armour creation demo.	Active Zone – 1-H22
11.00am – 12.00pm	Meet and Greet with James and his Daleks	The Monsters Armoury – 1-J5
1.30pm – 2.30pm	Meet a character and get selfies and photos	The Monsters Armoury – 1-J5
1.30pm – 2.30pm	Mercenary Makes – EVA foam armour creation demo.	Active Zone – 1-H22

SUNDAY

10.30am – 11.30am	Mercenary Makes – EVA foam armour creation demo.	Active Zone – 1-H222
10.30am – 1.30pm	Enter The Cosplay Competition.	Active Zone – 1-H22
11.00am – 12.00pm	Meet a character and get selfies and photos	The Monsters Armoury – 1-J5
11.30am – 12.30pm	Kemir Armouries – Sintra/Foamex armour creation demo.	Active Zone – 1-H22



Take care if you head outside the NEC... the Expo has been invaded by Vikings and Orcs!

This year we are joined by Orcs from The Galactic Knights and Vikings from Ardenweald, part of the Viking Society.

There will be plenty of fun and games

to get involved in, from weapon demonstrations to storytelling, giving you the chance to see some exciting battles or find out how the Vikings really lived.

Under 10s also get the chance to take part in Viking and Orc training. For full details, see the schedule below.

FRIDAY

10.00am	The Viking Scavenger Hunt will be available to collect and take part in at your own pace.
12.00pm – 1.00pm	Mini Viking training for the under 10s.
2.00pm – 3.00pm	Mini Orc Training for the under 10s.
3.30pm – 4.30pm	Vikings weapon demo and battle.

SATURDAY

10.00am	The Viking Scavenger Hunt will be available to collect and take part in at your own pace.
11.30am – 12.30pm	Hrothgar stories and mini Viking for the under 10s.
1.00pm – 3.00pm	Birmingham Furs meet, all fur characters welcome. Your host is Kiba Spiritstone.
2.00pm – 3.00pm	Mini orc training for the under 10s.
3.30pm – 4.30pm	Viking weapons demo and battle.

SUNDAY

10.00am	The Viking Scavenger Hunt will be available to collect and take part in at your own pace.
11.30am – 12.30pm	Hrothgar stories and mini Viking for the under 10s.
12.45pm – 1.45pm	Mini orc training for the under 10s.
2.00pm – 3.00pm	Viking weapons demo and battle.
1.00pm – 2.00pm	Birmingham Fur Characters Meet, your host is Kiba Spiritstone, please join Kiba at the main stage for 2.00pm where they will open the cosplay parade.



Pic: nicholasgray.net



Pic: @J.M.Steel



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HISTORIES
RISE OF THE INKAS™

Rise of the Inkas is a unique stand-alone game of resource gathering and trading based on Klaus Teuber's classic *Catan*®. Manage the rise and decline of civilizations in a region of coastal and mountain Peru across three historic eras.

COMING SEPTEMBER 2018
CN3205

PREVIEW AT STAND 1-D2

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A GAME OF THRONES
CATAN
BROTHERHOOD OF THE WATCH™

Assemble your patrol and guard the Wall against Wildlings in a new strategic game based on George R.R. Martin's *A Song of Ice and Fire* series. Build, defend, and rise above your brothers to become the Lord Commander of the Night's Watch!

Available now at your local game store, and stay tuned as we prepare to make a Mammoth announcement about *A Game of Thrones Catan*!

VISIT US AT STAND 1-D2

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VISIT US AT STAND 1-D2

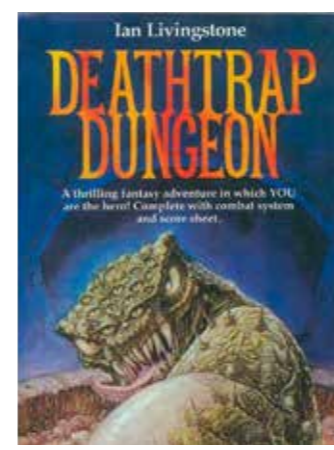
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Exhausted after a hard day of shopping and playing games? Take a break by catching one of our live entertainment shows, which blend comedy, audience participation and gaming. A perfect way to relax and have a laugh along with the rest of the UKGE community. You can find full details of all these events on our website at www.ukgamesexpo.co.uk. Buy your tickets at the Event Desk in NEC Hall 2 or the Hilton Hotel

FRIDAY		
Knightmare Live	12:30pm to 1:30pm	£10.00
You Can't Polish a Nerd	2:00pm to 3:00pm	£5.00
The Dark Room for Kids	3:30pm to 4:30pm	£5.00
M.M.O.R.P.G.	5:00pm to 6:00pm	£5.00
Deathtrap Dungeon	5:00pm to 7:00pm	£5.00
Live Pandemic	6:30pm to 8:30pm	£5.00
Jollyboat	9:00pm to 10:00pm	£5.00
The Dark Room 12A	10:30pm to 11:30pm	£5.00
SATURDAY		
The Dark Room	11:30am to 12:30pm	£5.00
Live RPG Plus	1:15pm to 2:45pm	£5.00
You Can't Polish a Nerd	3:30pm to 4:30pm	£5.00
Knightmare Live	5:30pm to 6:30pm	£10.00
Live Pandemic	7:00pm to 9:00pm	£5.00
Jollyboat	9:30pm to 10:30pm	£5.00
The Dark Room till ya die! 15	11:00pm to 1:00am	£10.00
SUNDAY		
M.M.O.R.P.G.	12:00pm to 1:00pm	£5.00
The Dark Room 12A	1:30pm to 2:30pm	£5.00
Knightmare Live	3:00pm to 4:00pm	£10.00



IAN LIVINGSTONE READS DEATHTRAP DUNGEON
A live reading of the classic Fighting Fantasy adventure by its legendary author, Ian Livingstone.



THE DARK ROOM
Come and play a live action, text-based adventure game! Cult hit The Dark Room returns to UKGE for its 4th consecutive year!



LIVE RPG PLUS
Industry celebs take part in a live Call of Cthulhu adventure – with audience participation!



KNIGHTMARE LIVE
Remember the 1980s TV Cult classic Knightmare? Now is your chance to play it for real in a live stage adaptation of it.



THE M.M.O.R.P.G. SHOW
Improvised comedy and table top gaming combine in an epic, open world, entirely made up fantasy quest.



LIVE PANDEMIC
Award-winning comedian James Cook asks you to join a game of Pandemic unlike any you've played before!



JOLLYBOAT
The UK's best comedy-pirate-geek-rock duo. Catchy comedy songs packed with one-liners and puns.



YOU CAN'T POLISH A NERD
An hour of memory games, mathematics and an amazing skill with Rubik's Cubes.

PATHFINDER®

PLAYTEST™

Play Now in Hall 1,
Stand E12



The UK Games Expo GPI Seminar schedule is all about celebrating the experience and fun of gaming! It draws together talks by gaming industry celebrities, live recordings of popular podcasts and YouTube shows, exciting announcements, and even the odd quiz show. These events are all free to see, but have limited capacity – so arrive early, particularly for popular events.

These events take place in two main locations at the NEC: the Tote Suite between Hall 1 and Hall 5 and Piazza Rooms 5 to 7, a suite of rooms between Hall 1 and Hall 2.



FRIDAY

Dice Tower - Designer Interviews	Tote Suite	1.00pm – 3:00pm
Join the Dice Tower as they interview some of the designers and special guests attending UKGE this year.		
Starfinder 2018 and beyond	Piazza - Large	1.00pm – 2:00pm
Paizo's Amanda Hamon Kunz and Erik Mona reveal what the future holds for Starfinder Roleplaying Game.		
Games Workshop Q&A	Tote Suite	3.00pm – 4:00pm
Join your favourite Games Workshop designers and artists for this 60 min questions and answers session.		
Pathfinder 2018 and beyond	Piazza - Large	3.00pm – 4:00pm
Join Jason Bulmahn, Amanda Hamon Kunz, and Erik Mona as they talk about the future of the Pathfinder Roleplaying Game.		
Designing Monsters	Tote Suite	4.00pm – 5:00pm
Join the Paizo designers and create a new monster!		
Shut Up & Sit Down Live!	Tote Suite	7.30pm – 9:00pm
The Shut Up & Sit Down team record a podcast live in front of a real audience.		
Gaming Rules! Live with friends	Tote Suite	9.00pm – 10:00pm
Join Paul Grogan and the folks from Creaking Shelves, Heavy Cardboard, Slickerdrips and a few special guests for their review of day one at the Expo.		

SATURDAY

An audience with Ian Livingstone	Tote Suite	12.00pm – 1.00pm
Join Ian Livingstone for an hour and hear the history of Games Workshop.		
How to start GMing	Piazza - Large	1.00pm – 2:00pm
Join Lloyd Gyan, Kate Holden and Chloe Mashiter and learn how to begin your journey towards being a great RPG Games Master.		
Running a board game company	Tote Suite	1.00pm – 2:00pm
Ignacy Trzewiczek from Portal Games will give you a funny ride through an average day of a board game company!		
The Future of HeroQuest at Chaosium	Piazza - Small	1.30pm – 2:30pm
Chaosium's HeroQuest line editor, Ian Cooper, will discuss plans for the line over the next couple of years - plus some possible big announcements.		
An Interview with Martin Wallace	Tote Suite	2.00pm – 3:00pm
Join Shut Up & Sit Down's Paul Dean as he interviews board game designer Martin Wallace.		
Ask the Paizo GMs	Piazza - Large	2.00pm – 3:00pm
Join Jason Bulmahn, Amanda Hamon Kunz, and Erik Mona as they reveal their best kept game mastering secrets and help you troubleshoot your Pathfinder campaign.		
Pathfinder RPG Q&A	Tote Suite	3.00pm – 5:00pm
Join Jason Bulmahn, Amanda Hamon Kunz, and Erik Mona for an up-close look at the rules of Pathfinder RPG, and get your questions answered.		
This Game is Broken - LIVE!	Piazza - Large	3.00pm – 4:00pm
Join Dave Luza & his special guests for a live recording of the This Game is Broken podcast.		
Run Last Click LIVE!	Piazza - Large	4.00pm – 5:00pm
Join Run Last Click for their LIVE recording, discussing all things Netrunner and the FFG Euros held at UK Games Expo.		
Games Mastering Starfinder	Piazza - Large	5.00pm – 6:00pm
Paizo's Amanda Hamon Kunz and Erik Mona share tips and tricks for creating the most exciting Starfinder game, and answer your questions.		
Shut Up & Sit Down Live!	Tote Suite	5.30pm – 7:00pm
The Shut Up & Sit Down team record a podcast live in front of a real audience.		
Dice Tower Top 10	Tote Suite	7.00pm – 9:00pm
Tom & Zee from The Dice Tower record one of their popular Top 10 lists live at UKGE.		
Who Dares Rolls	Piazza - Large	8.30pm – 9:30pm
Join the Who Dares Rolls website gents for their unique take on board gaming.		
No Pun Included	Tote Suite	9.00pm – 10:00pm
Join Elaine & Efka from YouTube's comedy board game review series No Pun Included and guests for a musical panel show, discussion on games played at the Expo, and Q&A session.		

SUNDAY

The Dice Tower - Quiz show!	Tote Suite	1.15pm – 3:00pm
Join the Dice Tower for a game show! Tom and Zee will be there, but YOU might be involved. Audience participation will determine the ultimate winner, with prizes for those who play!		



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Immersive games, **created by gamers, for gamers.**



GIANT

XXL size

Original size

LEPRECHAUN

Size matters.
Codenames XXL



Pulsar 2849
The stars are now
within your reach...



Everybody draws,
everybody guesses,
all at the same time!
It's **Pictomania!**

The CGE demo team will be happy to show
you any of our previous games and also
a sneak preview of the new games
we are working on for 2018!

Hall Stand
1 B2

www.czechgames.com



The roleplaying game schedule at UKGE offers hundreds of games in dozens of systems across eight sessions on all three days.

Games vary from fully fledged four hour convention games to single hour taster games, on demand games, and tournament games. Added to these are special events, including the Annual UK Games Expo Cthulhu Masters, the 100-player D&D Epic special,

SEE PAGE
10 FOR
RPGS
FOR KIDS

and Pathfinder Society Games. Our games offer everything from playtests of new games to old favourites, from Fantasy to Detective and Horror to Sci Fi. If you fancy a game, we have got one for you.

If you have never tried role-playing before, the Events Desk in the Hilton can get you into a game – no need to know any complex rules. Just be willing to have fun and have a go.

There are so many games on offer, we can't list them all here – please see our website for the full schedule. You'll find it under the events menu.

You can book tickets online using a UKGE account and then collect your tickets from any ticket desk. Dedicated event staff can be located in Hall 2 and in the Hilton Library room where you can buy tickets using cash or card and they can answer your questions.

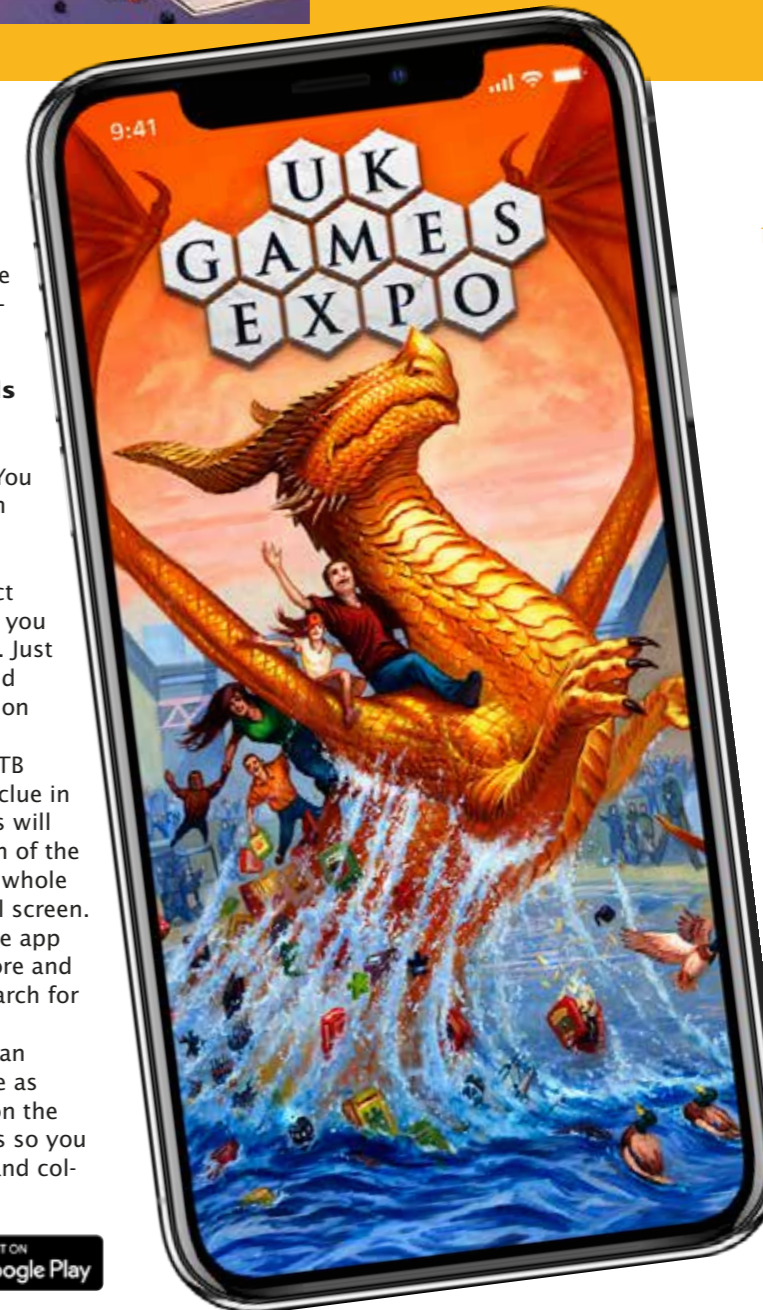


Download the UK Games Expo app for your pocket guide to what's going on over the week-end. Designed to complement your visit to the Expo, the app includes the following features:

- **Exhibitor List:** Searchable by stand number, name, and key words in descriptions.
- **Events List:** Details every game and show at the UK Games Expo.
- **Food:** Find out what your options are for getting fed and watered during Expo.
- **Maps:** An overview location map, maps of NEC Halls 1 and 2, and a map of the Hilton.
- **Passport Game:** Visit our Passport Sponsors' stands and scan in a QR code on each. You could win a daily prize of £300 of vouchers to spend while you're at the Expo.
- **Wyvern's Lair Voting:** Have your say on games being pitched at our Wyvern's Lair by budding

designers. When you arrive in the Tote Suite for the Wyvern's Lair, scan the QR code on the wall to gain access to the voting function. Help decide the winning design.

- **UK Games Expo Popular Choice Awards Voting:** The shortlisted games in each category will appear on the app. You can vote for one game in each category.
- **Collect Tickets:** You can use the app to collect your tickets – even ones you order whilst at the show. Just go to any ticket point and show them the QR code on your account page.
- **App Game:** Visit the ITB stand and scan the first clue in our scavenger hunt. This will direct you to the location of the next clue. Complete the whole game to unlock a special screen.
- **Bring and Buy:** You can browse the items on sale as well as keeping an eye on the status of your own items so you know when to go back and collect your profits.








BOOTH: 1-D1
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UK GAMES EXPO

NEC HALL 1

-  **FOOD AND DRINK** PAGE 9
-  **EXHIBITION SERVICES** PAGE 13
-  **HELP DESK** PAGE 6
-  **MERCHANDISE**
-  **TOILETS**

NEC HALL 1 OPENING TIMES

Friday: 9.30am – 6.00pm
 Saturday: 9.30am – 6.00pm
 Sunday: 9.00am – 4.00pm

You will spot that the aisles at UKGE are named to help aid navigation. Some of these are sponsored by exhibitors, whilst others are named to honour guests or as a thank you to our senior volunteers and team leaders. Avenues are vertical and Streets horizontal - with one exception. One of our locations is named after a special friend of UKGE, who the directors owe very special thanks to. If you can spot it and then somehow find that person in the halls, don't forget to thank them for their part in what Expo has become.

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SHOP & DROP
 SPONSORED BY


SEE PAGE 6

CHILL ZONE


COSPLAY


FAMILY ZONE
 SPONSORED BY


FACE PAINTING
 PROVIDED BY


SEE PAGE 10

SEE PAGE 10






ENTRANCE **TO HALL 2**

SEE PAGE

SEE PAGE

UK GAMES EXPO

NEC HALL 2

-  **EVENT DESK**
-  **FOOD AND DRINK** PAGE 9
-  **TOILETS**
-  **TORI GATE**
-  **TOURNAMENT ADMIN** PAGE 42

NEC HALL 2 OPENING TIMES

TRADE STANDS

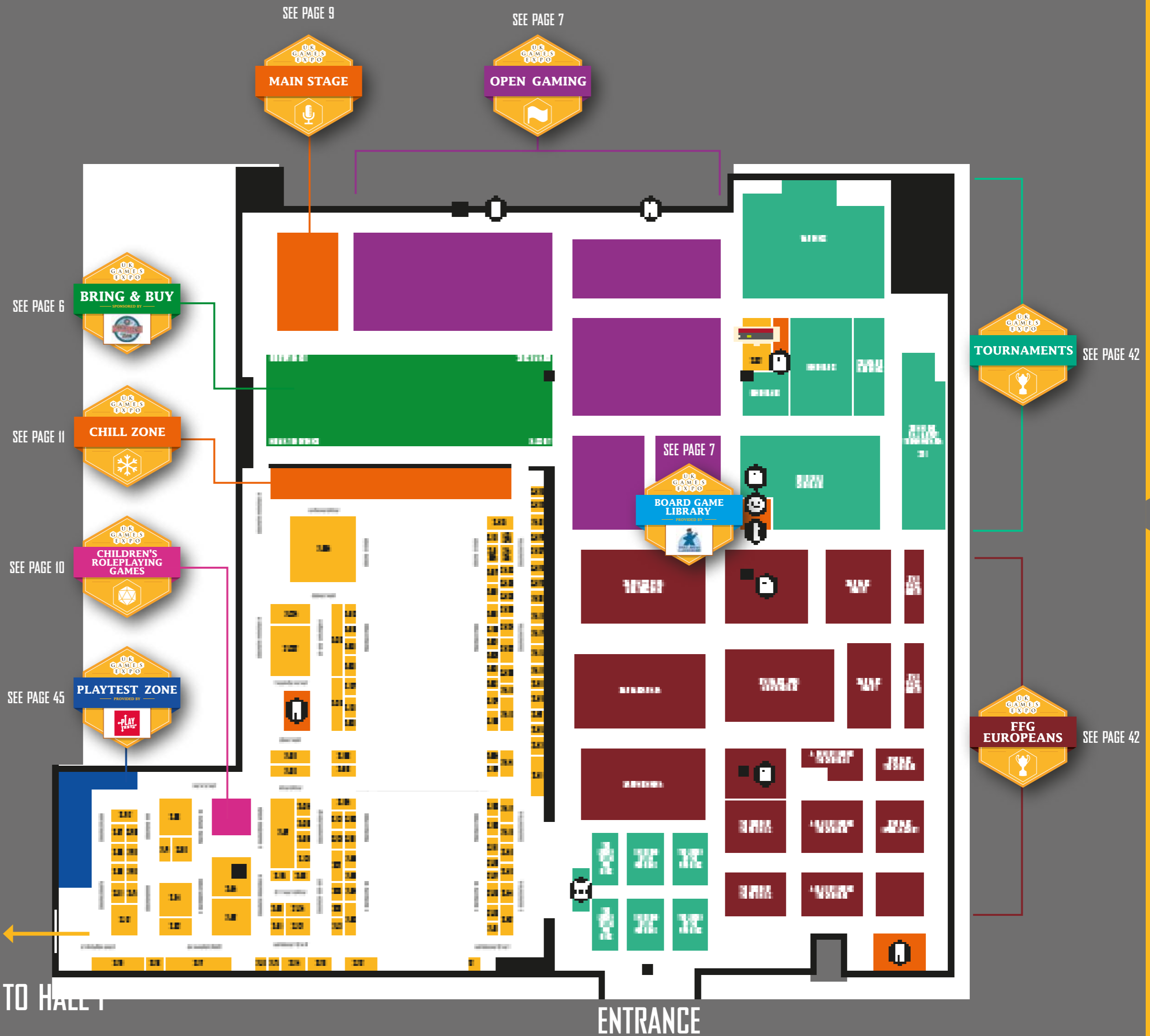
Friday: 9.30am – 6.00pm
 Saturday: 9.30am – 6.00pm
 Sunday: 9.30am – 4.00pm

OPEN GAMING AND TOURNAMENT SPACE

Thursday: 8.00pm – 11.00pm
 Friday: 8.00am – midnight
 Saturday: 8.00am – midnight
 Sunday: 8.00am – 6.00pm

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SEE PAGE 19



ROLEPLAYING GAMES

SEE PAGE 15



LIVE ENTERTAINMENT

SEE PAGE 7



BOARD GAME LIBRARY

SEE PAGE 7



OPEN GAMING

1ST FLOOR

SEE PAGE 19



ROLEPLAYING GAMES

SEE PAGE 11



STARSHIP SIMULATOR



SEE PAGE 9

SEE PAGE 19



HILTON BIRMINGHAM METROPOLE HOTEL

- BUSINESS TO BUSINESS
- EVENT DESK
- FOOD AND DRINK
- HELP DESK
- TICKETING
- TOILETS

PAGE 9

PAGE 6

HILTON HOTEL OPENING TIMES

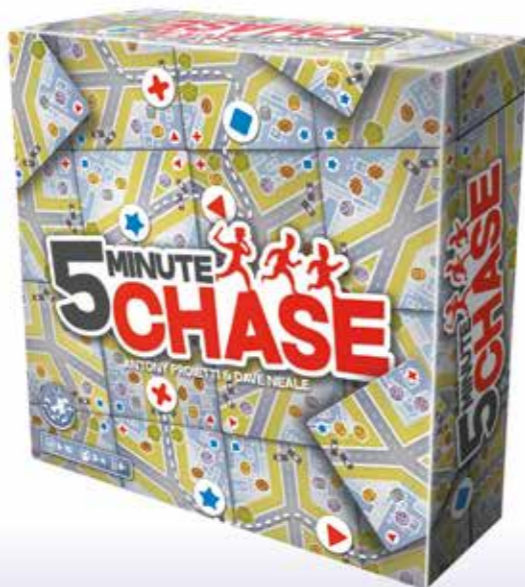
OPEN GAMING IN THE HILTON HOTEL
 Friday: 10.00am – 2.00am
 Saturday: 10.00am – 2.00am
 Sunday: 10.00am – 6.00pm

ROLEPLAYING ROOMS
 Friday: 10.00am – midnight
 Saturday: 10.00am – midnight
 Sunday: 10.00am – 7.00pm

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Special
premiere

- Asymmetric
- Real-time
- Tile-laying



**BOOTH
1-K2**



EXHIBITORS

Around 350 exhibitors attend UK Games Expo – making it the largest Tabletop and Hobby Games Trade Fair in the UK and one of the very largest in the world.

Everything is here: card games children and families can play together, complex board games that exercise the mind, wonderfully sculpted miniatures

and terrain for tabletop war-games, roleplaying games where you can weave your own stories, and simple fun party games.

But that's not all! Alongside all that are artists and authors, clothing, dice and jewellery for sale.

Many of the stands will also have games on display to try

**AROUND
350
EXHIBITORS**

out - meaning you can have a go before buying. Don't be afraid, just walk up and ask to play!

This is the index of each and every one of our exhibitors, listed alphabetically with a short description of what they offer, along with the stand where you can find them. Check out the maps on page 20 – 23.

2D6.EE Games	A boardgame publisher from Estonia, presenting "1918: Death on the Rails".	1-H11
2Plus Games	Board Game Publisher from Taiwan.	2-B15
2Tomatoes Games	Indie publisher from Barcelona. Will be doing demos of upcoming game "New Corp Order".	2-F6
3P Games	Showcasing: Manic Planets, a strategic, back-stabbing, galactic God simulator in space!	2-B25
A-Muse-Ment	Designer and publisher of strategic board games. Demoiing Tales of the Northlands.	1-J12
A1 Comics	Scotland's best comic, toys and gaming stores, a1toys.com.	1-H8
ABC Brushes	High Quality Artists brushes for miniature and model painting. Large choice - Great Value!	2-B3
Absolute Dice	Designer and Manufacturer of Fast, Fun and Family Friendly Dice Games.	1-M13
Accentuate Games	Award-winning game developer, showcasing their new fun and frantic word game FReNeTiC	2-A14
Adult Party Games	Random minds is a game that's worse than cards against humanity in all the right ways.	2-B6
Adversity games	Publisher of the forthcoming Nightlancer cyberpunk game.	2-G3
Aeon Games Publishing	UK and European publisher of Mythras Roleplaying.	2-A9
Agate Studio	French publishers of the award-winning medieval horror RPG, Shadows of Esteren.	1-L12 and 1-M11
All Rolled Up	Award-winning must-have tabletop accessories, handcrafted game rolls and folding dice tray.	1-J26
Alley Cat Games	Showcasing the popular game "Dice Hospital", as well as Chocolate Factory & Coral Islands.	1-B6
Animal Ailments	Come and play Animal Ailments - The Wild Miming Game! Wild fun for all the family!	1-C11
Anne Stokes Collection	Big range of products featuring the fantasy art of Anne Stokes. Plus meet the artist.	1-K24
Anthea Slade	Children's author and designer of two 3D board games.	1-K10
Aporta Games	Publisher of Santa Maria, Destination X, Capital Lux and more. Come see our latest games!	1-A6
Art of Andree	Fantasy, comic, cartoon and board game artist.	2-D1
Artipia Games	A team of people who love to design, develop and publish board games.	1-K2
Art of War Studios	Tokens and Terrain that make your tabletop games look great!	1-G7
Asmodee	A leader in the distribution of board games and trading card games in Europe.	1-C10
Assembly Required	Boardgamer, Theo fights his problems across continents, armed only with a cardboard sword.	2-B20
Atlantis Miniatures Ltd	Creators of High Quality Fantasy Resin Miniatures.	1-G5
Baccum Inc	We are a creative boardgame publisher, based in S.Korea. We are seeking a global partner.	1-A9
Backspindle Games	Family games. Selling NEW Dance of the Fireflies and demoiing MourneQuest & Speedy Ninjas	1-K12
Bad Cat Games	Scottish publisher of fun-filled boardgames including ElemenZ and Gladiatores.	1-C20
Badly Drawn Death	A fast paced card game filled with explosions, cake and killer rabbits.	2-A20
BARPIG	The Compact Adventure Party Game with a Hilarious Piggy Twist.	1-K14
Basically Wooden	Makers of a variety of unique wooden games and card boxes, organisers and game accessories.	1-H12
Battle Systems	Offers realistic 28mm sci-fi & fantasy terrain for table top gamers and collectors.	1-A14
Battlefield Hobbies	An accessible, comfortable games venue and retailer located in the centre of the country.	2-X2
Battlefoam	Battle Foam is the leader in storage solutions for the table top wargamingcommunity.	1-C16
Bezier Games	Bezier Games, Inc. publishes a variety of fun strategy and party games.	1-J22
Big Fun Games	Board Game Publisher from Taiwan.	2-B15
Big Potato	Everything from quiz games to party games, kids games to toys.	1-J11
BINCA UK Ltd		2-C24
Black Armada Games	The publishers of Lovecraftesque, the GMless roleplaying game of brooding cosmic horror.	2-B2

Champion OF EARTH

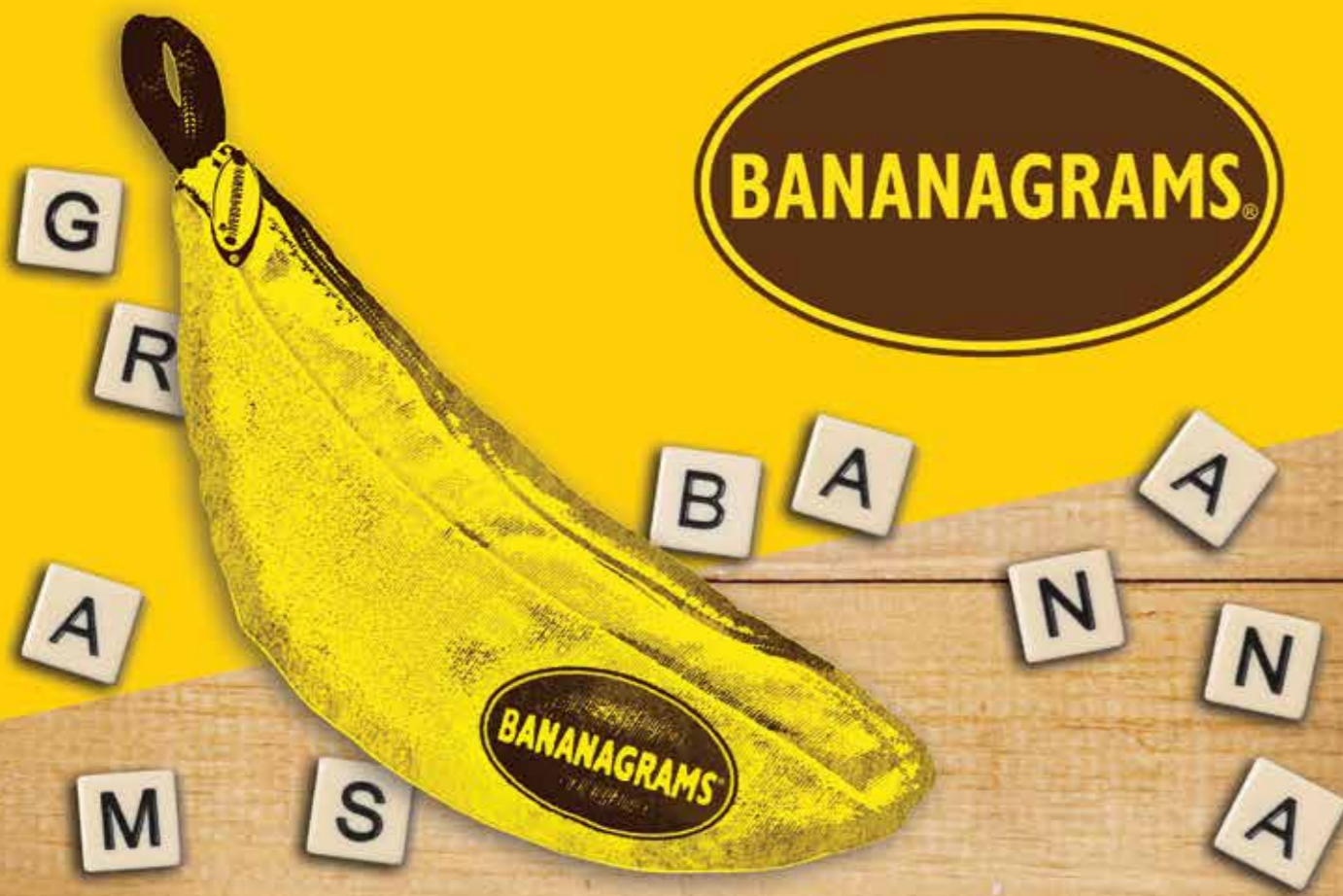
Join us in Defending the Earth

WELCOME, FIGHTERS!

ERA THE Consortium

Experience 500 years of history!

STAND B10 IN HALL 1



• TRY THE GAMES AT THE ESDEVIUM GAMES STAND! •

COBRA PAW



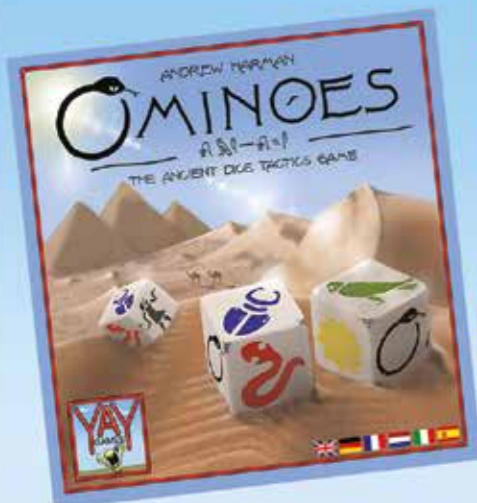
games picked by
BANANAGRAMS.

EXHIBITORS

Black Box Adventures	An indie tabletop games developer and publisher from the Netherlands.	1-L5
Blackfire Games	Euro-Boardgames and Accessories like Dice Towers, Playmats and Dice.	1-F5
Blood on the Clocktower	An addictive new social deduction game crowdfunding late 2018. Based in Sydney, Australia.	2-B19
Blue Donut Studios Ltd	We are the publisher of Line The Skateboard Card Game. www.bluedonutstudios.com .	2-B26
Blue Orange	Hot games for a cool planet, including Kingdomino (Spiel Des Jahre '17) and Photosynthesis.	1-B16
Board and Dice	We do awesome board game themes! INBETWEEN Pocket Mars Multiuniversum Exoplanets.	1-K2
Board Game Box	Family business located in Germany and Switzerland specialising in board games.	2-D2
Board Game Crate	Delivering the best, award-winning board games directly to your door, every month.	1-H10
Board Game Extras	Specialists in accessories such as wooden replacement parts for Agricola and Settlers.	1-J2
Board Game Guru	Stocks a wide and ever-improving range of board and card games for all ages and interests.	1-D5
Board Game Library	Run by Thisty Meeples - borrow games to play at the show.	Hall 2
BoardGamesMaker.com	Online component maker. Renown no min. manufacturer for prototypes & full production runs.	1-M1
Brain Games	Latvian publisher of family board games like ICECOOL, Doodle Rush, Logic Cards and other.	1-B14
Braincrack Games	UK-based publishers of Downsize, Mined Out!, Farsight and Dead & Breakfast.	1-D8
Brambledown Designs	Artist available to provide bespoke illustration for games and many other projects.	2-A27
Broken Mill	Publisher from the Netherlands. Demoing Heroes of Tenefy, a new coop deck-building game.	2-A5
Buckyball Games	Master of Olympus.	1-M5
Burley Games	An independent designer, manufacturer, distributor and wholesaler of board games.	1-A4
Burning Games	Burning Games is publisher of high-quality, innovative RPGs and miniature games.	2-A12
Bushiroad Europe	Publishers of Collectible Cards games.	2-E8
Catan	Catan Studio develops and publishes Catan, the world's pre-eminent analog game brand.	1-D2
Certain Death Publishing	The creator of the RPGs Pigmoke, Plague of Storms and Gods and Monsters.	2-B2
Chaos Cards	A leading retailer for collectible trading cards and accessories in the United Kingdom.	1-E6
Chaosium Inc	Publisher of the Call of Cthulhu Roleplaying Game.	1-E16
Characterville	We sell a massive range of very popular Geeky Jewellery and Pocket Watches.	2-A6
Charity Auction	Price drop board game Orctions throughout the Expo plus classic Orctions too!	1-M19
Children's Role-playing	RPGs for 8-12 year olds.	2-D6
Chip Theory Games	A board game experience! We promise premium components and visually stunning gameplay.	2-E6
City Gate Games	Creators of Last One In, a zombie-themed survival card game.	1-L16
Cobra Cords	A Gamers Must.	1-T11 and 2-B39
Clarendon Games	A publisher of family and party board and card games founded in 2012.	2-C3
Cog 'O' Two	Feed your acrylic addiction with our high quality gaming accessories. Custom products available.	1-F1
Coiledspring Games	Exclusive UK distributors of some of the best games on the planet.	1-B18
Commission Figurines		2-B11
Connected Games	NEW! Play across the 'net with your phone or tablet. Works with your existing miniatures .	2-A4
Cosy Dice	Custom Machine Embroidered Dice Bags for the Wargaming and Gaming World.	1-H4
Creative Quest	Dice Book Boxes, Leather Dice Bags, Flight Stands, Dice Jails, Inspiration Tokens – RAFFLE.	2-A23
Crooked Dice Game Design	Wargames rules, miniatures and terrain inspired by the worlds of cult TV and film.	1-L24
Cubicle 7	The creative team behind The Doctor Who RPG and Card Game, Victoriana and many more.	1-A2
Cubiko	Beautiful, hand-made, award winning wooden board games for all the family.	1-J14
Czech Games Edition	The best games from the Czech Republic and beyond. Games designed by gamers, for gamers.	1-B2
Daedelon		2-C6
Dark Flights	Fantastic pewter jewellery and ephemera designed by artist and sculptor Judy Perrin.	2-B7
Dark Orbit Games	Repel Boarders a co-op space adventure fighting off the pirates attacking your ship.	1-H3
Dark Sphere	London Gaming Centre, Shop and Webstore. Miniatures, RPGs, boardgames and card games.	2-C15
Days of Wonder	Our company publishes top-quality, family-oriented board and online games that are easy to	1-A1
Decking Awesome Games	An Irish board game startup developing thematic and exciting games. Come play our games.	1-G20
Deep Cut Studio	Leading manufacturer of game mats: largest selection, award winning designs, custom prints.	1-C18

Coming soon from the Designer and Publisher of multi-award winning OMINOES - The Dice Tactics Game for Everyone

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LIMITED EDITION Launching at UK GAMES EXPO

EXHIBITORS

Devine Enterprises		2-B29
Devir Games	A Spanish board games publisher presenting their new releases and full catalogue.	1-C13
Dice Sports	Publisher of the game Z WAR ONE.	1-G12
Digispriite	A three person Scottish indie studio, presenting our debut game 'Doomsday Bots'.	2-A17
Digital	Digital Applications for hobby board and card games.	1-J30
Dized	Dized companion app for board games features interactive tutorials and digital content.	1-D12
DMB Games	Dungeons tiles and more.	1-B4
DNAR Games	UK based team presenting our new game, 'Vikings In Space'	2-C5
DnDice	Premium exciting and unique metal dice plated for RPGs and tabletop wargames.	1-D9
DOA Games	Makers of a new card game, 'Deaths of Athazar'.	2-A25
DogEared Games	Strategically chaotic games with a myriad of variations: Stak Bots, Colour Chess and Lure.	1-K6
Double L Games	Makers of 'Build' a game of Deals, Diplomacy and Development.	2-B23
Dragon Dawn Productions	A Finnish game design studio, publisher of e.g. Perdition's Mouth and Darwinning.	1-L10
Drawlab Entertainment	Visiting UKGE with Legendary Metal Coins, Mystic ScROLLs and new games and accessories.	2-T7
Dungeon Scenery		2-B32
Eastar		1-D6
East Street Games	We are an independent games company. We develop, produce and distribute board games.	2-A22
Eclectic Games	Reading's only dedicated specialist games shop.	1-E3
Edventure Games	An independent board game designer - two upcoming titles: Everdark & Playground Politics.	2-D5
El Fenix Games	Publisher of Castles & Dragons and King Arthur's Vortex Chess.	2-G5
Emmerse Studios	We make Quirk!® The Family Card Game & Quirk!® Legends.	1-C9
Entropic Games	Publishers of the game Oligarchy.	1-L20
Esdevium Games	Europe's leading distributor of hobby products.	1-B9
Everything Epic	Excited to announce the world premier of Big Trouble in Little China: the Game @ UKGE '18!	1-H18
F-Side Games	Hobby Game Retailer.	2-A2
Fabryka Kart	Printing great card games for 70 years. Now the most modern games factory in Europe.	1-E18
Fanboy 3		2-B18
Fantasy Flight Games	Fantasy Flight Games is a leading hobby game company based out of Roseville, Minnesota.	1-E14
Felt Tip	Publisher of Dutch Courage, a modular battle game where you build an island to fight over.	2-A26
FFG Tournaments	Home to Tournaments run by FFG.	2-FFG
Fickle Games	Irish creators of party games that use your brain. Games of improv, humour, puns and fun.	2-G1
Firepower Games	UK stockist of By Fire and Sword & Dust 1947 also Wings of Glory and Battlefront products.	2-B13
Firestorm Cards	Basingstoke and Online retailer of specialist Games.	1-E1
Firestorm Cards	X-wing Specialist. We stock individual upgrade cards and ships for X-Wing.	2-A16
First Falling Leaf	A new games publisher. Our first Award Nominated Product www.sinsrpg.uk.	1-K7
Fivaside Games	Designers of the all attack football card and dice game FASISAC.	2-B31
Fog of Love	Fog of Love, a board game that takes you through the highs and lows of a relationship.	1-C7
Formal Ferret Games	Formal Ferret Games is the publishing outlet for board game designer Gil Hova.	2-F2
Four Elements	Designers of Four Elements - a turn-based action strategy game that is easy to learn.	2-A10
Fourth Quarter Miniatures	Fourth Quarter Football American football miniatures game and GBH Fantasy Golf game.	1-M9
Frindo Soccer	A Board game that depicts the actual game play of soccer on the field with dice.	2-B10
Galactic Toys UK	Collectable Toys, Games and all supplies for miniatures games. Games Workshop Stockist.	2-C9
Gale Force Nine	Publishing top quality board games based on licensed IP. Firefly, Star Trek and Dr. Who.	1-F10
Gale Force Nine	Publishing top quality board games based on licensed IP. Firefly, Star Trek and Dr. Who.	1-F3
Game Brewer	Publisher of family and expert Board Games.	1-K13
Game on Tabletop	Crowdfunding for Gamers, by Gamers.	1-C8
Games Factory	One of the biggest Polish publisher. Focused on the domestic and international market.	1-E9
GamesQuest	Famous online retailer for fulfilment, board and card games, RPGs and collectibles.	1-H16

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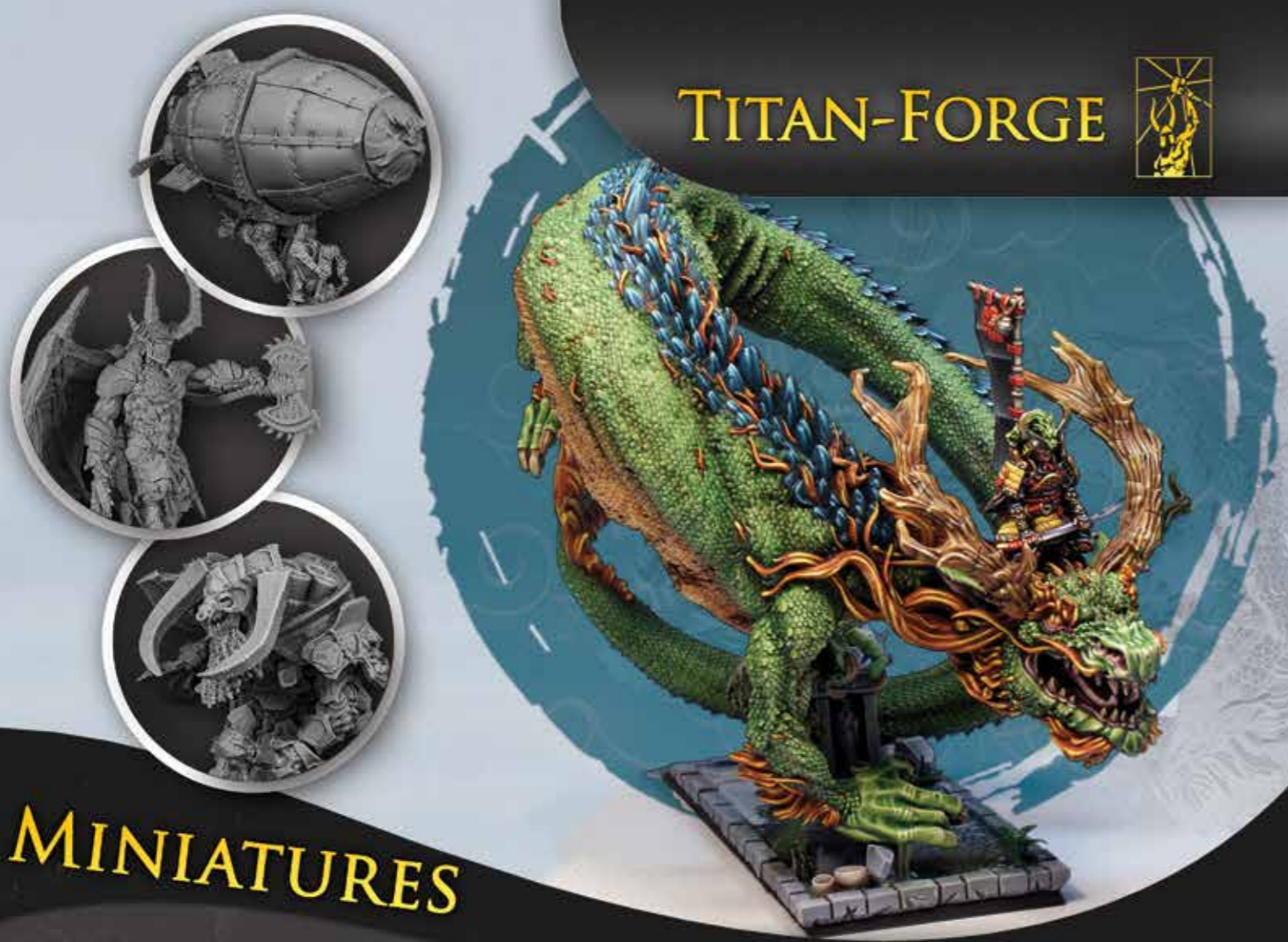
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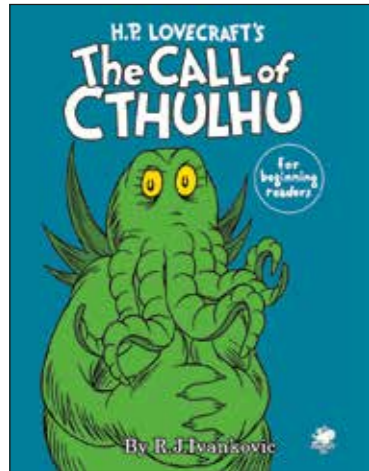
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EXHIBITORS

Games Workshop	Long-established UK publisher of Warhammer.	1-C2
Gameslore	The UK's largest online retailer.	1-T5
Gametee Ltd	Beautiful Goods for Gamers.	1-G14
Gamewright	Create the highest quality family games with outstanding play-value.	1-B16
Gaming Books	Home to Loke tabletop Battlemats & the Big Book of Battle Mats, ideal for RPG Players.	1-L8
Gareth Baker	Author of thrillers and fantasy novels.	2-D4
Gaslands	Gaslands is the tabletop game of post-apocalyptic vehicular mayhem from Osprey Wargames.	2-A24
Gate House Gaming		2-A31
Gate Keeper Games	Your #1 stop for Halfsies Dice, Tower Defense Games, & Frickin Sharks with Laser Beams!	1-A12
Gateway Games	Lots of easy to learn games for beginners and more experienced players.	1-B28
GCT Studios	Produce Bushido, an oriental fantasy tabletop miniatures game.	1-F14
Geek Mod	Polish publisher who loves to create games with specific themes (Exoplanets, Dice Brewing)	1-K2
Geeknson	Producing high quality Gaming & Geek Furniture	1-D1
Geeky Clean	Home of the D20 Bath Bomb! Geeky and gaming themed Soap, Bath Bombs, Candles & Cosmetics.	1-M7
Gen 42 Games	Publishers of highly addictive quality and award winning board games such as Hive.	1-J16
Genki Gear	Manufacture a range of T-shirts that appeal to gamers and the broader community.	1-K16
Gibsons	Gibsons is the oldest independent, family-owned board game and puzzle manufacturer in the UK.	1-B20
Giovanni Franco	Sells Florentine style leather books, book covers, and calligraphy accessories.	2-D3
Grand Prix International	Provides design and development, custom manufacturing, and product sourcing services.	1-K20
Grange Live Gaming	Central Birmingham gaming centre stocking all your gaming airsoft and LARping needs.	2-C7
Greater than Games	Publisher of Sentinels of the Multiverse, Spirit Island, Compounded and other great games!	1-D16
Green Board Games	GBG invent, design, produce and distribute fun and inclusive, educationally focused games.	1-B22
Grimlord Games	Publisher of Endure the Stars, Village Attacks, ETS 1.5, The Everrain coming 2018.	1-D7
Gutter Games	UK-based publisher of fiendishly fun adult party games and drinking games.	2-B4
HABA	The games of HABA challenge, encourage and above all bring hours of enjoyment to children.	1-A5
Haba Family Zone	A place for families to play games together.	1-A7
HAL-13	A board and card game company making thematic games (Serengeti, The Red Queen).	1-L9
Hall or Nothing	Delivers thematic games and world-class art where quality cannot be compromised.	1-E8
HandyCon	Developing creative innovative board game designs melding strategy, theme and gameplay.	2-B27
Happy Otter Games	Independent game design company and makers of the Game Creature College.	1-M13
Harps Corporation	Hardwood tabletop gaming accessories, hardwood gaming tables and custom projects.	1-J24
Hellions Art	Artist of book cover and interior game artwork, illustration and cartography.	2-T3
Herbertz Entertainment	Established in 2016, this German company develops board and card games.	1-L18
Hercules Game Studios	Visit our stand to roll giant dice or to demo our games Role Quest and After London.	2-B17
HexCel Solutions	Arokah - the ultimate multi-puzzle challenge for all ages. Discover the Mystery!	2-G7
Hexy Studios	Polish publisher who loves to create games with specific themes (Exoplanets, Dice Brewing,	1-K2
Hidden Hoard	The Pirate board game that's a real treasure hunt. Can you find the £10,000 hoard?	2-F8
Holy Grail Games		1-T1
Homosapiens Lab	Board game publisher from Taiwan.	2-B15
Hopwood Games	Independent award winning designer. Demo Daring Dustbunnies. NEW GAME for 2018 - Flipside!	1-G22
Hub Games	Creators of Untold, Blank, and Holding On: The Troubled Life of Billy Kerr!	2-E2
Ian Livingstone	Co-author of the Fighting Fantasy Series.	2-C2
IELLO	Our games are rich in graphics, beautiful in design, and innovative in game play.	1-B16
Imagination Gaming	Engage and educate both children and adults in fun and entertaining games.	1-B5
Immortal Gaming	Greek Mythology at its best. Roll dice, draw cards, battle beasts. Will you get out alive?	2-A13
Infamy Games		2-C12
Inked Adventures	Hand drawn tabletop roleplaying accessories at pocket money prices.	1-K9
Inspiring Games	Publisher showcasing the Legends Untold franchise and new title Lord of the Horde.	1-J20



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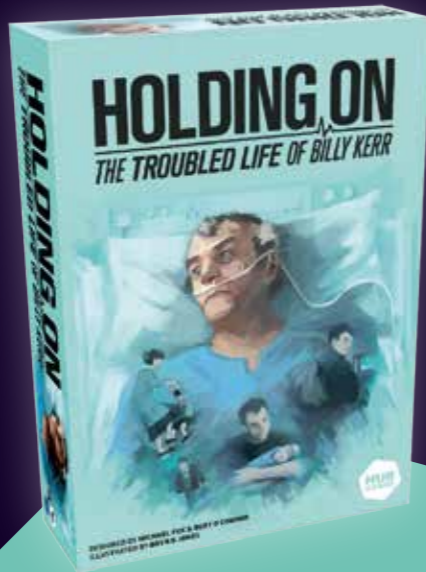
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EXHIBITORS

Iron Gate Scenery		2-B28
ITB Games	Indie tabletop publisher with a range of games from high fantasy to political intrigue.	1-D22
James Hayball	A concept art illustrator.	2-T5
Jashen Josson	Creating board games for the Christmas season.	2-B9
John Adams	A huge range of games for the whole family including Rubik's, Rummikub, Othello and more!	2-C22
John Gendall	Talented, experienced artist/illustrator. Sci-fi, fantasy and traditional realism.	2-T6
Jokercrow	Indie publisher of Comic Turns: The Comic Strip Storytelling Game, run by Karen Rubins.	2-A32
Jonathan Green	Freelance writer of speculative fiction, well known for contributions to the Fighting Fant.	2-C2
Juniper Games	We are an innovative board game development studio, based in rural Cambridgeshire.	2-C11
Just Crunch Games	Resting place of the Cthulhu Hack, rules-lite RPG of Lovecraftian horror and investigation.	1-J26
JWS Europe	Toy and puzzle wholesaler - est 1984 - exclusive UK distributors of V-Cube and Inside3.	1-B7
Kakapopo	UK company that design and make metal dice, deck boxes and briefcases for tabletop gaming.	1-C5
Kandibox Games		2-B12
Korona Boardgames		2-B35
Lamentations of the Flame Princess	Publishes a brutal and wondrous Weird Fantasy tabletop role-playing game.	1-J28
Langley's Boardgames		1-K26
Laser Terrain Co		2-B30
Lay Waste Games	Indie game company who brought you Dragoon and Human Era. Founded in 2014 from Boston MA.	2-C16
Lazy Juggler	Sells a wide selection of hobby board and card games, ideal for all.	1-H2
Leisure Games	London based specialist Games retailer. Huge range of all types of games. Also Online.	1-B1
Lion Tower Miniatures	Producer of miniatures for use in tabletop RPGs. Also producing Wrathborn skirmish game.	1-K1
Llama Land	Range of delightfully colourful alternative gift ideas.	2-B16
LongPack Games	LongPack Games provides board and card game manufacturing for game publishers.	1-L7
Lucky Duck Games	Lucky Duck Game's mission is to transform popular online games into amazing tabletop ones!	1-H26
Ludicreations	Board game publishing studio based in Finland and present in Germany and the USA.	1-J8
Lulla Games	Hungarian board game and book designer & publisher team with our latest game Crime Writers.	2-B33
M44 Games	An all new co-op game, where barbarians and tourists try to survive on Grim Peak.	1-K8
Mad-Dad Games	New designer demoing a new game, Hyperleague Racing. There will probably be chocolate!	2-A28
Magic Geek	Retailer of board games, card games, and collectable card games like Magic the Gathering.	1-J3
Magic Mad House	UK's biggest and best tabletop and TCG e-store - massive range, highly competitive prices.	1-K4
Maginarium		1-A3
Maginarium		1-J1
Magister Militum	Supreme commander of all forces on land or sea.	1-H24
Mana Press	An Aus/NZ group making games to play with miniatures & vehicles: manapress.com.au.	1-H5
Mantic Games	Affordable wargames miniatures and fantastic tabletop games, including The Walking Dead	1-L6
Masters of Gettown	The world's first 'full contact' dice battling game from Earth To Games.	2-B17a
Matheson Marcault Ltd	Launching kickstarter of the Art Deck card game.	2-B21
Medusa Games	Publisher of Nine Worlds, Tinker Tailor, and Great Fire of London games.	2-D2
Meeple Games	Durham's new board game shop!	1-H2
MeepleMe		2-C8
Meeples Corner	Online shop for the board game enthusiast.	1-G1
Mercia Books	Indie publisher of fantasy and historical novels including the Northern Crown Series.	2-D4
Merlin Games	UK designers and publishers of Thieves - the most exciting game of strategy and chance.	2-F12
Middle Earth Festival	A family based annual event celebrating Tolkien.	2-C4
Mighty Boards Ltd		1-K18
Mindclash Games	Hungarian design team whose debut game was Trickerion. Anachrony is coming soon.	1-K18
Minifigure Madness		1-M3

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EXHIBITORS

Moaideas Game Design	Boardgame publisher from Taiwan. Publisher of Mini Rails, Tulip Bubble and Liberatores.	2-A3
Model Box	The miniatures subscription box for wargamers, painters and collectors.	1-K3
Modiphius Entertainment	Publisher of Achtung! Cthulhu, Conan, Star Trek Adventures and Fallout Wasteland Warfare.	1-D3
Mostly Curious Games	A steampunk style art company. Creating game assesories and display pieces.	2-A21
MyMiniFactory		2-B37
Mystery Boxes		1-D20
Mythic Games	Publisher of games such as Time of Legends: Joan of Arc and the upcoming Solomon Kane.	1-F12
Necrotic Gnome	Old-school RPG publisher. Producer of B/X Essentials and Dolmenwood.	2-C13
Nonagon Three Limited	Ultimate Games Master: The complete Role Playing, Table Top and Larp companion app.	2-A1
NSKN Games	Romanian publishers of one of a kind strategy board games.	1-K2
Oathsworn	Miniatures for the Burrows & Badgers skirmish game, and for the Sensible Shoes RPG range.	1-J13
Oink Games	Japanese publisher. Visit our booth to play our new game "Troika" and our other games!	2-B14
One Free Elephant	Publishers of ORE-SOME! and Carcosa.	1-J7
Original Content London	Creators of Band Manager: The Boardgame and THRONESTORM!	1-H6
Osprey Games	UK based publisher offering a wide range of board games, wargames, and miniatures.	1-C4
Paizo Inc.	Publisher of the critically acclaimed and best-selling Pathfinder and Starfinder RPGs.	1-E12
Para Bellum	Para Bellum Wargames is bringing to you Conquest a Mass Battle Fantasy Wargame.	1-E22
Patriot Games	Custom Patriot provide custom gaming accessories for the gamer, developer and artist.	1-K7
Peculiarity	Home of Summoner's Isle!	2-A29
Pegasus Spiele	One of Germany's largest publishers and distributors of games of all types.	1-F4
Penguin Brawl	A fast-paced action card game of deception, glorious battle and penguins!	2-F10
PHALANX	Publisher of HANNIBAL & HAMILCAR: Rome vs Carthage and U-BOOT The Board Game.	1-H14
Play Again Productions	PlayAgain will be demoing their release planned for 2019 of Metro City Meltdown.	2-C14
PlayFusion Ltd	Developer of Lightseekers & Warhammer Age of Sigmar: Champions Trading Card Games.	1-D10
Playkit Games	New Indie Games Design/Publisher Launching the first of our Innovative new games SENRYAKU.	2-A34
Playtest UK	A friendly group of board/card game designers and playtesters.	2-G2
Portal Games	Publishes acclaimed games like Robinson Crusoe, Imperial Settlers and Cry Havoc.	1-C22
Primal Atom Games	Creators of the Quest RPG and the upcoming Flatpack Vampires game.	2-T9
PSC Games	Publisher of military and strategy games (incl. Richard Borg, Martin Wallace & Ian Brody)	1-G8
Psychic Cactus Games	Local RPG publisher of I Love the Corps, demoing Is It a Plane? (now on Kickstarter).	2-C10
Puzzle Card	Birthday cards for board game lovers. Solve the puzzles to beat the card!	1-L4
Q-Workshop	Polish dice manufacturer. Offers a large variety of original designed and licensed dice.	1-G4
Quality Beast	Berlin-based board game publisher, currently producing Seize the Bean & Towers of the Sun.	2-C13
Queen games	German publisher of a huge range of board games including Kingdom Builder and Escape.	1-F2
Quirkative	Price drop board game Orctions throughout the Expo plus classic Orctions too!	1-M19
Ragnar Brothers	Designers of new game 'Darien Apocalypse' + new design, 'The Romans'.	1-J10
Raku on the Board	Our goal is to help people in designing and publishing their games. Join Raku Support Team.	2-C8
Ralph Horsley	Fantasy Artist with credits all over the industry and the artist behind the UKGE Dragon.	2-T2
Ramshackle Games	Post-Apocalyptic gaming and 28mm models. £1 per figure! Come and grab some misscasts too.	1-H1
Reaper Miniatures	Makers of fine gaming miniatures. Check out our Paint and Take!	2-B24
Redwell Games	A new Sheffield based independent publisher of family friendly games.	2-B5
Retro Plushy Games		1-M17
River Horse	The creators of My Little Pony, Tails of Equestria and Jim Henson's Dark Crystal.	1-B26
Robin David	Card-drafting and word-building combine in the award-winning Movable Type: Second Edition.	2-G1
Rogue Artist Creations	Creators of Top Hats And Treachery! Also, the biggest DICE at the Con!	2-A35
R O'Keefe		2-G1
Room 17 Games	Creators of Museum Rush, the award winning Flicky Spaceships and coming soon, Miremarsh.	1-D6
Rose's Gaming Accesories	Luxury wooden table top gaming accessories for all your gaming needs.	1-H9

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EXHIBITORS

Rotten Games	Publisher of Kickstarter Strategy games: Off the Rails (2018) and Flippin' Fruit (2014).	1-L11
Rowan Rook and Decard Ltd	Makers of accessible, beautiful, clever games, including Spire, Goblin Quest and Unbound.	2-B2
Rubicon Models	Manufacture hard plastic kits for the tabletop miniature and military modelling markets.	1-K5
Rudy Games	Play innovative hybrid games like the strategy game Leaders or the family game Interaction.	2-E4
Sabrewolf	Come and play Blame Space! Kickstarting during UKGE!	1-L2
SC Skillman	Author who writes contemporary thrillers and suspense fiction.	2-D4
Scorch's Pyrography	Unique hand-pyrographed wooden & leather items on a fantasy & geeky theme, plus jewellery!	1-L15
Second Thunder	Publisher of Open Combat, the miniature skirmish game you can play with any models.	1-A8
Sensible Object	Connected games creators - makers of award winning Beasts of Balance and When in Rome.	2-C16
Shades of Vengeance	Creators of the Era RPG titles and Champion of Earth. We'll be running demos all weekend.	1-B10
SheBlackDragon	Professional freelance artist with many credits in the roleplaying industry.	2-T4
Shed Games	Publishers of a classic Victorian dungeon game including miniatures and resin terrain.	1-C3
Shut Up & Sit Down	The Best Board Game Website in the World.	1-T10
Sinister Fish Games	Publisher of Great Scott, Removable Sticker Set for Gloomhaven, & the upcoming Villagers.	1-G3
Slight Games	Designer and publisher started by a group of friends. First game, Snitch is live in 2018.	2-A7
Slitherine Software	World leading publisher of PC and console strategy game.	1-F7
Smiling Monster Games	Publishes and distributes board games, accessories, Swan Panasia card protection sleeves.	1-B8
Solitude Enterprise Ltd		2-B8
Spidermind Games	Creators of the Elite Dangerous Role Playing Game and Elite Dangerous Battle Cards.	1-A11
Spiral Galaxy Games	Publishes and distributes board and card games to the UK, Europe and beyond.	1-J6
Square Enix	Experience FINAL FANTASY TCG for the 1st time at UKGE! Visit us in Hall 2 for a free kit.	2-X1
Square Hex	Publish Oubliette: an old school fantasy magazine and a range of paper accessories.	1-K11
Square Orange Games		1-L13
Steamforged Games	Creators of Guild Ball - A tabletop fantasy medieval football game.	1-E4
Steve Jackson Games		1-D18
Stuff by Bez	The best partygame of physical constraints. The best-curated game system. Cat gallery. :-p	1-T9
Surprised Stare Games	We design and publish board and card games that are surprisingly original!	1-T8
Swimax Ltd	SWIMZANIA - The Interactive Educational Swimming Race Board Game!	2-B1
Syrinscape	Epic games need epic sound! Let Syrinscape bring your games to life on PC,MAC and mobile.	1-D11
Tabletop Gaming	Publishers of Hobby Magazines including Tabletop Gaming Magazine.	1-J18
Tabletop Tyrant	A retailer and manufacturer of tabletop games and accessories, including storage foam.	2-F1
Taiwan Board Game Design	Board Game Publisher from Taiwan.	2-B15
Tee Turtle		2-C18
Thames and Kosmos	Award winning selection of strategy and family games from German publisher Kosmos.	1-J4
The Bespoke Geek	Cosplay for every day.	1-B3
The Boardroom Games	Board game cafe based in Hull. Board Games, craft beer, snacks. www.boardroomgames.co.uk	1-M15
The CCG & Boardgame Social	Card games and Board games for every gamer.	1-L1
The City of Games	We design and publish games focusing on immersive themes, fun mechanics and beautiful comp.	1-D4
The Clockwork Tea Party	Bespoke Steampunk hats and jewellery, assorted Victorian accessories.	1-T7
The Cognitive Merchant	We make handcrafted bespoke gaming accessories for TTRPG, including our All-in-One GM Kit.	2-A15
The Dice Tower	The Dice Tower is a weekly audio podcast about board games co-hosted by Tom Vasel.	1-J32
The Diceshop Online	The largest retailer of dice in the world!	1-T6
The Hellfire Club	Announcing The Old Hellfire Club - A hilarious storytelling game set in Victorian London!	2-A19
The Historic Games Shop	Authentic historic board games plus board and dice games inspired by history and folklore.	1-G16
The Noble Artist	Artwork for sale from the Hero Master range, and demo of the new Hero Master board game.	1-H7
The Printers Guild		2-A32a
The Role Play Haven	We raise money for charity while rolling dice!	1-C6

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EXHIBITORS

The Spirit	A new Zine covering all aspects of Games/Gaming – Launch issue available as FREE download.	2-D4
The TV and Movie Store	Cover all aspects of pop culture.	1-D20
The Wood Games	Born in Taiwan, based in Berlin, The Wood Games believe board games are an art that you can play with.	2-C13
TheGarageGamer	Sharing a real passion for board games.	1-C14
Themeborne	Publisher of Escape the Dark Castle - the game of atmospheric adventure.	1-E20
Thirsty Meeples Board Game Cafe	The UK's original board game cafe with over 2,500 games to play and online retailer.	1-B12
Thunder Vault	Believe in creating engaging and memorable board games and graphic novels.	1-E7
ThunderGryph		1-H20
Tinkerbot Games	WIN PRIZES - Win Games, Dice or Be In Our Next Game!	2-T8
Titan Forge	Board games + quality miniatures. See Lobotomy survival horror RPG & themed resin armies!	1-E10
Toon Hammer	Creators of tabletop games and silly webcomics. First game Goblin' Goblins out now.	2-A8
Torchlight Candles	Torchlight Candles are high definition character candles that bleed when they burn!	2-A18
Travelling Man	Specialist boardgame, RPG, CCG, and comic retailer, with 4 stores in the north of England.	1-G6
Triple Ace Games	Publisher of innovative and fun roleplaying games, card games and board games!	1-F6
Tritex Games	Retailer of wargaming and roleplaying miniatures and specialist family games.	1-G2
Troll Trader TCOMBAT	MDF Scenery, Resin kits & Miniatures, Carnevale, RUMBLESAM Dropzone & Dropfleet Commander	1-F8
Turtle Dream Games	Irish makers of Dare to Dream, an asymmetric game of heroic toys vs. hordes of monsters!	2-G1
Twilight Creations Inc	Publisher of horror-themed board games, including the award-winning Zombies!!!	2-F4
Twogether Studios		2-B18
Tyr Terrain	A company selling Sci-fi and Fantasy terrain at reasonable prices to fill you tables.	2-A30
UFO Press Ltd	A publisher of RPGs that take you to new worlds, including Legacy: Life Among the Ruins.	2-B2
Ulisses Spiele	Witness a handful of Germans and one US citizen that love talking about games.	1-D24
Ultra Pro International	Manufacturer and supplier of gaming accessories, board games, card games and party games.	2-D7
Unstable Unicorns		2-C18
Vesuvius Media	Dedicated to providing high-quality games in all platforms and media!	1-L17
Vincent Fantasy Art	Amazing, affordable original fantasy artwork-from £10 – £250. Meet published artist Lee.	1-L3
War Banner	A new company to the wargaming industry, producers of the new skirmish game 'Gangs of Rome.	1-G18
Warcradle Studios	Makers of Wild West Exodus and Dystopian Wars. Distributor of a wide range of games.	1-D14
Warfactory.eu	Dust 1947 - game set in alternative timeline of walkers, lasers and powerful superheroes .	1-L22
Warlord Games	28mm historical and sci-fi wargames miniatures.	1-C1
Warm Acre	Publisher of Game of Blame and Spy or Die Trying. Play Jane Austen's Matchmaker with us!	1-L2
Wattsalpoag		1-B24
Wild Card Games	Award winning publisher of many Top selling inclusive and addictive Family Games.	2-C1
WIZAMA	We design a brand new BOARD GAME CONSOLE and imagine new ways of playing together.	2-B22
WizKids	Publisher of HeroClix, Dice Masters, Attack Wing, miniatures, & assorted board games!	1-E2
Wolff Designa	Guards of Atlantis: Tabletop MOBA publisher.	1-A10
Word Forge Games	Word Forge Games is the company behind the Devil's Run franchise and CheekZ.	1-G12
Wotan Games	Games publisher from 25 years ago that relaunched in 2013.	1-G10
Wreck and Ruin	Post-apocalyptic vehicle violence: shoot, ram and wreck your way to victory!	1-K22
Xi Cards	Xi Cards, the UK-based strategic fantasy card game.	1-L14
Yay Games	Making quirky and original games Frankenstein's Bodies and Sandcastles.	1-J9
Yu-Gi-Oh!		
Trading Card Game	Experienced marketing specialists with a single goal in mind; to facilitate fun and games.	2-B34
Z-Man Games	Z-Man Games has published many critically-acclaimed games with a wide variety of themes.	1-K28
Zvata Studios	Creators of Innovative and Experiential Games and Content from India.	2-A11



Tournament play can be a fun way to make new friends, test your skills at your favourite game, and even win a trip to world finals in other countries.

This year our tournaments are taking place in NEC Hall 2 (with the exception of the Pandemic Regionals, which are at the Z-MAN stand in Hall 1 and the LARP event 'Inheritance' at the Hilton). Some events are even streaming live online, such as the Fantasy Flight Europeans. There is a huge variety of tournaments going on. Most are open to join in on the weekend, so even if you haven't booked in, you can

get involved. Most events will have prizes ranging from vouchers to buy games, cool models, or expansion to games to huge prizes like flights to the world finals in the USA. To find out what's on and what you could win, either check on our website where available seats in events will be shown, or go to one of our Event Desks in Hall 2 in the tournament area or the Hilton Hotel Library Room. To enter an event you need to have a UK Games Expo entrance ticket and also an event ticket for the relevant tournament, which you can buy from the event desk.

FRIDAY	GM	START	END	LOCATION
Warhammer Underworlds: Shadepire Grand Clash	Games Workshop	9.30am	7.00pm	Hall 2 Boardgames Area
Splendor	M.S.O.	10.00am	3.00pm	Hall 2 Boardgames Area
Catan UK Championship – Qualifier	M.S.O.	10.00am	3.00pm	Hall 2 Boardgames Area
Pandemic Survive Regional Event 1	Asmodee UK	1.00pm	3.00pm	Z-Man Stand Hall 1
Carcassonne UK Championship	M.S.O.	3.00pm	10.30pm	Hall 2 Boardgames Area
Dominion	M.S.O.	5.30pm	9.30pm	Hall 2 Boardgames Area
Android Netrunner LCG European Championships Day 1	FFG	9.30am	10.30pm	Hall 2 FFG Area
FINAL FANTASY TCG - Nationals Last Chance Qualifier	Fabian Weber	9.30am	3.00pm	Hall 2 Square Enix Area
Legend of the Five Rings Grand Kotei Day 1a	FFG	10.00am	9.30pm	Hall 2 FFG Area
VS2PCG - Single Team Constructed Event	Garry Hewitt	11.00am	3.00pm	Hall 2 CCG Area
Dicemasters Rainbow Drafts	Dave Salisbury	1.00pm	10.00pm	Hall 2 CCG Area
Dicemasters 2018 UK Nationals Constructed Qualifier	Dave Salisbury	2.00pm	7.00pm	Hall 2 CCG Area
VS2PCG No Heroes Constructed	Garry Hewitt	3.00pm	7.00pm	Hall 2 CCG Area
Hero Realms Legend Series Tournament	Debbie Moynihan	4.00pm	10.00pm	Hall 2 CCG Area
Star Wars X-Wing European Championships Day1a	FFG	9.30am	10.30pm	Hall 2 FFG Area
HeroClix Battle Royale	Dave Salisbury	10.00am	10.00pm	Hall 2 CCG Area
HeroClix UK Nationals 2018 Constructed Qualifier	Dave Salisbury	2.00pm	7.00pm	Hall 2 CCG Area

SATURDAY	GM	START	END	LOCATION
Catan UK Championship - Quarter Finals	M.S.O.	10.00am	3.00pm	Hall 2 Boardgames Area
Puerto Rico	M.S.O.	11.00am	5.00pm	Hall 2 Boardgames Area
7 Wonders Duel	M.S.O.	11.00am	5.00pm	Hall 2 Boardgames Area
UK Rummikub National Championship	John Adams Leisure	12.00pm	4.00pm	Hall 2 Boardgames Area
Warhammer Underworlds: Shadepire Grand Clash Final	Games Workshop	1.00pm	3.00pm	Main Stage Hall 2
Pandemic Survive Regional 2	Asmodee UK	1.00pm	3.00pm	Z-Man Stand Hall 1
Ice Cool UK Championship	Asmodee UK	2.00pm	5.00pm	Hall 2 Boardgames Area
Agricola UK Championship	M.S.O.	3.00pm	10.30pm	Hall 2 Boardgames Area
7 Wonders	M.S.O.	6.00pm	10.00pm	Hall 2 Boardgames Area
Star Wars the Card Game LCG European Champ. Day 1	FFG	9.30pm	midnight	Hall 2 FFG Area
A Game Of Thrones 2nd Ed European Champ. Day 1	FFG	9.30am	8.30pm	Hall 2 FFG Area
Star Wars Destiny European Championship Day 1	FFG	9.30am	9.30pm	Hall 2 FFG Area
VS2PCG UK Nationals	Garry Hewitt	10.00am	7.00pm	Hall 2 CCG Area
Dicemasters 2018 UK Nationals Constructed Qualifier	Dave Salisbury	10.00am	3.00pm	Hall 2 CCG Area

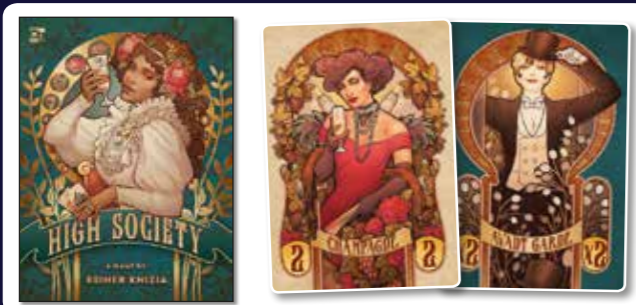
Dicemasters Rainbow Drafts	Dave Salisbury	10.00am	10.00pm	Hall 2 CCG Area
Legend of the Five Rings Grand Kotei Day 1b	FFG	10.00am	10.00pm	Hall 2 FFG Area
Star Realms Legend Series Tournament	Debbie Moynihan	1.00pm	7.00pm	Hall 2 CCG Area
Inheritance	Guy MacDonnell	10.00am	1.30pm	Hilton - Arden Room
Bolt Action @ The BHGS Challenge	BHGS	9.30am	5.00pm	Hall 2 Miniatures Area
The 15mm L'Art de la Guerre "International Challenge"	BHGS	9.30am	6.30pm	Hall 2 Miniatures Area
The 15mm FoG v3 "International Challenge"	BHGS	9.30am	9.00pm	Hall 2 Miniatures Area
Star Wars Armada European Championship Day 1	FFG	9.30am	11.30pm	Hall 2 FFG Area
25mm L'Art de la Guerre	BHGS	9.30am	6.30pm	Hall 2 Miniatures Area
Star Wars X-Wing European Championships Day1b	FFG	9.30am	10.30pm	Hall 2 FFG Area
The 15mm Mortem et Gloriam "International Challenge"	BHGS	9.30am	9.00pm	Hall 2 Miniatures Area
The 15mm DBMM "International Challenge"	BHGS	9.30am	5.30pm	Hall 2 Miniatures Area
Star Wars Imperial Assault Day 1	FFG	9.30am	8.00pm	Hall 2 FFG Area
HeroClix Sealed Qualifier	Dave Salisbury	10.00am	5.00pm	Hall 2 CCG Area
Corvus Belli's Infinity The Game	Peter Acs	10.00am	7.00pm	Hall 2 Miniatures Area
Bushido Masters	Gordon Cunningham	10.00am	6.30pm	Hall 2 Miniatures Area
HeroClix Battle Royale	Dave Salisbury	10.00am	10.00pm	Hall 2 CCG Area
Dropfleet Commander Tournament	William Francis	10.00am	7.00pm	Hall 2 Miniatures Area

SUNDAY	GM	START	END	LOCATION
Ticket to Ride UK Championship	M.S.O.	10.00am	3.30pm	Hall 2 Boardgames Area
Catan UK Championship - Grand Finals	M.S.O.	10.30am	2.00pm	Hall 2 Boardgames Area
Pandemic Survive National Championship	Asmodee UK	11.00am	1.00pm	Main Stage Hall 2
Four Elements UK Nationals	Robert Murelli	3.00pm	6.00pm	Hall 2 Boardgames Area
Legend of the Five Rings Grand Kotei Day 2	FFG	9.00am	7.00pm	Hall 2 FFG Area
Android Netrunner LCG European Championships Day 2 (Top 16)	FFG	9.30am	7.00pm	Hall 2 FFG Area
A Game Of Thrones 2nd Edition European Championships day 2 (Elimination Rounds)	FFG	9.30am	7.00pm	Hall 2 FFG Area
Star Wars the Card Game LCG European Championship Day 2	FFG	9.30am	6.30pm	Hall 2 FFG Area
Epic Card Game Limited Qualifier for \$50K Championship	Debbie Moynihan	10.00am	7.00pm	Hall 2 CCG Area
Dicemasters 2018 UK Nationals Grand Final	Dave Salisbury	10.00am	6.00pm	Hall 2 CCG Area
Dicemasters Rainbow Drafts	Dave Salisbury	10.00am	4.00pm	Hall 2 CCG Area
VS2PCG Marvel Good vs Evil Event	Garry Hewitt	11.00am	3.00pm	Hall 2 CCG Area
Star Wars Destiny European Championship Day 2	FFG	9.00am	7.00pm	Hall 2 FFG Area
Star Wars Legion Tournament	Alex Harrison	9.30am	7.00pm	Hall 2 FFG Area
Star Wars Armada European Championship Day 2	FFG	9.30am	7.00pm	Hall 2 FFG Area
The 15mm FoG v3 "International Challenge"	BHGS	9.30am	5.30pm	Hall 2 Miniatures Area
Star Wars X-Wing European Championships Day2	FFG	9.30am	10.30pm	Hall 2 FFG Area
The 15mm Mortem et Gloriam "International Challenge"	BHGS	9.30am	5.30pm	Hall 2 Miniatures Area
The 15mm DBMM "International Challenge"	BHGS	9.30am	5.30pm	Hall 2 Miniatures Area
Star Wars Imperial Assault Day 2	FFG	9.30am	7.00pm	Hall 2 FFG Area
Bolt Action @ The BHGS Challenge	BHGS	9.30am	4.00pm	Hall 2 Miniatures Area
HeroClix Battle Royale	Dave Salisbury	10.00am	4.00pm	Hall 2 CCG
Star Trek Attack Wing UK Un-Nationals 2018	Dave Salisbury	10.00am	5.00pm	Hall 2 CCG Area
HeroClix UK Nationals 2018 Grand Final	Dave Salisbury	10.00am	6.00pm	Hall 2 CCG Area
25mm L'Art de la Guerre	BHGS	10.00am	4.30pm	Hall 2 Miniatures Area
The 15mm L'Art de la Guerre "International Challenge"	BHGS	10.00am	4.30pm	Hall 2 Miniatures Area



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We have partnered with Cartamundi and Playtest UK to bring you a dedicated Publisher-Designer Track, offering playtest tables, game design and marketing seminars and panels, networking events, and opportunities for budding designers to pitch their ideas to publishers. Get feedback on your game design ideas from Expo visitors at the Playtest Tables, or pitch your designs to potential publishers in our 'Speed Dating'. Designers, publishers, and other in-

dustry professionals will get the chance to network, while publishers will be grilling designers on their game concepts – while the audience gets to vote on each pitch!

WANT TO BE PART OF NEXT YEAR'S UK GAMES EXPO? SEE EXHIBITION SERVICES: PAGE 13.

Time	Event	Location	Capacity
FRIDAY			
12.00pm – 1.00pm	Designer Workshop with Ignacy Trzewiczek	Piazza – Large	100
2.00pm – 3.00pm	Board Game Accessibility	Piazza – Large	100
2.00pm – 3.00pm	Creating Historical or Location-Based RPG Sourcebooks	Piazza – Small	50
3.00pm – 4.00pm	Designing Mechanics for Your RPG	Piazza – Small	50
4.00pm – 5.00pm	Intellectual Property & Board Games	Piazza – Large	100
6.30pm – 8.00pm	Speed-Dating for Designers and Publishers (invitation only)	Piazza Suites	24
8.30pm – 11.00pm	Designers Networking Event (invitation only)	Piazza Suites	150
SATURDAY			
11.00am – 12.00pm	Producing the Perfect RPG Scenario Pitch	Piazza – Small	50
11.00am – 12.00pm	Write the Right Rules	Piazza – Large	100
12.00pm – 6.00pm	24 Hour Design Hackathon	Tinkerbot Games 2-T8	10
12.00pm – 1.00pm	Organised Play and Your Game	Piazza – Large	100
12.00pm – 1.00pm	Worldbuilding: a How to Guide	Piazza – Small	50
4.00pm – 5.00pm	Serious Gaming and Games Based Learning	Piazza – Small	50
6.30pm – 8.20pm	GamesQuest - Kickstarter and Fulfilment	Piazza – Large	100
SUNDAY			
11.00pm – 1.00pm	Draw like a Pro	Piazza – Small	50
11.00pm – 1.00pm	The Wyvern's Lair	Toute Suite	300
12.00pm – 1.00pm	How to be Creative	Piazza – Large	100
1.00pm – 2.00pm	Made by Hand	Piazza – Small	50
1.30pm – 2.30pm	24 Hour Design Hackathon Judging	Piazza – Large	100
2.00pm – 4.00pm	Write like a Pro	Piazza – Small	50

SPIRIT ISLAND

A GAME BY R. ERIC REUSS

WILL YOU DEFEAT THE INVADERS?

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Playtest UK will have tables in Hall 2 as part of our Publisher-Designer Track. Have you designed a game and want to improve it with feedback from the gaming public? Interested in playing new board games before they are released and maybe getting your name in the credits? Everyone is welcome to take part in this event for board game designers and playtesters. Designers will have brought along a playable prototype of a board game or card game that they are developing and are eager to receive comments from playtesters. Most space in the zone will have been booked before UKGE, but if you have arrived with a game take it along and you

might get it on a table. Alternatively, If you know what makes a great game, sit down and play as one of our playtesters and give constructive feedback to the creators. All playtesters who play a prototype will be entered into a draw for games prizes. Playtest UK is a friendly group of board and card game designers and playtesters that meet regularly in London, Cambridge, Newcastle, Brighton, Cardiff, Leeds, Enfield, Bath, Norwich, Edinburgh, Reading, Birmingham, Sheffield, Oxford, Bristol, Dundee, Cornwall, Southampton, and SE London. It's free to join and attend. Find out more at www.playtest.co.uk, www.meetup.com/Playtest & Twitter: @playtestuk

Designed by Gary Arant & Justin Gary

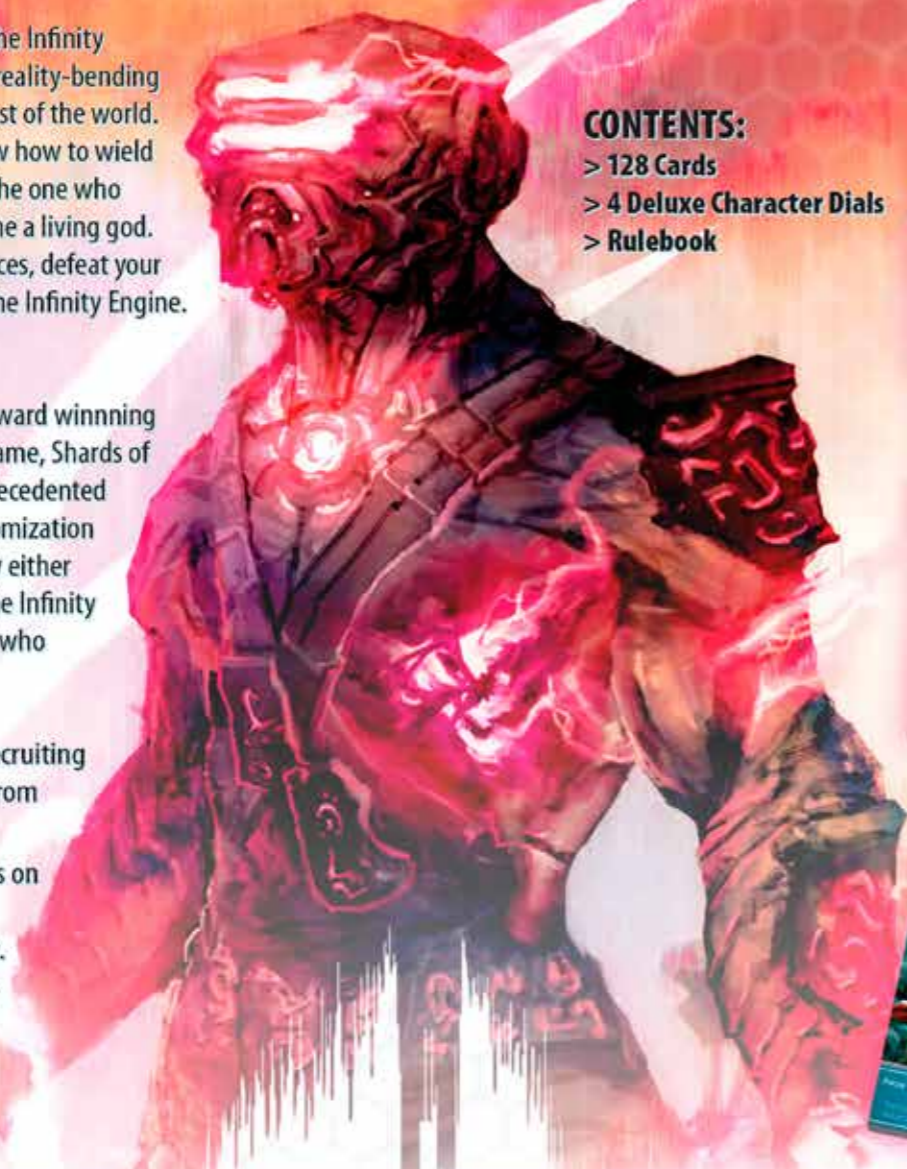
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- > Rulebook



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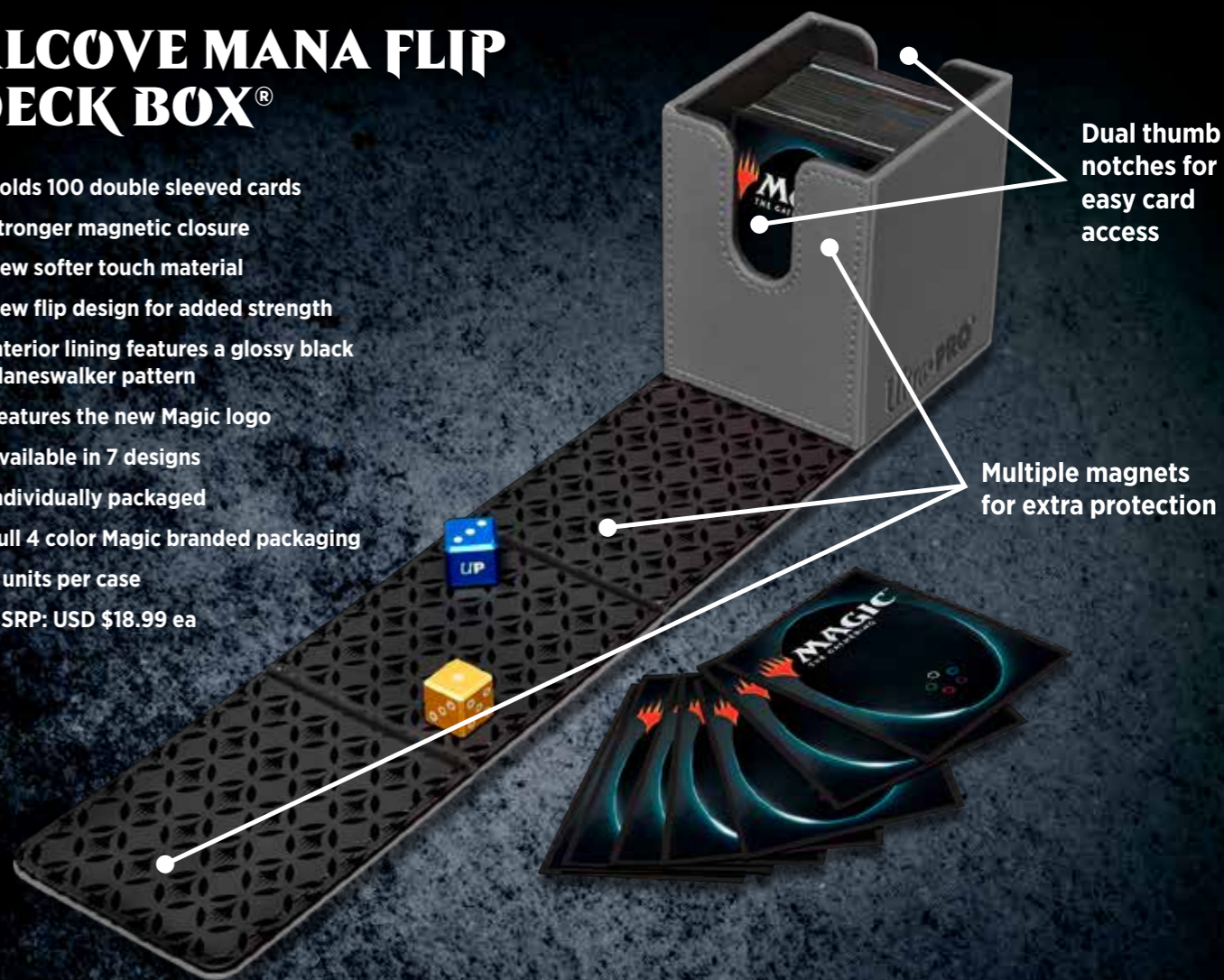
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Phil & Sally

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A BIG THANK YOU

Richard Denning and Tony Hyams would like to thank everyone who helped plan and build UKGE 2018.

Hayley Holloway
UKGE Administrator

Christophe Finnegan
UKGE Logistics Manager

John Dodd
Floor Manager and RPGs

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Assistant Floor Manager NEC

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Millie Lavelle
Seminars

Mike Follett
IT

Abbie Hyams
Ambassadors

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Bring and Buy

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Cosplay

Additional thanks to the team leaders and other individuals who come on board on Expo weekend.

Darren Green
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Nicola Hyams
Christopher Parkinson
Thomas Short
Chantal Spaul
Tracy Willets

Tessa Norris
Child Protection and Volunteer Mediation

Sarah Gosset
Guest Liaison

Debbie Leung
Guest Liaison

Tony and Richard would also like to express gratitude for the partners who run sections of the show: Playtest UK, Thirsty Meeples, Imagination Gaming, The Orctioneer, On Tabletop, Galactic Knights, Thanet Cosplay, The Cosplay Club, Ardenweard and of course the 250+ volunteers, umpires, GMS, cosplayers and others without whom UKGE just couldn't happen.



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FROM THE TOP

When I was about 11 I happened to see the movie 'Callan' in which a huge wargame involving hundreds of brightly painted figures was used to re-fight the Battle of Gettysburg. A few days later I had borrowed a book on wargaming by Donald Featherstone from Warwick Library and purchased a box or two of Airfix figures (English Civil War figures I believe), followed soon by Second World War British 8th Army and Africa Corps, and models of tanks. Within weeks my school friends and I were gathering for frequent tabletop wargames, which soon expanded into naval and air battles.

Around the same time, a visit to a games shop in Warwick resulted in me leaving armed with a certain black box and a certain red box. The black box had the words "This is the Free Trader Beowulf, calling anyone. Mayday, Mayday" written on it. The red box had a warrior with a horned helmet confronting a ferocious dragon. These were early editions of Traveller and Dungeons and Dragons. Soon my friends and I were embarked on dungeon delves and voyages to other worlds.

A trip to Games Workshop in Birmingham led to copies of Diplomacy,

Risk, and games like Squad Leader finding their way into my house. Whole weekends were soon lost to Diplomacy games or complex wargames with thousands of cardboard counters.

My journey into becoming a gamer had started!

This weekend many of us meet on that same journey - some starting out, some veterans, but all experiencing this fun and amusing hobby in one form or another. Despite years of medical studies and work in hospital and as a GP, I have never stopped loving the hobby and I think I know why.

It is not actually all that important what the game is. The reason why playing tabletop games is such a great pastime is not just because they are fun or well designed or exciting. It is because playing these games inevitably means playing them with someone. It is those days and nights of gathering with friends and families to play games that have created some of the more memorable times.

I still have on the wall of my games room at home a sketch drawn for me at the second Expo. It shows an adventuring party trying to open a dungeon door. A stone block can be seen falling

from the ceiling and about to land on a poor thief. The thief was played by my sorely missed mother-in-law who had not long died. Somehow her thief always seemed to be the one that this sort of thing happened to! Even now, years later, we recall those games.

In fact, that is a recipe I can recommend - 'take a fun game, add a few good friends in the right mood and let the good times flow'. Things will happen, they always do, that are memorable and funny.

I think in the end, one of the reasons I and others founded UK Games Expo is because we are aware of all of this, and wanted to share the fun with others. Except on a larger scale. The recipe has been modified. It is now 'take several hundred games, add several thousand potential friends old and new, throw in all sorts of activities including live shows, the odd Viking and Orc, some special guests, and let the good times flow.'

This weekend, the recipe will come out once more. More memories will be made. Have fun making your own.

Richard Denning & Tony Hayms
UK Games Expo Directors

HOW TO GET HELP OR RAISE CONCERNS

WE WANT ALL OUR VISITORS TO HAVE HAD A GREAT TIME AT UK GAMES EXPO AND SPEND A LONG TIME CAREFULLY PLANNING EVERY ASPECT OF THE SHOW.

Sometimes though a visitor will not be happy with some aspect of the convention. We want you to feel free to raise your concerns with us. This article explains how to do that.

If any attendee becomes aware of any incident or activities that they do not consider appropriate they should in the first instance report their concerns to UK Games Expo volunteers anywhere in the Venue, or at the Help Desk in Hall 1, Hall 2 or the Hilton Library Room who will arrange an appropriate response. We want you to feel safe and happy so do please raise your concerns.

The UK Games Expo attracts a wide range of attendees of all ages and the Organisers aim to provide a safe environment in which all Attendees as well as those attending as traders, volunteers, or Venue staff may enjoy the opportunity to see, play and buy the widest range of games. In order for the safe environment to be maintained we would like to ask all attendees to read and take note of the types of behaviour that would be found unacceptable and would not be tolerated at UK Games Expo:

- Use of bad language, verbal abuse or swearing at other attendees, exhibitors, venue staff, UK Games Expo staff and volunteers.
- Any physical violence towards attendees, exhibitors, venue staff, UK Games Expo staff and volunteers, including pushing or shoving.
- Racial abuse, sexual harassment and intolerance due to gender, race, religion or sexual orientation.
- Causing damage to the convention buildings, exhibitor stands and property of any attendees.
- Disorderly behaviour due to the influence of alcohol and drugs.

Traders are required to ensure that any material displayed, or activities undertaken on their stands are appropriate. Similarly, all attendees should ensure that any costumes that they wear, items that they bring to and use during the event, and the way in which they behave is appropriate to an event at which children and families are present.

Have a great show.



The fiendishly filthy new adult party game...

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TRUE TALES OF A SLEEPER AGENT

FOR 40 YEARS I THOUGHT I WAS JUST LIKE EVERYONE ELSE. THERE WAS NO INKLING OF WHAT I WOULD BECOME. WHO I TRULY WAS. THERE WAS NO HINT DURING CHILDHOOD MONOPOLY GAMES, WHICH I SPENT SIMULTANEOUSLY FURIOUS AND BORED. NOR IN MY REPUTATION AS A HAIR PULLING, BOARD SNAPPING, BAD CLUEDO SPORT. THEN AGAIN, MAYBE ON CARD NIGHTS THERE WAS A WHISPER OF THINGS TO COME.

Did my Mother grasp my calling when she drilled me in set collection and dexterity? Did she understand the foundation she was laying as she taught me to conceal both good luck and bad behind an equally serene mask?

Born to, married to, mother of nongamers, I had no idea there was another way to live. Higher ideals. Loftier values. Then one day someone I never saw passed me in the street and spoke my programmed trigger word: Carcassonne. My metamorphosis took place in an instant. I was gripped, laying tile after tile, the world growing and blooming in front of me. So much choice. So much power. I knew I would not be able to return to the person I once was and I wept for those remaining outside, unknowing. Now, though different from those around me, I had to continue to pass as one of them, move amongst them, whilst promoting and defending our illustrious cause. The Greater Game.

My two handlers, Spymaster Tom* and Special Agent Sam*, encouraged me to turn my associates but my first attempt failed because of my clumsiness. Deaf with fervour I bombarded my younger sister with game recommendations and the obvious holistic benefits of game play. She disappointed me by hardening her anti-game position and is now so perversely intractable I cannot even say the word 'pandemic' in her presence. In my enthusiasm I had blown my cover. My sister understands my true motives and repudiates them. (I have not shared this information about her with my superiors, as they loathe loose ends and despite our differing ideologies I still love her.)

I grew though, and my next efforts were more considered. I observed my children and strove to learn their individual interests.

The arrow flew straight to the target.

The artistic Panda loving daughter now consorts with Geisha and gardens for the Japanese Emperor. The boys mastermind dice battles. Adept with code-names they have become my assets.

A natural next step was a Friday game night. With some trial and error I discovered the twin elements of success. Firstly Autonomy; the children choose what they play and for how long they will play it. Second, Confectionary; there must be plenty of sweets and it's important these are already divvied up. I want my mind fully on Cyberbunny's rampage not on the fact there's only three more mini Snickers left between five gamers. These evenings are wonderful. A weekly oasis of strategy and laughter. Finally I see the futility of television. All those wasted hours. Why slump on the sofa when you can soar among the stars? Why flop on a futon when you can witness wonders?

Now to practical spycraft. There are several dead drops available to me but none have proved as reliable as one in the backstreet lanes of Norwich. Its alias is the Greek goddess of Wisdom and War, how appropriate. Used by Agents with many more years experience than me, they are prolific producers of information. There is always new intelligence there for me to pick up and pass on. These Agents are my models of behaviour. Though experts in war, they never snigger behind their hands at the naivety of my green questions. The fire of our convictions roars within them but they treat the ignorant and inexperienced with tact and kindly interest.

How do I stay in touch with the movement so far behind enemy lines? In the basement,

TOP SECRET

BY LYDIA WALLACE
WHATWOULDSHERLOCKDO.WORDPRESS.COM

THEN
ONE DAY
SOMEONE I
NEVER SAW
PASSED
ME IN THE
STREET
AND
SPOKE
MY PRO-
GRAMMED
TRIGGER
WORD:
CARCAS-
SONNE.

behind the tumble dryer there is a loose tile. With a nail file I ease away the tile and reveal a recess which contains a hand cranked radio. I crouch on the floor, hidden by the chest freezer and pressing the speaker to my ear, tune in to the DT Network, the voice of the motherland. I am home. Ich bin in Essen. Afterwards I have to leave the basement and return to the mundanities of life but now I am restored, my purpose has been renewed.

Even with all this support and my Friday night deep game dive, I have found political infiltration to be a lonely path. I was worried that being the only Agent for many miles meant my talents would go unused, my abilities would slacken and grow flabby. I was put in contact with Special Agent Zee* who has endured many terms of solitary confinement for our beliefs, curse our oppressive overlords, and he has taught me how to turn that isolation to my advantage. The time I spend alone now is time I can use to wander through observatories, libraries, aquariums and gardens. I can prepare for the gathering storm.

But what of the future? I look forward to a covert gathering "in the Midlands", this as indiscreet as I can be. It will be my first opportunity to walk amongst thousands of comrades. In time, maybe I will prove worthy of my dream of becoming a Legacy Agent. Either way, things are moving forward. Every week we make contact with those who see the world as we do. New converts defect to us and lapsed Agents rejoin the Cause. Our struggle against the virtual world is unrelenting, but the victory will be all the more glorious.

*Not their real names.



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VIKINGS!

BY JOHN GENDALL
WWW.FACEBOOK.COM/GROUPS/ARDENWEARD
WWW.ARDENWEARD.ORG

SO PERHAPS YOU WANDER OUTSIDE AFTER A MORNING OF HEAVY DUTY GAMING. YOU MAY NOTICE THE SOUNDS OF BATTLE, THE CLASH OF STEEL, SHOUTS, AND SCREAMS. WELL, DON'T RUN AWAY – COME AND SEE THE VIKINGS!

For the eighth year, we will be in attendance at the Expo, bigger and better than ever. We are Ardenweard, the Warwickshire-based group of The Vikings, assisted by members from across the country.

Ardenweard (the name means 'Guardian of the Forest of Arden' in Anglo Saxon), has been in existence since 2016, and we now have 30 members from ages six to 67. They have varying interests in the history of the era we portray, and come armed with a wide variety of skills, ranging from embroidery to bone work, mead-making to leatherworking, and even gambling! We have a number of skilled craftspeople and you are more than welcome to come and watch and learn

how to do these authentic Dark Age crafts.

The Vikings as a society has been going since 1971, when it was called the Norse Film and Pageant Society and the members wore furry moon boots and leather waistcoats! Luckily, our authenticity has improved exponentially since then, and now we are proud to say we are as close as we can get to how the Dark Age people would live (and not a lot like The Vikings TV series!). Many of our members are extremely knowledgeable about this period in British history and will happily answer any questions you may have.

The Vikings is a registered charity and we provide an educational service, showing Living



DON'T MISS THE VIKING DISPLAYS. SEE THE SCHEDULE ON PAGE 13.

History and Combat, going into schools to teach the children about Vikings, Saxons, and Normans. We travel all over the country putting on shows of all sizes for such clients as National Trust, English Heritage, and Cadw (in Wales). We attend smaller events too – such as village fetes.

As a society, we have to be very conscious of health and safety, in particular with regards to weapons and fire. All the warriors train and pass tests before they are allowed to use each weapon to prove they are safe and skilled enough to handle them. We pull our blows, and although it looks impressive, we rarely get more than the odd bruise from our displays. We never leave our campfire unattended, and we cannot let you try our food, although you are welcome to have a sniff!

This year at the Expo we will be camped on the grassy



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area outside the main entrance to the NEC, just in front of the lake. There will be a number of authentic tents and structures with lots of crafts being demonstrated such as weaving, nal-binding, and leatherwork. We will have a campfire going and may well be cooking our lunch on there! You can challenge any of us to a game of Hnefatafl (Viking chess), or perhaps a game of kubb, which is a bit like skittles. Try on chainmail and helmets, hold a sword or axe and have your picture taken. Did I mention Vikings are very vain and will do anything to have their pictures taken? Don't be shy, just ask!

During the three days of the Expo, we will be having combat demonstrations, which will be announced in the halls. Look out for the warriors as you are wandering around in there – Vikings like board games too. If you have primary age children please bring them along to 'Kiddie Vike'. They will be given some training and let loose on the nasty Vikings with wooden sword and shields, a great opportunity to take snaps of the kids battering a big burly

Viking! They always seem to go for the squishy bits.

Each day we will be putting on a Weapons Display in our arena near the camp. This is like a 'show and tell' experience for each type of weapon then a short combat segment followed by a skirmish and some combat games. Heckling is encouraged, and feel free to have a favourite fighter. There will be a main battle every day in the afternoon, noisy and exciting, so do come and watch and cheer on your side. Just remember to stay behind the ropes! Hrothgar's Saga is another display we will be putting on; this is a funny acting sketch about a real battle that took place. We really bring it to life and some of the Vikings may get a bit soggy in the process.

We had a lot of fun with the cosplayers last year at the event, we even got a visit from Thor which was obviously very exciting for us, to have one of our fearsome gods turn up for us. We had orcs joining us on the battlefield, scaring the warriors, and Catwoman turning some heads too. A new experience for

this year at the Expo is our camp being used as the backdrop for a role-playing game on Saturday evening. This will be really atmospheric in the firelight with the Vikings getting on with their evening whilst the gamers play in the camp.

Has all of this whetted your appetite to have a go at being a Viking or giving the crafts or combat a go? If so, there are regular training opportunities all over the country with no obligation to join us. Have a look at www.vikingsonline.org.uk/ to find your nearest group contact details or ask any of the reenactors about it. We have a presence on Facebook, Twitter, and Instagram. We welcome anyone, we are very family friendly, and have a very diverse membership of over 1500 people across the UK, Ireland, and Europe, with groups in Canada and America too. The group leader of Ardenweard is also a talented artist and illustrator and he will have a stall in the hall where there will be leaflets and cards for you to pick up with more information.

YOU CAN CHALLENGE ANY OF US TO A GAME OF HNEFATAFL (VIKING CHESS), OR PERHAPS A GAME OF KUBB, WHICH IS A BIT LIKE SKITTLES.

THE DATE NIGHT EQUATION

BY PHIL COLLINS
WWW.BOARDGAMECRATE.CO.UK

THE LATEST BLOCKBUSTERS TO HIT THE CINEMA INCLUDE A FILM ACCLAIMED AS ONE OF SPIELBERG'S GREATEST AND THE NEXT INSTALLMENT OF AN EXEMPLARY FRANCHISE THAT HAS SPAWNED MORE SUPERHERO FILMS THAN YOU CAN SHAKE A STICK AT. WHILST THE UPCOMING RELEASE OF AN EAGERLY AWAITED BOARD GAME CAN'T MATCH THE HYPE AND BUZZ OF A NEW HOLLYWOOD BLOCKBUSTER, IT MORE THAN MATCHES IT FOR VALUE FOR MONEY. READ ON FURTHER AND WE'LL DISCOVER HOW IT'S EASY TO WIN OVER THE SCEPTICS OF YOUR NEW BOARD GAME PURCHASE WITH OUR DATE NIGHT EQUATION!

For anyone who hasn't heard of the term 'Date Night', it's when an established couple take a night for themselves where they relive the dates they had as a courting couple. These often take the form of a dinner out followed by a movie. Those of us with children often just take the opportunity for an early night and a few more hours sleep, and those of us with a passion for board games find something to play, pour the wine, and settle in for some cardboard manoeuvres.

Sometimes, though, it can be difficult to justify a brand new board game. When you're stood in your local bricks and mortar board game shop, looking at the prices of the latest and greatest, or even the modern classic, you're often looking at between £30 and £40, for cardboard! If your partner isn't as into board games as you are, this can often be met with a rebuttal of, "We could have a night out for that".

Maybe not, however. Your local modern cinema doesn't let people in for free, and certainly in our case, our local multiplex charges a whopping £13.50 for an adult ticket. Once you've made a booking for two it's £27. We all know you can't go into the cinema without the snacks, and yes, those more organised of us will have pre-bought their sweets and bottles of drink, but where's the romanticism in that? Plus it wouldn't make for a great article if we discussed how to see films at the cinema on the cheap, this is a board game expo after all!

Anyhow, back to the popcorn,

which, for a box large enough for two people to share, adds another £5.50 to the running total. Then add in some drinks, two mediums for the law of averages, and that's another £8. So far we're up to a running total of £40.50 – and how much was the board game?

Okay, so playing a board game doesn't quite match the sensory-overload of a full cinematic experience. A run through of Ticket To Ride doesn't give you the same out-of-world experience that one of those modern metal-tin-man with blue-suit-shield-carrying-friend films does.

What Board Games do give you, though, is replay-ability. Even the most ardent board game collector manages two play-throughs of a game, before it's consigned to the last space left on the shelves. Watching the same film for a second time is great if you want to catch some details you missed, but the ending is forever the same - the Titanic always sinks. The same doesn't apply to board games, and the story of the game is always different (unless you're playing my wife at Patchwork, in which case, the story is always the same – you lose), and that is why board games will always trump the cinema.

Let's break it down into pure numbers. The cinema, for two people, for a two-hour film is £40. That's £20 an hour, or if you want to break it down even more, that £10 per person per hour. Let's apply the same equation to a board game. For



our first example we'll use the recently released Altiplano. It's a two hour game, for two to five players, but in keeping with the Date Night Equation, we'll keep it at two players. Using Board Game Geek we can find Altiplano for sale at about £44. So that's £22 per person, or £11 per person per hour, for one play-through. Using two play-throughs as our benchmark turns that into £5.50 per person per hour. Much better than the £10 for the cinema.

So let's try a shorter game, something like Potion Explosion. It's supposed to be a 30-45 minute game, but I've never played one that hasn't taken twice that, so we'll round it up to an hour. Back to Board Game Geek and

go back to Potion Explosion. We've now got four players. So our £32 for the game becomes £8 per person. For two play-throughs we're now looking at £4 per person, per hour. If we bring in something like the amazing 2017 Spiel des Jahres winner, Kingdomino, then the sums get even better.

Kingdomino retails at around £22. It's supposed to be a 30 minute game, but with four players fighting to fit their fields of corn between the swamp and the river, you're looking at more like an hour. That makes it £5.50 per person per hour, and with two play-throughs that's just £2.75 per person, per hour. That beats the cinema's £7.50.

"WHAT BOARD GAMES DO GIVE YOU, THOUGH, IS REPLAY-ABILITY. EVEN THE MOST ARDENT BOARD GAME COLLECTOR MANAGES TWO PLAY-THROUGHS OF A GAME, BEFORE IT'S CONSIDERED TO THE LAST SPACE LEFT ON THE SHELVES."

you can pick up Potion Explosion for about £32. Using the same maths, that's £16 per person, and at a one hour game, for two play-throughs, that's £8 per person per hour.

If we extend our comparison to a family of four, then the cinema cost jumps up. From our two adult tickets at £27 we jump to £44 for a "Family of four" ticket. Add in two medium popcorns (£4 x 2) and two medium drinks (£4 x 2) for the ankle-biters and we've got a grand total of £60, for a two-hour film! For a "per person" cost that's £15, and per person per hour it's £7.50 – okay, looking a little more reasonable.

But it gets blown out of the water by the board games. Let's

In every single case, buying a board game beats the cinema for value for money. Of course, the cinema is a full-on sensory experience, but with board games you can interact with people, talk to them, laugh and joke with them (or in our case, enter in to heavy discussions over interpretations of 'that' rule). Have you tried doing that in a cinema whilst the film is on?

Okay, so it's not very scientific, and yes, we've gone with how long it takes us to play a game, rather than the seasoned professionals, but we firmly believe that if you apply the Date Night Equation to any board game purchase you'll find that the cardboard always wins!

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FAMILY TIME

BY RICHARD LEE
@LCC_RICHARDLEE

FOR MANY, THERE WAS A GOLDEN PERIOD OF GAMING OPPORTUNITY WHEN WE WERE YOUNG (ISH), FINANCIALLY CONTENTED, AND TIME RICH. WHETHER IT WAS CLEARING THE WEEKEND FOR A 25MM RE-ENACTMENT OF ROURKE'S DRIFT, OR STAYING UP UNTIL THREE IN THE MORNING TRYING TO PROVE THAT SIX PLAYER TWILIGHT IMPERIUM CAN BE DONE IN A SINGLE SITTING, WE WERE FREE TO INDULGE OURSELVES.

Then along comes the greatest destruction of both time and cash flow, the children. For a time, the boxes of cardboard dreams grow dusty as sleep deprivation, nappies, and trips to Mothercare become the dominant species of existence. But fear not, new parents, that time does end, and you find yourself in a magical phase where you have curious minds untainted by Monopoly, Cluedo, and Pie Face. In the ultimate Dungeon Master experience, you now have the opportunity to help them Choose Their Own Adventure in gaming land. There has never been a better time for gamer parents (and grandparents, cool aunts, crazy uncles, mysterious cousins etc.) to create board gaming experiences that will inspire the children whilst at the same time indulge your cardboard habit. Here at UK Games Expo 2018, you can find everything you need under one roof.

Some games producers focus mostly on the younger gamers, so let's start with the Germanic elephant in the room, Haba. A perennial exhibitor at the Expo and home to small box games that are wonderful to look at, with clean bright colours and quirky graphics. Happy Eggs caused howls of laughter at my youngest daughter's 5th birthday party, Rhino Hero proved to be the Christmas present solution five times over last year, and Animal Upon Animal is a tactile dream for small hands. But what makes each

of these games such a success is that each is also fun for the adults to play. Rhino Hero in particular is very satisfying to watch as the tower slowly grows higher, knowing that at any moment the whole edifice will come down.

We also found that using gaming elements in wider play really helped to engage younger children. We built maps with Carcassonne tiles, used dice for counting games, and played colour matching with 5 Tribes Meeples. If you can live with the fear of slightly sticky fingers and the odd bent corner, then starting here and adding the odd rule creates games that the children feel they own and therefore engage with.

As our meeplettes grew we had parent/child successes in our gaming group with Ghost Blitz and Dobble. Geistes Blitz (we have the German version and I can't persuade the children to change to English) is a real brain twister of a game. Chil-



IF THIS IS YOUR FIRST TIME AT THE EXPO, HEAD FOR THE FAMILY GAMING ZONE AND ASK THE TEAM FOR IDEAS. SEE PAGE 10.

children can compete fairly when given enough time, and adults will find their brains scrambled by the now you see it, now you don't game mechanism. Throw in five solid wooden pieces plus fun card designs and you have a game that is a delight to play and is easy to adapt for smaller gamers. As with Carcassonne, we found that the tokens became pieces for wider play, building stories and imagination.

Moving west from Germany to France, Asmodee's Dobble has managed to make the challenging cross over from gaming secrecy to mainstream stores. Whilst there are versions with Star Wars or Disney Princesses, and a mobile app, Asmodee got it right with the original. Symbol matching should be easy, but try playing the "Hot Potato" game variant against competitive adults and sneaky children, and you will understand what pressure really is.

A growing child friendly innovation from the past couple of years are the junior versions of gaming classics from the big producers.

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Alan R. Moon

TICKET TO RIDE

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First Carcassone, and Ticket to Ride First Journey are gateway opportunities for young gamers who are ready to move away from early tactile games to those with a deeper level of a strategic thinking. I spent some time at conventions this year chatting to families of gamers. There was a clear split between those who loved these cut down versions, and those who felt it was better to move straight onto the full versions and adapt a couple of rules. Ticket to Ride with a maximum of three routes, Pandemic with a one less disease, and Heroquest with simplified rooms were all suggested by families at Airecon as successful gaming experiences.

Pandemic is a great example of a solution to brilliant gaming experiences with the children: co-operative games. Much as

the memory of grinding my little brother's Warhammer army into the table has its attraction; playing co-op allows for full on gaming without needing to cause deep emotional scars to your little ones. There is a delicate balance to be achieved between giving choices and playing for them. But with experience, there is a sweet spot adaptable to your children's age, experience, and competence.

Picture the scene; my oldest daughter and I had spent a whole summer working our way through Plaid Hat's detailed, clever, and well written Mice and Mystics story campaign. Chapter by chapter we had fought off rats, roaches, and centipedes. We had made friends with the cook, rescued the king, tamed the cat, and cornered the evil sorceress in her lair. It was time for the final showdown. Back and forth the battle raged across the forge. Battered by the forces of evil, our heroes gambled on their last chance of victory, arrows flew, and my daughter picked up the dice. A hit and the sorceress would fall into blazing oblivion. Miss and the rat army would swamp our mouse heroes. Watching my then seven year old bouncing around the room too excited to roll, not wanting

5 TOP TIPS

1) Games should be tactile, reactionary, and time limited.

2) Use the age related guidance, but once the children are experienced you can go a couple of years beyond.

3) Partnering with an adult for the first game or two can give children confidence to fly solo.

4) Adults need to know the rules really well for the first play, kids won't wait whilst rule books are consulted.

5) Strong storylines can really engage young gamers, but don't rule out the abstract.

the story to end, remains one of those gaming moments that justify the expense, the storage, and the rule learning. Oh, she rolled hits by the way.

Other co-op suggestions that work well with kids are Forbidden Island (play the diver, as they can still move when the flooding starts), Codenames Duet (we use the Codenames Disney set of cards for added cuteness) and Harry Potter Hogwarts Battle. Don't be put off by the mass market availability of the latter. It is a tight, well written deck builder that totally embraces the wizarding world and has been enjoyed by my Harry Potter mad nine year old and my non-gaming wife!

Final graduation for you and your Meeplettes is to full on competitive games. There are excellent grown up games that, with a little experience, can provide next step experiences for the gaming family. Sometimes it is about choosing the right character to engage their interests. Watching a precocious young gamer playing Belle in Colt Express and giggling every time she punched her elder brother was a highlight of Airecon. On other occasions a small rule tweak can balance out the game for different experiences and ages. I would suggest Terror Meeple City without cards, Istanbul with the short route, and Above & Below with a bonus reroll each turn.

So yes, I miss leaving games spread across the table for days on end and yes I miss the ability to impulse purchase a new box of cardboard loveliness for this week's game night. However, now I have the excitement of watching the children discover the delight of dice rolls, the anticipation of the card turn, and the secret excitement of Meeple stacking. I wonder if it is too soon for Terraforming Mars?

TRULY WONDERFUL: THE WORLD OF WRITING, RUNNING, AND PLAYING RPGS FOR CHILDREN

BY ZAK BARDUH, WRITER FOR TAILS OF EQUESTRIA, THE MY LITTLE PONY STORYTELLING GAME. ZAK.BARDUH@RIVERHORSE.EU WWW.FACEBOOK.COM/TAILOFEQUESTRIAMLPRPG/

ROLE-PLAY GAMING IS A FANTASTIC WAY TO ENTERTAIN, TEACH, AND LEARN FROM KIDS, AND A BRILLIANT WAY FOR FAMILIES TO PLAY TOGETHER. ROLE-PLAYING GAMES (RPGS) ARE A WORK OF IMAGINATION, AND PERHAPS NO IMAGINATION IS PUT TO HARDER WORK, OR MORE FREELY EXERCISED, THAN THAT OF A CHILD.

Over the past couple of years, I've had experience writing and running "Tails of Equestria," a published storytelling game designed for children and families. Doing this, I have learned many lessons about RPGs, and the way kids interact with them. I'm taking this opportunity to reflect and pass on some of those lessons, with the hope of spreading the great joy of RPGs to even more kids and families, even (or rather, 'especially') to those who have never done it before. Some of the most unexpected and brilliant moments working in this field have come during demo games at events such as UKGE; I've learned to always expect the unexpected when children sit down at the game table and unleash their imagination.



Late Autumn last year I had my first opportunity to attend a fan expo as a stallholder. As this was not a dedicated gaming event, much of the interest we received over the weekend came from people who had never played RPGs, or perhaps never

heard of them. There were children, parents, families, and all sorts attracted to the idea but unsure about what 'playing an RPG' was actually like. Across two days I hosted six demo games for anyone who wished to attend. Players of all sorts came together to join in, from mixed groups of strangers to full family groups, ages four to 74, and almost all were unfamiliar with RPGs to begin with.

Tails of Equestria is a game based on the My Little Pony cartoon series, so every demo session started with each player creating their own colourful little pony character, designing, naming, and defining the character with a special talent. The chance to draw and colour in a character was a definite initial hook for the younger players, and in fact, all the older players soon took to it as well. Perhaps capturing a little of the inner child? In any case, most kids are familiar with this kind of creativity, so it worked as a great first step to introducing the role-playing elements of the game. After colouring pencils were used, stickers applied, and names decided, the players went on to giving their new characters talents and quirks; things they are good at, and perhaps more challenging a task, things they struggle with.

The talents were as varied as the colour schemes, with some children choosing things they like doing in real life such as baking, painting, or reading, while others decided on more outlandish skills: speaking to dragons, controlling the weather, tunnelling, or breaking down doors. The quirks on the other hand, represent flaws or personal difficulties that the characters experience. In most cases, these

ILLUSTRATION BY BEX BLOOMFIELD
@ BEXBLOOMFIELD

ended up being more grounded than the talents. By far the most common quirk that children wrote, was "shy." I found it very interesting that as part of a group (sometimes composed of people they had never met before) children assigned their own personality quirks like 'shy', 'too quiet', or even 'too bossy' to their characters, and throughout the demo session both the characters and the players overcame these problems by interacting with the rest of the group. In a game that promotes friendship and cooperation, the demo session groups naturally started to help each other, both in and out of character. Some would prompt a shy player to contribute, giving them suggestions and allowing them an easy way to add their own thoughts. A couple of louder children would soon find the fun in cooperation, allowing others to join in and passing ideas around the table. When a challenge was presented in the game, the players would discuss with everyone what the best course of action was, taking on board ideas from each character, then enact the plan in a coordinated way. Though of course some



WHY NOT VISIT THE CHILDREN'S RPG AREA IN NEC HALL 2, WHERE YOU CAN PLAY A RANGE OF GAMES. SEE PAGE 10.

groups had more natural cohesion than others, I found that by the end of a session, every single group was working together, even the largest group of around 12 people. The rules and guidelines of RPGs provide a great environment for children to be creative and work together towards a common goal.

Young children are more used to activating their imagination; playing out scenes with invisible characters and creating stories out of nothing are things that many children grow up doing. When brought to the gaming table, the rules and structure of an RPG add a new element to these 'make-believe' games. It's easy to think that young children will be easily bored and confused when 'rules' are mentioned, but if introduced steadily, I found they would enhance the game, starting from around age five and up. Older kids are capable of taking in more information in one go, and will start to see the game as a whole.

For those wishing to write and/or run RPG content for kids and families, it's important to remember to keep the rules simple. It seems obvious, but often more experienced gamers may forget how

daunting a page of rules and numbers can look to a newcomer. As RPG players will know, there can be a lot of improvisation in these kinds of games, and I think it's important not to shy away from this. I suggest offering thoughts and examples in writing wherever possible, rather than a statement of rules as fact. This can help to ease new players into the game methods.

Above all, an RPG for kids and families should provide many opportunities for creative expression. If the game is presented well, and the environment is right, an RPG can be a fantastic way for kids to learn, teach, and grow. In a very special case, during the demo games mentioned earlier, I saw first hand how participating in an RPG allowed a child to break through her social anxieties and engage with a group of people she had only just met. Initially, this girl (aged around 13) could barely speak to the group, and was only able to whisper to her mother

LIKE THE SOUND OF TAILS OF EQUESTRIA?

VISIT STAND I-B26 IN NEC HALL 1 TO FIND OUT MORE.



when she needed to respond to a question. After creating a character, the adventure began, and the other five members of the group began to discuss what their character was doing. Throughout the demo session the friendly atmosphere of the group, along with prompting by the other players, and a dose of courage made all the difference. Within the hour long session, the girl was talking happily with the group, contributing ideas, laughing, and sharing her creativity. It's these moments of pure magic that continue to prove to me just how brilliant RPGs can be, not

only for experienced gamers and adults, but for families, parents, and children of all ages. RPGs are the perfect chance for kids to share their boundless imagination and creativity with their parents, friends, and anyone else who will join in!

Through playing games, kids can learn a lot, but the rest of us could learn a thing or two as well, by observing how brilliantly children can express their imagination if given the chance. In the words of the wise Master Yoda, "truly wonderful, the mind of a child is."





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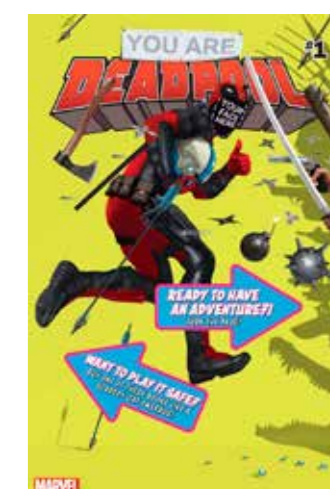
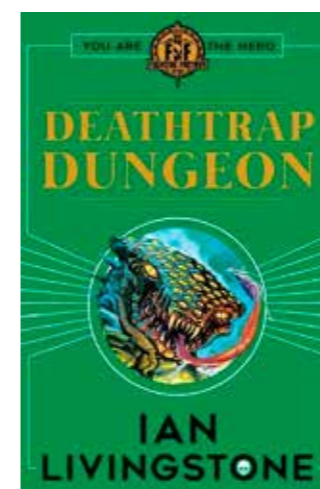
BY JONATHAN GREEN
WWW.JONATHANGREENAUTHOR.COM @JONATHANGREEN

GAMEBOOK AUTHOR AND HISTORIAN JONATHAN GREEN INVESTIGATES THE RECENT RESURGENCE OF INTEREST IN INTERACTIVE FICTION.

One of the highlights of this year's UK Games Expo has to be Friday night's live reading of the legendary Fighting Fantasy gamebook, *Deathtrap Dungeon*, with author Ian Livingstone doing his best to lure intrepid adventurer, and star of *The Dark Room*, John

Robertson to a horrible death helped by YOU the audience. *Deathtrap Dungeon* is back in print this year, courtesy of Scholastic Books, along with four other classic titles by Jackson and Livingstone. It's 34 years since the book was first published, when it sold over 350,000 copies in its first year alone. There is also a new entry in the series, *The Gates of Death*, written by Charlie Higson – of *The Fast Show* and *Young Bond* fame, who is the first new author on the series in 25 years!

But it is not only Fighting Fantasy gamebooks that have enjoyed a renaissance in recent years, but gamebooks in general. For those not already in the know, a gamebook is essentially an interactive novel in which the reader participates in the



action and directs the course of the narrative, often by turning to different numbered sections rather than reading the adventure straight through, from cover to cover. Next year marks the 35th anniversary of the publication of the first gamebook in the Lone Wolf series, the creation of the much missed Joe Dever. Before he passed away in 2016, aged 60, Dever published *The Storms of Chai*, the first new Lone Wolf gamebook in 18 years, and had plotted out three more titles to wrap up the series. Fortunately for fans, Dever's son is planning on completing what his father left unfinished, and the 30th Lone Wolf title, *Dead in the Deep*, co-authored by Ben Dever and Vincent Lazzari, is due out later this year.

While Fighting Fantasy and

leaves. But it is not only Fighting Fantasy gamebooks that have enjoyed a renaissance in recent years, but gamebooks in general. For those not already in the know, a gamebook is essentially an interactive novel in which the reader participates in the

Both crowdfunding and print on demand publishing have allowed new voices in the gamebook genre to make themselves heard, enabling authors to market themselves directly to what is, in the grand scheme of things, a niche fan base. Gamebooks that have been brought to market via these

methods include Ryan North's *To Be Or Not To Be* and *Romeo and/or Juliet*, Martin Noutch's *Steam Highwayman*, Swen Harder's *Eric Rider of the Black Sun*, David Sharrock's *Woven Paths* series, Michael Reilly's *Tales of Quahnarren solo-RPG*, Sam Jacob's *Two-Fisted Fantasy* adventures, James Schanep's *Click Your Poison* interactive eBooks, Edward T. Riker's *Choose Cthulhu* gamebook collection, and Jeffrey Dean's *Road Less Traveled* books.

YOU CAN MEET JONATHAN GREEN AT STAND 2-C2 IN NEG HALL 2.

Lone Wolf were the top two series in the pantheon of British gamebooks, there were many other less well-known series that have enjoyed a resurgence in reader interest of late. Thanks to the opportunities presented by crowdfunding, new titles are being released for *The Way of the Tiger*, *Fabled Lands* and *DestinyQuest* ranges, while other classic series such as the *Blood Sword* and *Falcon* books are being reissued, thanks to developments in print on demand publishing.

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Gamebooks that have been brought to market via these

"2018 MARKS 36 YEARS OF THE FIGHTING FANTASY PHENOMENON"

As a result of the renewed interest in gamebooks, other companies are bringing out new material. Penguin Random House and Candlewick Entertainment recently announced a new *Endless Quest* series set in the *Forgotten Realms D&D* campaign setting, written by Matt Forbeck, while Ken St. Andre's *Tunnels & Trolls* adventures are

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now being updated and expanded, and released as apps.

Other gamebooks that exist only in digital form, to be played on your phone, tablet, or PC, include those published by Choice of Games and their ilk, Tin Man Games – particularly their Gamebook Adventures line – and Inkle studios, with their award-winning narrative adventure 80 Days.

Franchise-related fiction has also helped perpetuate the genre. Two of the most recent are the Star Wars: Choose Your Destiny title A Han & Chewie Adventure, by experienced tie-in author Cavan Scott, and the forthcoming Marvel Comics mini-series YOU ARE DEADPOOL, written by comics supreme and gamebook fan Al Ewing.

But why is it that we appear to be entering a new Golden Age of interactive fiction now?

Nostalgia has certainly had its



The Wicked Wizard of Oz, the second title in Jonathan's ACE Gamebooks range is on sale at UKGE for the first time this year.

is in part down to, "key players within the gamebook community remaining engaged with their books, even when the original publishers have dropped out."

Swen Harder believes gamebooks, "are the quintessence of the roleplay genre. An exciting story with character development in the player's hands."

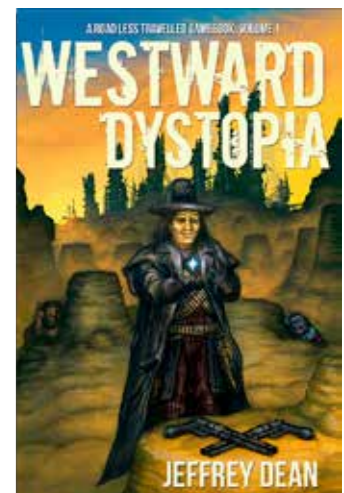
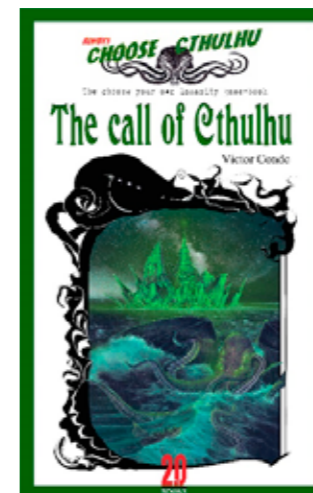
Michael J. Ward, creator and author of the DestinyQuest series, sees people, "discovering gamebooks as an extension of their existing interests, whether it be fantasy, sci-fi, or the simple joy of rolling dice and enjoying an epic adventure. Geekdom has become the new mainstream – from movies, comics, and games, to the resurgence in RPGs and tabletop gaming."

"We have a generation of kids raised on interactive stories," observes Matt Forbeck, "and it's only natural that they should

Jeffrey Dean thinks that, "physical gamebooks and digital gamebooks both share an important part of the gaming ecosystem. While digital is generally more popular with younger gamers, there's something about flipping through a physical book that's drawing readers back to print again."

But technology can't have it all its own way. David Walters, author of the new The Way of the Tiger titles Ninja! and Redeemer! considers, "there has been a reaction against technology in the revival of board games and role-playing, and physical gamebooks are a part of that."

And of course there's another reason for the enduring popularity of adventure gamebooks – they can be hugely rewarding to write. "It's the playing around with the form I enjoy the most," says Al Ewing. "Interactive fiction



part to play. "Lots of gamebook fans have grown up and now have jobs and disposable incomes that they like to spend on nostalgic re-launched hardback versions of their favourite books and such," says Jamie Thomson, whose latest publication, Can You Brexit Without Breaking Britain?, co-authored with Dave Morris, proves that gamebooks can be made both topical and relevant to a modern adult audience. "They also like to play these much loved oldies co-operatively with their own kids."

"If there is a revival, it might be part of the greater diversification we see in gaming today," says Morris. "Different styles of game suit us when we're looking for a change of pace, and maybe that's why gamebooks are still around."

Martin Nutch is keen to point out that the renewed interest

Hunted by the Wicked Witch of the West's winged monkeys and joined by her friends, Dorothy sets off for the Emerald City. Will you uncover the secrets of The Wicked Wizard of Oz, in this steampunk-themed adventure?

seek out and enjoy the same kinds of things in their offline moments."

And of course gamebooks are still a great way to engage reluctant readers. As Cavan Scott says, they are "adventures made up of small chunks of text, with an emphasis on action, that make them part of the action."

Technology has also had its part to play in the recent revival.

"The appearance of mobile devices rekindled a level of interest in the genre, and also allowed for a much smoother reading experience," says Paul Gresty – author of the new Fabled Lands adventure The Serpent King's Domain, and The Frankenstein Wars app published by Cubus Games – "eliminating a lot of the messy bookkeeping – the character sheets and randomisation of paragraphs – that probably turned off the more casual fan."

forces you to think about whatever medium you're using differently and come up with new ways of using it. It's a whole process of solving narrative puzzles and working out how to effectively use the space you've got to do something different, and that appeals to me."

"The genre can't lean too heavily on the nostalgia vibe," points out Paul Gresty. "It needs new stories, new excitement, and new readers, in order to thrive."

And what better place to introduce new readers to the revitalised gamebook genre than the UK's biggest games convention? Besides, judging by the plethora of titles available at the present time, it certainly looks like gamebooks are here to stay!

PATHFINDER PLAYTEST COMES TO UK GAMES EXPO!

PATHFINDER
PLAYTEST

BY ERIK MONA
PUBLISHER PAIZO INC.

Paizo is about to release a new edition of the Pathfinder Role-playing Game, and UK Games Expo attendees are among the very first people in the world to get a chance to play it! Starting with the release of the Pathfinder Playtest Rulebook at Gen Con in about two months, we'll be testing the new rules and incorporating player feedback to improve the game, which will release in its final form next summer. After the very first walk-up public playtests launched last weekend at

PAIZO
IS AT
STAND
1-E12
IN NEG
HALL 1

PaizoCon in Seattle, we're proud to have immediately shuffled a team of game designers and developers into an airplane to share the demos with you, making UK Games Expo the first major convention appearance of the new Pathfinder rules!

Swing by the Paizo stall (#1-E12) during trade hall hours to participate in a short Pathfinder Playtest adventure designed by Paizo Director of Game Design Jason Bulmahn, who will be on hand with other members of the Paizo staff, like Publisher Erik Mona and Managing Developer Amanda Hamon Kunz, to give you your first taste of the new edition.

The new Pathfinder Playtest rules aim to streamline Pathfinder's presentation and play at the table, making the game easier to learn and teach without sacrificing the depth of character customization or rich tactical options that have been such an important part of Pathfinder from the very beginning. Our goal is to make Pathfinder Second Edition feel just like the game you know and love. Players still make choices to customise their character (with new options like goblin PCs and the alchemist class), and Game Masters still have a wealth of tools to create challenging adventures and fascinating fantasy worlds. The game plays very similarly, even if some of the mechanics behind it have changed.

It's been 10 years since the original Pathfinder playtest, which involved more than 50,000 gamers from all around the world. We've learned a lot about game design and rules presentation in that decade, and all throughout players like you have shared stories from your own games and campaigns with us, often peppered with suggestions about how this or that tweak to the rules would improve things

for you and your players. We've been listening and tinkering all that time, and the result is the Pathfinder Playtest rules you can try out here at UK Games Expo!

The playtest officially begins with the release of the Pathfinder Playtest Rulebook, Pathfinder Playtest Adventure: Doomsday Dawn, and Pathfinder Playtest Flip-Mat Multi-Pack on August 2. The books release at Gen Con and in stores worldwide that week, both in physical form and as free downloads on paizo.com. We'll be guiding players through bi-weekly sprints through the seven short adventures included in Doomsday Dawn, with follow-up surveys to gather specific feedback from the playtest. We'll also, of course, solicit general feedback on the game itself on paizo.com's forums, and at conventions just like this one. The playtest might not formally start until the full release in August, but we're keen to get your immediate feedback based on your experiences with the game demo here at UK Games Expo, so don't be shy when telling us what you think of the new Pathfinder!

Paizo first exhibited in England at the final Gen Con UK, back in 2008. With the freshly printed Beta Playtest book for Pathfinder First Edition hot off the presses, we came in force and launched our worldwide Pathfinder Society organized play campaign at that con. Well, it's worldwide now. Back then it had only just started earlier that month, and our games at Gen Con UK were some of the very first to be played off US soil. Over the last 10 years we've returned to the UK several times (most notably at the always welcoming PaizoCon UK held annually right here in Birmingham), and it's always a pleasure to reconnect with British and European gamers we first met back in 2008, and to meet new Pathfinder players who have come to the game in the years since.

Now, 10 years later, we're back, with an all-new edition of Pathfinder. We hope to see many familiar faces as we demo the game this weekend, just as we hope to make new friends we can check

back with as the years go by. In addition to Pathfinder Playtest demos, we've got a large number of seminars and special events on the schedule, as well as more than 50 tables of Pathfinder Society and Starfinder Society games for you to enjoy!

Join the Paizo editorial staff in the Piazza-Large room on Friday for a look at what's ahead for Starfinder (1pm) and Pathfinder (3pm), and again in the same room on Saturday for Ask the Paizo GMs (2pm) and GMing Starfinder (5pm) and in the Tote Suite for the Pathfinder RPG Q&A (3pm), where we're sure to reveal new details about the new edition we haven't shared anywhere else! And if you want to see Paizo designers Jason Bulmahn and Amanda Hamon Kunz engage in a madcap adventure before a live audience, check out Live RPG Plus hosted by Syrin-

scape sound-wizard Benjamin Loomes on Saturday at 1.15pm in the Hilton Pavilion, an event that is sure to make the record books.

Can't make any of the above events but still want a chance to chat with the Paizo staff? Swing by stall (#1-E12) during trade hall hours for a quick demo of the brand new Pathfinder RPG. We're about to embark on a new adventure, and we can't wait for you to join the party!



SEE
PAGE 17
FOR PAIZO
SEMINARS



FATHER OF DRAGONS

BY RALPH HORSLEY
 WWW.RALPHHORSLEY.CO.UK
 f WWW.FACEBOOK.COM/RALPH.HORSLEY.ART

I WAS HONOURED TO BE ASKED TO CREATE UKGE'S POSTER ARTWORK AGAIN. I LOOKED FORWARD TO REVISITING OUR FRIENDLY DRAGON AND ENTHUSIASTIC GAMING FAMILY AS THEY RENEW THEIR INVITATION FOR US TO COME AND PLAY GAMES.

The key to creating a strong piece of art is preparation, and the first stage was to decide the setting for the poster. We had already seen the gang swoop down from the sky to the NEC in '16, and sat within it playing games in '17. Different ideas were bandied around, maybe they could be in space, planting a gaming flag on a distant planet as the aliens came out to try the wealth of games they'd brought

with them, or perhaps the planet itself was made of games.

This initial stage is when you can go wild. Ideas are explored through small thumbnail sketches that can quickly show how they might be realised. Once you have a basic visual representation it is easy to see whether it is going to work.

The aliens might have been green and lovely, and a planet made of games appealing, but

"I WANTED MOVEMENT, DRAMA, AND SOME VISUAL PUNCH."

that's not really what UKGE is about. Instead the strongest ideas came from exploring the real world setting of the NEC, the sweeping arc of the lake, the Viking's encampment, the halls, and of course, the people. That's what the final round of thumbnails honed in on, how to bring those elements together into a single unified image.

I wanted movement, drama, and some visual punch. The Dragon leaping out of the lake offered all that and was the route gone down. Now follow me as I show you step-by-step how I arrived at the final poster image.



1. The thumbnail: A simple line drawing that focuses on the key elements, shapes, and composition. I liked the symmetry of the wings and movement in the water.

2. Colour study: I did a couple of these to explore different colour choices. Like the thumbnail, they are small, painted in acrylics, and focus on blocks of colour. The warm colours of the sky and dragon contrast nicely with the cool blues.

VISIT STAND 2-T2 TO MEET RALPH AND SEE HIS AMAZING ARTWORK



3. Line sketch: A graphite and chalk drawing on toned illustration board. This is when the details are fully realised. This is then primed with clear gesso, ready for painting.



4. Under painting: I used burnt sienna acrylic paint to go over the line drawing and help establish the value range (lights/darks).



5. Blocking in: The first pass of oil paints. I began with the lightest areas and a thin layer of paint. The under painting is allowed to show through in places, which helps keep the detail.



6. Background: I established the background then moved on to the key detail of the family.

7. Background refinement: With the key areas established I began to refine the image. Note the detail on the clouds and the background figures.



8. Foreground: The foreground elements are all blocked in, and I began to refine the Dragon by adding depth to the shadows and start to realise the details.



9. Shadows: As I worked through adding details I focus on refinement, but as importantly the darkest values. The foreground needs to stand out against the (lighter) background.



10. Highlights: I added the last details, in particular the games in the water, whilst adding the final highlights that really make the Dragon 'pop'.



11. The Poster: The trade dress has been added and the final colour digitally 'tweaked'. It becomes clear, now, how the composition was designed to allow the text to fit in. Welcome to UKGE 2018!



The UK Games Expo dragon, painted by Ralph, features on this year's merchandise. Take a look at what's on offer at the UKGE Merchandise Stand.



Watch TOL: Joan of Arc

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OUR WEBSITE HAS BEEN RUNNING SINCE 2010 AND WE'VE GROWN IMMENSELY SINCE THOSE EARLY DAYS. WE HAVE MOVED ON FROM JUST TALKING ABOUT WARGAMES, TO COVER THE ENTIRE GAMUT OF TABLETOP GAMING. THUS, WHILE WE STILL LOVE BEASTS OF WAR AND WILL CONTINUE TO PRODUCE WARGAME FOCUSED CONTENT UNDER THIS WELL LOVED BANNER, WE ARE LAUNCHING ONTABLETOP.COM TO BETTER COVER THE EXPANDING SPECTRUM OF THIS AMAZING INDUSTRY AND THE INCREDIBLE CREATORS WITHIN IT.

WHAT IS ONTABLETOP.COM?

OnTableTop.com is a tabletop gaming website dedicated to being friendly, inclusive, and open to covering all manner of tabletop games, from miniature wargames like Bolt Action and Warhammer 40,000 to all of the wonderful card, board, and role playing games.

ONTABLETOP.COM & LIVE EVENTS

OnTableTop.com has been to large conventions like UK Game Expo, Gen Con, AdeptiCon, as well as to smaller tournaments, homegrown events, and more. When we visit, we try and show those who aren't able to attend what it's like to BE at these events, bringing them our Live Blogs and Live Streams.

Our Live Blogs, which you'll see over on our website, allow us to conduct interviews with vendors, game publishers, designers, and more. We give you an insight into what's new at these events, as well as get a more in-depth look at the process behind how these games come to the tabletop.

Throughout these big events,

we encourage every viewer to get involved too, be that through competitions or by asking questions to some of the big names to find out what's next!

We also have an awesome team of staff and volunteers that help us out at these events. The OnTableTop.com crew has grown over the years; we have dedicated video editors who bring you our video content, as well as bloggers who rush around these events to bring you the best information and images of the hottest new tabletop products.

We're all here at UK Games Expo this year, including our US Studio team of Dawn & Gianna Lomax, all enthusiastic and ready to chat with all of you.

During a regular event you'll no doubt see us running around with our cameras and doing interviews, or maybe even beavering away on computers to make sure all our videos get out there to you. Never be afraid to say hello! If you recognise one of us, or see our OnTableTop.com logo floating about, we'd love to talk to you and find out how you're enjoying the event.



BY THE
ONTABLETOP
TEAM

THIS YEAR AT UK GAMES EXPO

Things are ramping up even more this year at UK Games Expo. OnTableTop.com is going to be hosting a livestream across all four days of the convention (yes, all four!) and we will be looking at new games with their designers and publishers on stage.

You will be able to come and watch us live in the audience, or tune in online. If you missed something during the Expo, then maybe we'll be able to help you catch up – and as it's going live throughout the entire show you will be able to go and find those hidden gems we've been mentioning and have a go at these games yourself!

IT'S ALL ABOUT YOU!

Another of our cornerstones, and something we always talk about in our shows, is how it's the community that makes us who we are and informs our values.

To that end you'll be happy to hear that we at OnTableTop.com are all about hanging out with YOU folks. As we've mentioned already, we love meeting you and interacting with you, be it on the website via our Live Blogs or in person at meetups.

You'll no doubt find us hanging around one of the bars or in the gaming halls here at UK Games Expo, so don't be afraid to come over and have a chat. Maybe we'll even get to play some games with some of you!



THE MMORPG SHOW

HELLO READERS OF THE UK GAMES EXPO PROGRAMME. IF YOU REMEMBER, LAST YEAR I DID A TWO PAGE ARTICLE ABOUT MY SHOW KNIGHTMARE LIVE AND HOW IT ALL CAME ABOUT. I REGALED YOU WITH ITS ORIGINS, PRAISED MY HARD WORKING TEAM, AND TOLD YOU OF THE TIME WE MET THE ORIGINAL TREGUARD.

This year I've been asked to do the same for my other show, The MMORPG Show...

I'm not going to lie, it's not as interesting. There's no nostalgic TV show attached to it, and there's only me in the show so all the writing is prefixed by "I" and "me" which feels very vain. At some point I start talking about story structure and character development (what was I thinking?). I've scoured my memory for funny anecdotes about the show, even dropping a celebrity name in at one point (which I'm really not about). The truth is, you had to have been there. The show varies wildly from one performance to the next for one simple reason; the audience. I have no idea what you're going to say (see second anecdote) or how

you'll react to an ever changing set of game laws and mechanics.

Sometimes I play to a room full of noobs. Don't get me wrong, that's great! The show's a really good way to get people interested in RPGs. That said I'm expecting the shows at the UKGE to be a little tougher, as most of you will know more than I do. This is also great. A room full of Gms, all with their own ideas and perspectives. The game isn't supposed to be consistent, I usually do what's funniest. Failing that, whatever feels more compelling.

The MMORPG Show is a live, improvised, comedy role playing game. The acronym standing for; Massively, Multi-player, On-stage Role Playing Game.

It sounds like (and is) a mouthful (pronounced "Muh-mor-



IF YOU'D LIKE TO BOOK FOR THE MMORPG SHOW OR ANY OTHER OF UK GAMES EXPO'S LIVE SHOWS PLEASE SEE PAGE 15.

BY PAUL FLANNERY
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pah-gah"). The idea was to have a title that has no meaning to most folk but, to the swaths of nerds in the know, is a beacon that draws them in. That was the idea anyway.

The MMORPG Show is a hybrid of table top role playing games like Dungeons & Dragons or Pathfinder and long form improvised comedy. The game portion is played using a massive D20 that we can literally throw around the room.

One of the biggest challenges was trying to make some sort of campaign that could be played within 45 minutes (15mins at the start of the show to warm up the audience and create our characters).

Indeed, some of the earlier shows consisted of players getting stuck on a bridge for the whole duration or failing to open a door. While this is funny initially, it's not particularly satisfying in a narrative sense.

I have since learned that doors can just 'magically open' if the story is starting to drag.

For me the most important, and hardest,

aspect of the show is making the story cohesive and engaging. Or at least seem that way. In early shows I would get bogged down in the details of the locations the players were in, whereas these days it's far more esoteric. The audience decide the type of terrain and the political landscape while I try and give all the characters a 'compelling back story'.

Going to the cave of so and so to fetch the sceptre of such and such to prevent the evil necromancer having a magical doo

A MASSIVELY MULTI-PLAYER ON-STAGE ROLE PLAYING GAME... WITH JOKES

dah is all well and good. But if our character has a long lost brother that turns out to be the evil necromancer... then we have a story with stakes.

The reaction to the show has been fantastic! I took it to the Edinburgh Fringe in 2016, got some wonderful reviews and had a fantastic time to boot. During the run there were a LOT of repeat viewers so, in the middle of one week, I devised a three show campaign for some of the 'regulars' to play.

I've had some wonderful special guests on the show, not least of all Erin Mcgathy of 'HarmonQuest' and 'This Feels Terrible' fame. If you're unfamiliar with her work I highly recommend you seek her out.

Now in its third year, the show is still throwing up surprises for me, maybe even more so now. It was nominated for 'Best Improv Show' at this year's Leicester Comedy Festival and I've been taking it around the UK on tour. During a show in Crawley, proceedings ground to a halt when a man in the front row calmly declared "I think eating human flesh would be per-

fectly acceptable, as long as both parties are consenting". This began a very open, 10 minute discussion on the subject covering all aspects from the health implications; apparently eating your own kind is what leads to BSE and good recipe ideas.

That, in a nutshell, is the MMORPG audience.

I hope to continue performing the show for a long time into the future. As it's continually evolving, all I have to do is come up with new clever puns as titles. Look out for 'Scruffy Looking Nerd Herder' on tour in 2019.

I'm currently working on a follow up to a horror film I was in a couple of years ago called Ghosts of Darkness. We invented a character called Jonathan Blazer; a psychic detective who is a throwback to the days of Hammer Horror.

I'm also penning a cook book. This might seem like a sideways step but I spent ten years working as a chef before going full freelance nerd. It will, of course, be in the style of an RPG so you'll learn new skills as you level up and it'll be full of practical ideas like how to cater for a games night when your table is covered in meeples.

If you see me around the Expo, please feel free to come and say hello and recommend me a board game.



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WARHAMMER FANTASY ROLEPLAY

BY DOMINIC MCDOWALL
FROM CUBICLE 7
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WARHAMMER FANTASY ROLEPLAY – THE OLD FAVOURITE RETURNS, AND IT'S STILL GOT THE SMALL BUT VICIOUS DOG!

Warhammer Fantasy Roleplay is very important to me personally. It was the first roleplaying game I played. I didn't know any local groups at the time, so I read it through and ran it for my friends, and never looked back! Everyone on the WFRP team at Cubicle 7 has a long history with the game – between us all we've worked on every edition so far.

I think it's that breadth of War-

hammer experience that's reinforced the ethos I wanted to run through everything we do on the game – to create the framework for people to play in their vision of the Warhammer world. We've all got our own favourite parts of the setting that give it that Warhammer flavour for us, and that's something to celebrate.

My early experience of learning to play cold from the pages



FANCY PLAYING AN RPG? SEE PAGE 19.

of the rulebook has also given me a thing about starter sets, so I am very happy that we'll have the WFRP Starter Set following on from the Rulebook. Designing a great introductory set is challenging, as there are a few different kinds of people you need it work for. You want it to be able to teach beginners how to play, and that's difficult in itself because roleplaying games are about so much more than just the rules. Then you've also got the more experienced gamers who want

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the introduction to your game. And finally, you have the experienced GMs who are looking for a first adventure to kick things off with, or some additional information about the setting. Getting the balance right is tricky.

Another role we wanted the Rulebook and Starter Set to fulfil was as an introduction to the Old World. Even as a huge fan of the Old World, once we embarked on the project I was surprised anew by how much amazing material there is out there. All the books produced for Warhammer Fantasy Battle, three editions of Warhammer Fantasy Roleplay, well over 200 novels and graphic novels, it's an incredible resource for us, and for GMs too!

But for people completely new to a setting, that huge breadth of material can sometimes seem a bit overwhelming – where do you start? So, as well as making sure that you get that introduction to the Old World, The Empire, and its neighbouring provinces in the core rulebook, we've also included lots of in-world voices to help immerse you in the setting as comprehensively as possible.

We've announced the Warhammer Fantasy Roleplay Rulebook and Starter Set, but there's a lot more in development behind the scenes. Hot on the heels of those core products we've got an adventure book, *Rough Nights and Hard Days*, based on the classic scenario *A Rough Night at the Three Feathers* and the events that follow it, by WFRP veteran Graeme Davis. We're delighted to have Graeme on the team! He's currently working on the Director's Cut of the *Enemy Within* campaign, which we are all tremendously excited about. The *Enemy Within* is one of those iconic campaigns that everyone talks about with huge affection, so it's an honour to be bringing it

back in style for its 30th anniversary.

Beyond that, there will be lots of original adventure material. We'll be investigating parts of the Empire in more depth than they've been seen before, as well as heading beyond its borders to visit places that WFRP has yet to reach. I'm very keen for us to cover new ground as well as produce definitive versions of places and people we're more familiar with.

A grim world of perilous adventure awaits!

**FIND OUT MORE
ABOUT WARHAMMER
FANTASY ROLEPLAY
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A QUICK HISTORY OF WARHAMMER FANTASY ROLEPLAY

This much-beloved game has a long and storied history. The first edition rulebook, published by Games Workshop in 1986, is where it all started. Offering a very different style of play compared to what was available at the time, WFRP soon established itself as one of the most popular fantasy roleplaying games. The game's signature campaign – *The Enemy Within* – is held up as one of the all-time classics, and is getting a Director's Cut release as part of Cubicle 7's WFRP range.

Hogshead Publishing took up the reins in 1995, reprinting a revised version of the first edition of the game and its supplements, and bringing out new products including *'Realms of Sorcery'* and *'Marienburg: Sold down the River'*.

The second edition was designed by Green Ronin Publishing and published in 2005 by Black Industries. It contained a revised and updated version of the first edition rules and was very strongly supported by a range of expansions, sourcebooks, and adventures.

The third edition of the game was released in 2009 by Fantasy Flight Games and featured a new and innovative game system.

PDF version of all titles for the Second Edition of the game are currently available on drivethrurpg.com – look under Cubicle 7 Entertainment. First edition titles are currently being scanned and released in the same place; at the time of writing the rulebook and *Enemy Within* titles are available now!

2-D5

HALL 2

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TOO MUCH OF A GOOD THING?

BY SELWYN WARD
WWW.BOARDSEYVIEW.NET

It starts innocuously enough. A friend casually mentions board-games. You immediately think of the long drawn out family games of Monopoly that came to represent the low point of your childhood Christmas festivities. You frown. Your mind drifts to brief memories of the complicated war games you'd dabbled with in your student days: simulating historic battles by moving tiny cardboard chits on paper maps overlaid with a grid of hexes; games that you could rarely actually play because you could almost never persuade anyone else to wade through the 40 pages of tightly packed text that made up the rules. You grimace.

Your friend explains that tabletop games have moved on. He breaks out something brightly coloured and easy to learn. Something simple like Ticket to Ride or Dixit: a 'gateway game'. You later learn that there's a reason they call them 'gateway games'. It's exactly the same reason certain narcotics are labelled as 'gateway drugs'... Soon you're hooked.

You discover that board games have indeed moved on since your adolescence. The 'euro game' scene has developed entirely new gameplay mechanics that you previously didn't even know existed. One by one, you lap these up. Non-gaming friends express surprise at your

IT'S A STRICTLY FIRST WORLD PROBLEM, TO BE SURE, BUT IT'S A PROBLEM NONETHELESS.

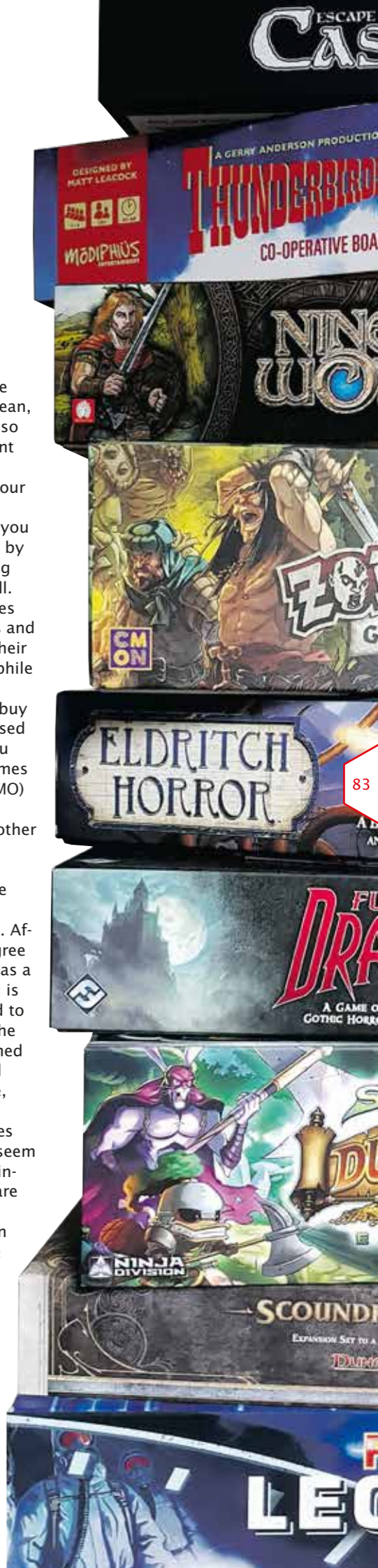
sudden fascination with trade routes across the Mediterranean, and you find you are talking so much about worker placement that your family assume you are thinking of chucking in your own job to become a recruitment consultant. Previously, you might have described games by their publisher: distinguishing Waddingtons from Avalon Hill. Now you are noting the names of individual game designers and are learning to look out for their new releases just as a bibliophile follows individual authors.

So it begins. You start to buy up the board games you missed when they first appeared. You eagerly acquire the latest games too. Fear of missing out (FOMO) drives you to back a slew of games on Kickstarter (note: other crowdfunding platforms are available).

It doesn't take long before you've outgrown that Kallax shelf unit you bought in Ikea. After much negotiation, you agree to designate the spare room as a games room. Part of the deal is that games are not permitted to spill out into other parts of the house. At the time, this seemed perfectly fair, reasonable and manageable. Then, of course, those half-forgotten backed-months-ago Kickstarter games start arriving. Most of them seem to come with hundreds of miniature figures, so the boxes are enormous...

Only now does it dawn on you that you might just have a problem. It's a strictly First World problem, to be sure, but it's a problem nonetheless. You reluctantly accept that you might perhaps need to be a little bit more selective about future acquisitions, but you conclude your problem is primarily one of making better use of the games room space.

You'd previously exper-



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imented with various different ways of organising your games shelves. You tried grouping games by genre, by mechanic, and by the optimal number of players. In a library, you'd naturally group books by author so you tried to do the same with games – keeping together those sharing the same designer. Superficially attractive as all of these options are, you concede that compromise is needed. Grouping games together mainly by the size of their boxes results in a seemingly more haphazard collection but it does serve to maximise the number of games you can fit in. Concessions had to be made and the sacrifice of a classification system turns out to be the least painful.

And it works. Now you have some space to spare. You should probably leave that vacant, pending arrival of all the games you have on pre-order and those you plan to pick up at UK Games Expo, but, like nature, collectors abhor a vacuum. More space means you've room to buy more...

So here I am with 2,600 games spread across a dedicated games room, a landing, and a 'play room' that my wife shares for her music (I am careful to conceal my resentment at the valuable board games space eaten up by her descant and treble recorders). Mine has become

**WHEN-
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HAVE IT.**

the collection that game-playing friends bring their spouses round to view as a way of persuading them that, by comparison, they really don't have too many games. I have grudgingly come to realise that Space may be infinite but my own space is finite, so I am slowly starting to impose a degree of selectivity about game acquisitions.

I know others who operate a strict 'one in, one out' policy. That has little appeal for me. It would involve me selling games from my collection. That would transition me from being a User to becoming a Pusher. Surely, there has to be a better way?

I have previously bought games because they had interesting or new mechanics, interesting or novel components, or an interesting or unique theme. In the past, a game only had to score one of those three for me to want to add it to my collection. I'm now gradually moving to requiring a game to tick two out of the three boxes. This has helped to slow the growth of my collection. I've been burned on at least two board game Kickstarters and along with several projects where the game was released into retail weeks before it got to backers, that has turned me into a much more cautious crowdfunder. Kickstarter still classifies me as a 'Superbacker' but my crowdfunding slowdown is also contributing to a mildly reduced rate of growth of my board game collection.

Whenever I saw a new game, I used immediately to ask myself why I must have it. I am trying my very best to move instead to asking myself to at least consider whether or not I really need it. Publishers and retailers don't have to worry unduly, however. Even after I've applied these brakes to the expansion of my collection, you'll still easily spot me at this year's UK Games Expo. I'll be the guy wheeling home two very large suitcases full of games.

Selwyn Ward edits Board's Eye View which publishes news, reviews and innovative 360° views of board games old and new. You can find Board's Eye View at www.boardseyeview.net and on Facebook at www.facebook.com/boardseye.

Selwyn has also written for Spielbox and Tabletop Gaming magazines and he contributes regularly to the Games Quest blog and to the Games Alliance in the US. You can browse Selwyn's board game collection on Boardgamegeek.com under his BGG username: Poins.



A NEW AGE

IT IS 187X, A GENERATION SINCE THE END OF THE AMERICAN CIVIL WAR. THE GREATEST SCIENTIFIC MINDS OF THE AGE HAVE UNLOCKED SECRETS THAT THE HUMAN RACE WAS UNPREPARED FOR. NOW MIGHTY EMPIRES CLASH AS SUPER SCIENCE AND ALIEN TECHNOLOGIES BRING THE WORLD PERILOUSLY CLOSE TO ANNIHILATION.

An ancient entity has been subtly influencing humanity for thousands of years for its own purposes. This interference has attracted other alien forces to take an interest in humanity and their technology has fallen into the hands of an alliance of scientists known as the Covenant of the Enlightened. This has ushered in an age of phenomenal scientific advancement in areas that were the stuff of dreams only decades before. This unearned and disjointed scientific progression has, however, come with neither morals nor safeguards, and the world has been plunged into a Dystopian Age.

The Dystopian Age is a distinctive setting that is home to Dystopian Wars and Wild West Exodus. Combining elements of Victorian science fiction and dieselpunk, the Dystopian Age presents a unique and exciting alternate history.

With such a rich and detailed setting in development, it made sense for us to explore this weird world through miniatures games (in a variety of scales) card games, novels, and lots more!

With Dystopian Wars, it allows us to showcase the epic naval and aerial battles of the Dystopian Age, whereas Wild West Exodus takes us to a corner of the setting and lets us get up close and personal with the varied and violent factions that call the Badlands their home. Being a skirmish game it allows us to show the weirder side of the Dystopian Age. While Dystopian Wars deals with massive armoured ships and sky fortresses with thousands of lives in the balance, Wild West Exodus shows what difference a man or woman can make out on the frontier against the best or worst that it has to offer.

It was important when creating the Dystopian Age that we retained key elements, characters, and concepts from the games that would find a new home there. Though Wild West Exodus and Dystopian Wars were ostensibly both coming from a background of 19th century science fiction, there were a number of differences between them that had to be reconciled in the Dystopian Age, or else one would feel shoehorned into the setting

THE DYSTOPIAN AGE PRESENTS A UNIQUE AND EXCITING ALTERNATE HISTORY.

of the other.

Fortunately, while Wild West Exodus had detailed fairly extensively the shape of the American Frontier, it had given scant acknowledgement of the wider world. Conversely, Dystopian Wars tended to focus more on the grand clash of nations and was less concerned with individual heroism and local details. Placing the two games side by side, it was then a case of addressing three key areas of the background: Tone, Narrative, and Visuals.

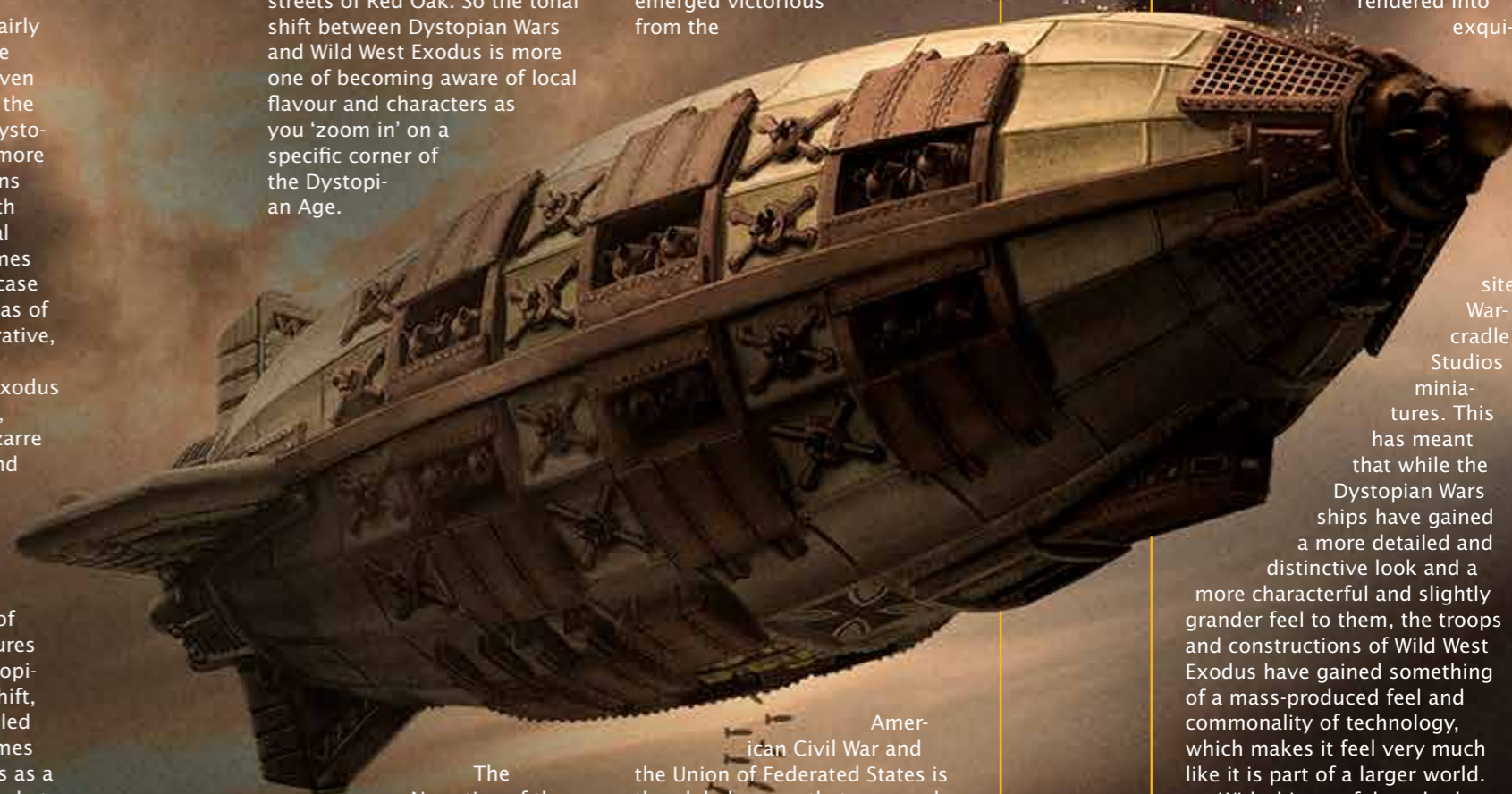
The Tone of Wild West Exodus is one of legendary heroics, brutal gun fighting, and bizarre and fantastical machines and creatures, while Dystopian Wars focused more on the industrialised and faceless nature of global warfare. We realised that though the very existence of certain extraordinary creatures in the same setting as Dystopian Wars would be a tonal shift, much of it could be reconciled by the very scale of the games themselves. Dystopian Wars as a game of ferocious naval combat does not really concern itself with the occasional werewolf in a kayak, and similarly the likes of Jesse James and Marcus Wayward are less concerned with the global politics of the Prussian

BY STUART MACKANESS
WWW.WARCRADLE.COM

Imperium as they brawl on the streets of Red Oak. So the tonal shift between Dystopian Wars and Wild West Exodus is more one of becoming aware of local flavour and characters as you 'zoom in' on a specific corner of the Dystopian Age.

in the Dystopian Age, the North emerged victorious from the

acters, and vessels that are rendered into exquisite



The Narrative of the Dystopian Age has taken some work. While the major change to the Dystopian Age world from ours began around four thousand years ago, with the arrival of the Hex, the repercussions mean that there are certain events that have transpired differently to how players of the original editions of the two games may recollect. It is important with existing intellectual property that as many of the elements that made the game distinctive are retained, while at the same time avoiding the sensation that two disparate settings have been rather crudely mashed together! We have tried to ensure that the vast majority of the background has remained intact, or else has been blended with new elements so that it holds together as a believable and resilient narrative from which to springboard players' own stories off of. A major difference, however, is that

American Civil War and the Union of Federated States is the global power that emerged to now challenge the others for global dominance. Previously, Dystopian Wars maintained that the Southern states had won the war. While that was narratively interesting, the dominance and aggression of the Union in the Wild West Exodus background was far more significant to that game's narrative, and so had to be an element that held primacy when the Dystopian Age was formed.

The visual identity of the Dystopian Age needs to be consistent across each of the games set in it. Roberto Cirillo is our Studio Art Director, and has worked hard with the artists and sculptors to ensure that there are visual cues from Dystopian Wars and Wild West Exodus that carry through and influence both games, and with the visual style of the Dystopian Age established, interpreting that in the various machines, char-

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tures. This has meant that while the Dystopian Wars ships have gained a more detailed and distinctive look and a more characterful and slightly grander feel to them, the troops and constructions of Wild West Exodus have gained something of a mass-produced feel and commonality of technology, which makes it feel very much like it is part of a larger world.

With this careful work, the Dystopian Age is being fleshed out into a rich and vibrant setting with a wide array of characterful and detailed miniatures as well as a growing community. There are more games in development for the Dystopian Age, including Armoured Clash, which will feature 10mm land battles with vast land ships and tank squadrons supported by daredevil fighter planes and devastating artillery. We also have concepts for card games, board games, and much more! A strength of the Dystopian Age is that it allows players to enjoy each game set within it for its own particular playstyle and narrative focus, while at the same time being connected to a wider narrative and community.

THERE ARE MORE GAMES IN DEVELOPMENT FOR THE DYSTOPIAN AGE.

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HOW TO FINISH PAINTING MODELS

BY DAVE CHILVERS
CHILVERSINDUSTRIES.COM

I recently won a painting contest by exploiting one of the lesser-known rules of competition painting: if no one else finishes their entry, then you win by default. Out of an admittedly small group of seven or eight participants, I was the only person who finished painting a 'Start Collecting' boxed set in a month.

This was a bit of a shock for me, as I am not the world's fastest painter; it had recently taken me around six months to finish the last starter set that I bought. I don't use any special practices such as dipping my models in Quickshade, and my tiny, tiny house doesn't have room for me to swing a rusty spotted cat (look it up), let alone run an airbrush and compressor.

As I was collecting the first, second, and third place certificates, I looked around to see tables full of half-painted or bare plastic miniatures. A quick straw poll of the surrounding people revealed the following reasons for the poor show: not enough time, and too many distractions. According to Dakka Dakka's (an online forum) monthly painting challenge, less than 20 per cent of entrants managed to paint an entry every month last year.

This brings me here. If you want tutorials on "how to paint models", you can find plenty of them online. Today, however, I'm going to present my plan on "how to finish painting models". Behold, my checklist for maximum painting efficiency:

1) PLANNING

The first part can be done at any time, without touching paints or models. It can be done in your lunch-break, or even whilst you are reading this. To quote Peter Drucker: "There is nothing so useless as doing efficiently that which should not be done at all".

Ask yourself if you actually want to paint these models? This step shouldn't trigger an existential crisis; if the models have been on your desk for the last couple of months (or years) without you summoning the energy to paint them, try one of the following first:

- Get someone to fully paint them for you.
- Get someone to partially paint them, i.e. handling the jobs you can't or don't want to do.
- Get rid of them (eBay, loft, bin).
- Put them to one side and pick up

something you are excited to paint. • Schedule time in your diary to paint them, and make it a reoccurring reminder.

A lot of people insist that everything they own has to be painted by them. I recently talked with someone who had spent £1,000 on miniatures over the period of a few months, but admitted that they hadn't managed to paint anything in the last few years. I suggested a painting service, but of course he said he didn't have the cash. I asked a few more probing questions, and he admitted that having self-identified as the sole owner of the models, he couldn't bring himself to own models painted by someone else.

Meanwhile, I have started hiring a commission painter to airbrush base layers onto some of the larger models that would otherwise soak up a large amount of my time. It's cheaper than a normal job and allows me to concentrate on adding my own touches to a model which is my favourite bit. If feels like I've just nicked all the pigs in blankets from my Christmas meal and binned the sprouts.

Next, it's time to start creating lists.



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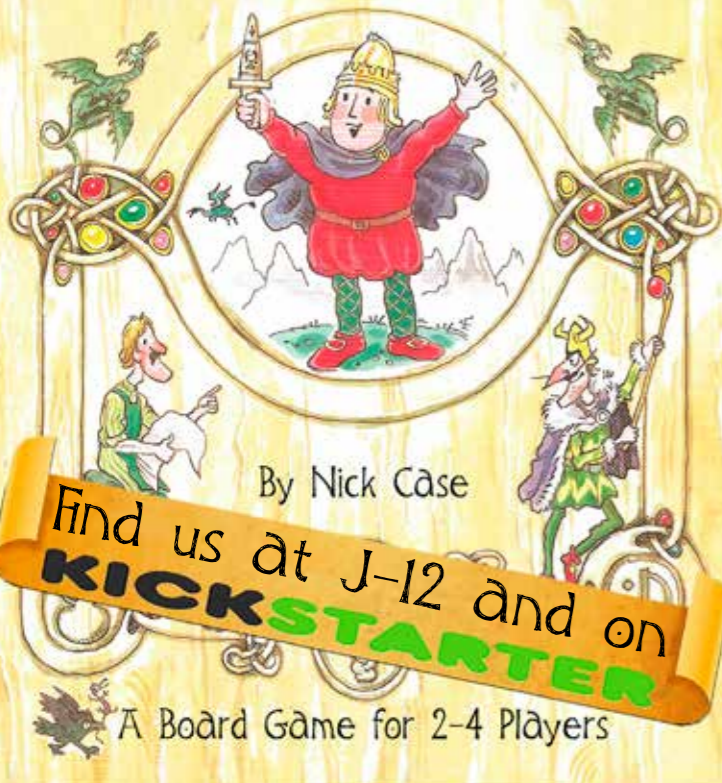


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I've found this is an excellent way to break down the huge number of projects most painters find themselves knee-deep in. Try Evernote, its flashy cousin Bear, or even the standard notes app you have on virtually any phone these days. Create the following:

- A list of all model kits you currently own.
- A list of current priority projects broken down into stages. This list should be no more than what can fit in a small box.

Try to break the job up into loads of small parts to ensure that you don't burn out. This is why a lot of my miniatures in progress have heads, backpacks and arms Blu Tacked on separate bases. It's perfectly fine to just spend a small session painting helmets or backpacks.

2) MOTIVATION

Planning is the easy part. The tricky part is to keep coming back to the models after the initial excitement has worn off, and for me that excitement wears off quickly after the first or second layer of paint.

That first thin layer of paint is a killer, because no paint will go on smoothly in one go. Most require two or three layers to get an even colour, and miniatures never look good if the paint isn't smooth. Airbrushes will shine here, but most people don't have £400 and a few square feet of space in their house to spend on

a full rig. You can see above why I prefer to outsource this element of model painting where appropriate.

To give you that extra push, tell anyone who will listen about what you plan to do for your project and when the models will be completed by. In other words, set some stakes. This ensures you have a group of people who will hold you accountable. There is even a website you can sign up to - <https://www.stickk.com/> - that will hold you accountable to your goals.

3) EQUIPMENT

I'm going to skip a lot of the basic equipment to use as I go into more detail on my website, but I will make a few suggestions that should be mandatory for everyone:

- A wet palette. Pretty much every painter agrees that a wet palette is essential for speeding up. Your paints will stay wet for longer even in the heat of summer, and it reduces the annoyance of mixing partially dried paint onto your brush. Buy one or find a tutorial on my blog to make one.
- A small box for miniatures and paints stored near to where you want to work. If you don't have a dedicated painting area, then a small box containing the aforementioned wet palette, brushes, models, and required paints is great. This also helps to reduce the barrier to entry. A shoebox works if you are on a budget, but a small set of

plastic drawers is better. It also removes the build-up of dust on models that will ruin any paintjob.

- A YouTube playlist or selection of audio books/podcasts preloaded on your phone or tablet. The goal is to have uninterrupted media on hand to lose yourself in. This will vary for everyone, but I prefer things that aren't complex enough to demand all of my attention. Try Mark Kermode on YouTube or Hardcore Histories via podcast.

FOR MORE TIPS, INCLUDING TIME SAVING GEAR, A SUGGESTED PLAYLIST, AND A BREAKDOWN OF WHAT THE START AND END OF A PAINTING SESSION LOOKS LIKE, VISIT CHILVERSINDUSTRIES.COM

So, there you have it. Reduce the work you have to do by ruthlessly removing things you don't want to paint and outsourcing the hard work. Break all the jobs down into small parts. Plan to get around the jobs that cause the most pain. Get your friends to hold you accountable, and finally, ensure your painting kit is not causing a barrier to entry.

The competition spanned three months, with a new challenge every month. The compounding effects of repeatedly following this method are shown in the photos. The stack of painted models I produced kept piling up at a steady rate as did my knowledge and skills. By the end, I had improved my basing technique, learnt about pigments and varnish, and even manage to paint some nice freehand symbols. You can do it too. Remember this old Chinese proverb: the best time to start was 20 years ago, the second-best time to start is now.





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GOING SOLO

BY SELWYN WARD
WWW.BOARDSEYEVUE.NET

IT'S BECOME A COMMON SIGHT ON THE BOXES OF TABLETOP GAMES – 2-4 (5,6...) PLAYERS; INCLUDES RULES FOR SOLO PLAY. BUT THAT HASN'T ALWAYS BEEN THE CASE; GAMES WERE SEEN AS A MEDIUM FOR INTERACTING WITH FRIENDS AND FAMILY, AND YET PEOPLE HAVE ALWAYS FOUND WAYS TO PLAY THESE GAMES BY THEMSELVES. WHICH LEADS ME TO THE QUESTION 'HOW CAN YOU PLAY GAMES ON YOUR OWN?'

Before answering that, let's take a quick look at the main reasons why people play solo. For many it's a lack of a gaming group, or the time to get together with friends. For others it's to perfect their game play, to ensure they have the upper hand when they next take on their arch nemesis at the local tournament. And, of course, there are some who enjoy playing games all on their own!

First off, there's the pure solitaire games, the ones for one player only. These are for the

as it is commonly called in the UK) dates back to the mid 18th century! They are still a niche market though, and will probably remain so, mainly because they can only be played on your own. In the Board Game Geek (BGG) top 50 games, not one is a single player only game!

A lot of people wouldn't buy a solitaire game; for most the enjoyment comes from playing with others. What a better way, then, than playing cooperatively? In 2008 a game was released that, even though co-op games

THERE ARE SOME WHO ENJOY PLAYING GAMES ALL ON THEIR OWN!

cooperatively. The AI is simple and effective, ramping up the tension as the game develops, causing an outbreak in that city you'd just cleared, and suddenly things start to grow out of control! Now, the thing about the majority of co-op games is... you can play them on your own. It's easy, you just decide how many, and which characters you're going to use, and hey presto, you're off! The only downside to a lot of these, though, is the bookkeeping. Trying to keep tabs on what each character has (health/items) and what they are doing, can be a logistical puzzle all in its own; if you've tried playing Gloomhaven or Arkham Horror: The card game with four characters, you'll know what I mean. The majority of co-op games nowadays all say 1-x amount of players on the

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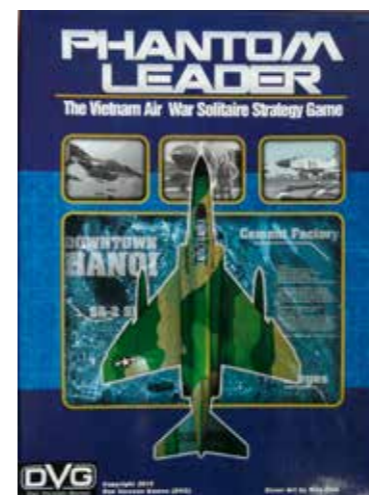
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people who enjoy taking on the 'game'; pitting their wits against a structured rule-set specifically designed for solitaire play. These games are often simulations, very thematic and can be quite complex. War-game simulations, Phantom Leader by Dan Verssen Games for example, feature a lot in this category. Sometimes they are abstract puzzles, which require deep thinking logic to solve and are rewarding when you do. Solitaire games are not a new phenomenon, after all the card game Solitaire (or Patience



weren't something new, would start the ball rolling for the explosion of the genre. That game was Pandemic. As a great gateway game (bridging the gap for non-gamer to the more complex games) it flew off the shelves, especially when Z-Man released the 2nd Edition in 2012, with new artwork and extra characters. The great thing about Pandemic is the artificial intelligence (AI) that runs the game. Previous co-op games tended to feature one player running the game against the others, who acted together



box; though strangely, not on Pandemic's! Then you've got the strange thing of playing against yourself. This is for those who strive to be the best they can at a certain game; usually, but not always, tournament players. These are often two player games, Magic: The Gathering and Star Wars: X-Wing spring to mind, where there is a great emphasis on building your deck or fleet, picking from thousands of different combinations, in order to overcome any obstacle placed in your path.

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Playing against yourself is good way of testing your ideas and finding out how to defeat certain plays. This fine-tuning is where many get their enjoyment from – for some it's the best part of the game! Surprisingly, more people than you may think play games in this way; it's a great way to learn a game and find out what would happen if this were done instead of that! Historical miniature wargamers have been doing this for years; trying to figure out the answer to such scenarios as whether Napoleon would have won Waterloo if Blücher hadn't turned up.

Now imagine you've just purchased your latest £60+ multi-player game; unboxed it, read the complicated rules, and realized that the two hour time to play mentioned on the box is per person. What do you do? You introduce it to your game group of course! You play a marathon game and everyone loves it, but it'll probably be another three or four months before everyone is prepared to commit to another game (at which point, you've forgotten how to play!). This leaves you with a few options; shelve it, it'll get played again... eventually; sell it, but it's a great game and you'll lose money on it; or you can adapt it for solo play! People

PLAYING AGAINST YOUR-SELF IS GOOD WAY OF TESTING YOUR IDEAS AND FINDING OUT HOW TO DEFEAT CERTAIN PLAYS.

many clever souls are producing flow charts for how the AI should act, programming active PDFs and even creating Aps that take on the role of the other player(s). There appears no end to the length some people will go to so they can play on their own, and it makes the statement that people really want this kind of game.

So, how about a game that can be played with your friends and on your own too? Straight out of the box, no adapting the rules, no having to play several characters all at once — just read the solo rules and everyone's a winner! Designers and publishers have twigged that a game that is relatively expensive and aimed for two or more players is only going to be purchased by those who can get it to the table relatively frequently. But, if solo rules are included, hey, the market for the game has just been increased, massively! I know I'm more tempted to buy an expensive game if I can play it solo, and if that can be done straight out of the box, even more so.

Finally, lets take a look at some statistics taken from the Board Game Geek top 50 games. Of the 50, only 16 of them state they are for 1-x players, of which half are co-op and half released in 2016 or later. Plus there's an-



are putting a lot of time into converting games to be played by just one person. Take a look at the likes of Board Game Geek, and you'll find tons of mods for adapting games. In their most basic form, these are 'roll and act' adaptations: you roll a die and consult a table or two. The result is what actions the opposition would take. Not very satisfying in it's simplest form, but taking it a step further, where the table you roll against depends upon what you did last turn, can give better results. It doesn't stop there;



other four co-op games that can be soloed but don't state it on the box. Amazingly though, out of the other 30 games, 24 have some type of adaptation listed in the files for playing them solo – people really do want this kind of experience out of their games, and I believe it is a trend that is set to increase. It makes me wonder 'How long will it be before we pick up a game and it says – for one player, rules for 2-4 players included?'

TOP SOLO PLAYER GAMES ACCORDING TO WWW.BOARDGAMEGEEK.COM

1. **Gloomhaven** (2017)
By Isaac Childres
2. **Terraforming Mars** (2016)
By Jacob Fryxellius
3. **Scythe** (2016)
By Jamey Stegmaier
4. **Gaia Project** (2017)
By Jens Drögemüller and Helge Ostertag
5. **Caverna: The Cave Farmers** (2013)
By Uwe Rosenberg
6. **The 7th Continent** (2017)
By Ludovic Roudy and Bruno Sautter
7. **Agricola** (2007)
By Uwe Rosenberg
8. **Mage Knight Board Game** (2011)
By Vlaada Chvátil
9. **Arkham Horror: The Card Game** (2016)
By Nate French and Matthew Newman
10. **Viticulture Essential Edition** (2015)
By Morten Mondrad Pedersen, Jamey Stegmaier and Alan Stone
11. **Mansions of Madness: Second Edition** (2016)
By Nikki Valens
12. **A Feast for Odin** (2016)
By Uwe Rosenberg
13. **Kingdom Death: Monster** (2015)
By Adam Poots
14. **Robinson Crusoe: Adventures on the Cursed Island** (2012)
By Ignacy Trzewiczek
15. **Le Havre** (2008)
By Uwe Rosenberg





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BY ROBIN ELLIOT
WWW.TRIPLEACEGAMES.COM

THE YEAR IS 2018 AND TRIPLE ACE GAMES IS CELEBRATING 10 YEARS IN BUSINESS. DURING THAT TIME, THE COMPANY HAS WITNESSED A REVOLUTION IN THE HOBBY GAME INDUSTRY. MORE IMPORTANTLY, FROM OUR POINT OF VIEW, IT HAS BEEN GREAT TO BE A PART OF THE EVER-INCREASING INTEREST IN TABLETOP GAMING.

Staying current in this arena means exploring new ways to create and deliver games. Triple Ace Games has always been a champion of digital delivery of the games it produces, with multi-layer PDFs and numerous products. Now with the new wave of 3D printing enthusiasts in hobby gaming, I decided it was time to explore this technology. With that in mind, I started designing a game that would exclusively use 3D printing to deliver a fully digital miniatures game. Ironclads: Space Battles in the Victorian Aether was born, a game fans could download, and 3D print and assemble at home.

3D printing represents a new wave in technology that is particularly attractive to me as a hobby gamer. The ability to create an object on a computer, and to have it magically created in front of you, is amazing! I was hooked on the tech as soon as I watched the first object appear in front of my eyes. Watching the printer deposit strands of plastic filament and seeing it grow on the build plate from a digital design into a physical object is amazing to me.

I purchased my first 3D printer in early 2016 and was immediately set on employing it in my work and hobby. I was looking for ways to incorporate it in my hobby very early on, mainly to make it pay for itself! As a games designer, 3D printing helps me quickly make game parts for prototypes, so it has been very useful for day-to-day games design.

The actual 3D designing is the true challenge. The software can be difficult to understand, so the learning curve with 3D design is steep. I spent a year just trying

to understand CAD design, and only now do I think I have a good grasp of the design process. It certainly is a matter of perseverance.

Having spent some time using the tech to produce tokens and small items to pimp up my collection of boardgames, or for use in my game design, it was time to branch out and make something more substantial. I'm a fan of the X-Wing Miniatures game from Fantasy Flight, but didn't want to invest hundreds of pounds on miniatures.

The game gave me the idea of producing a ship-to-ship combat game using miniatures I could print from home. Initially I worked on a sci-fi themed game. The simple designs were printed in one piece and did not have much detail to them, but it was a start!

TAG has always been fond of the genre, and one of our bestselling RPGs, Leagues of Adventure, is set in a Victorian steampunk world. My business partner, Wiggy (Wade-Williams), took a collection of joint ideas and created a wonderful world that oozes character.

We also used this setting for our popular card game Rocket Race, which was launched at UK Games Expo in 2014. Getting to the Moon was fun, but we wanted a longer game, taking rockets to Mars. Since a straight race would be dull, the logical step was to add weapons and defences and have them fight in space.

As I had been exploring the 3D printing tech for a miniatures game, Ironclads slowly transformed from a potential card game into something that would fully utilize the new technology. All the basic parts were there,

the core idea for the setting and wanting to make use of 3D for printing every component. Rather than designing ships with fixed weapon loads, we wanted the miniatures to be fully customizable. Depending on the model in question, the ships have one to four magnetic hardpoints, thus allowing interchangeable weapons and gadgets to be added. This way, you can build fleets to make use of different strategies.

All we needed now was a set of rules! I called upon my friend and fellow game designer David Mortimer, who we met at UK Games Expo in 2016 and who just happened to live across town from me! Dave was keen to work on the project, and we began a year of rules development.

We didn't want a vanilla setting for the game, so we decided to make use of the Great Powers of the late Victorian Age. Wiggy was hired to write Fleet Manuals for the first three factions.

Everything was now in place and Ironclads was born.

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THE UK GAMES EXPO AWARDS RECOGNISE THE ACHIEVEMENT OF MANUFACTURERS AND PUBLISHERS IN A VARIETY OF GAME GENRES.

This year we are introducing two awards in each Category: a judges' Award and a People's Choice award.

All submitted games are rated by a panel of expert judges chosen by UKGE. This year we're introducing a shortlist of the top games in each category, as determined by the judges' ratings in the categories of Theme, Originality, Quality, Playability, Balance, and Fun Factor.

Expo visitors can vote on these shortlisted games via the UK Games Expo app (see page 19) – the top voted game in each category will receive a People's Choice Award.

One of the shortlisted games will also be selected as the Judges' Award winner. The People's Choice and Judges' Awards results will be announced on Sunday at 3pm on the main stage in NEC Hall 2.

BEST NEW AMERICAN STYLE BOARD GAME

Generally feature a prominent theme, encourage direct conflict between players and have a significant degree of luck. American-style games often have longer playtimes and have mechanics designed to suit the theme. These games tend to target ages of 12+ and specifically not young children.



Rising Sun
CMON



Bunny Kingdom
IELLO



Arena For The Gods
IELLO

BEST NEW EURO-STYLE BOARD GAME

Generally these games will have less direct player interaction, limited elements of luck and less conflict. Sometimes called a Eurogame or German-style board game. These games tend to target ages of 12+ and specifically not young children.



Photosynthesis
Blue Orange



Century: Spice Road
Plan-B



Great Western Trail
Stronghold

BEST NEW STRATEGIC BOARDGAME

These are games which involve tactical and strategic game play, involve direct player interaction, often involve elements of competition, conflict and sometimes military themes. Miniatures may be involved or tokens representing characters or units. These games tend to target ages of 12+ and specifically not young children.



Civilization
Gibsons



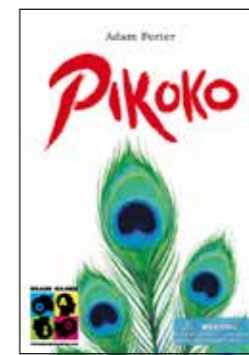
Warhammer Underworlds: Shadespire
Games Workshop



Mini Rails
Moaideas
Game Design

BEST NEW CARD OR DICE GAME

Generally these games will not involve a board, but dice or cards will be the predominant feature. These games tend to target ages of 12+ and specifically not young children. In any given year we may decide to split this category into Card Games and Dice games.



Pikoko
Brain Games



Legend of the 5 Rings
Fantasy Flight



Fantasy Realms
WizKids

BEST ROLEPLAYING GAME

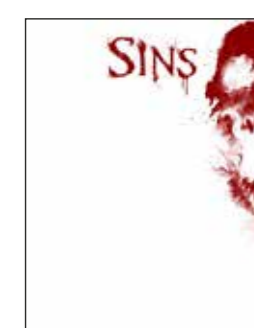
The main rules set for a game in which players assume the roles of characters in a fictional setting and where the main thrust is players take responsibility for acting out these roles within a story generally run by a games master.



The Code of Warriors and Wizardry
Simon Burley
Productions



Conan: Adventures in an Age Undreamed Of
Modiphius
Entertainment Ltd.



SINS - The Roleplaying Game
First Falling
Leaf Limited

BEST ROLEPLAYING GAME EXPANSION

An expansion or supplement for roleplaying games which expands or adds to an existing game system.



Leagues of Cthulhu
Triple Ace Games



Conan: Book of Skelos
Modiphius
Entertainment Ltd.



Down Darker Trails
Chaosium Inc.

BEST ROLEPLAYING GAME ADVENTURE

An adventure, scenario, campaign, or campaign setting for roleplaying games.



The Cthulhu Hack: Three Faces of the Wendigo
All Rolled Up



Two-Headed Serpent
Chaosium Inc.



Reign Of Terror
Chaosium Inc.

BEST MINIATURES RANGE

A miniatures range for use in wargames or role-playing games.



Warhammer 40,000: Dark Imperium
Games Workshop



Wild West Exodus: Gunfight At Red Oak
Warcradle Studios



Lion Tower Miniatures RPG Miniature Range
Lion Tower Miniatures

BEST MINIATURES RULES

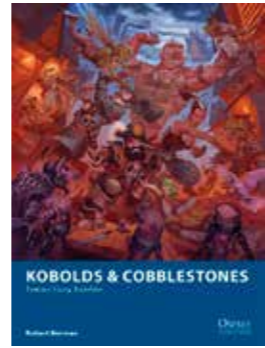
A rules system where the core part of the game is using miniature figures to fight out battles.



Ghost Archipelago
Osprey Games



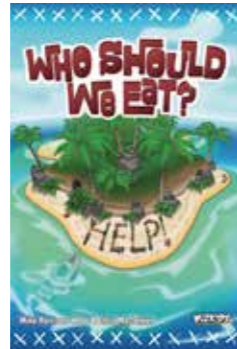
Gaslands
Osprey Games



Kobolds & Cobblestones
Osprey Games

BEST PARTY GAME

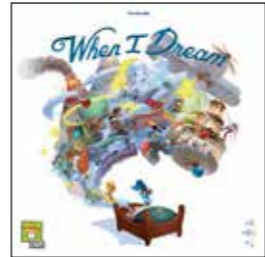
A game which is usually light and easy to play, with simple rules and designed for larger groups or a party



Who Should We Eat?
WizKids



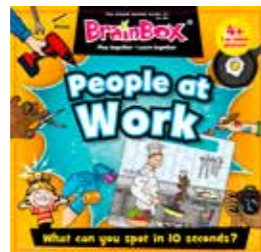
Gutterhead
Gutter Games



When I Dream
Repos

BEST CHILDREN'S GAME

A game which is specifically designed for younger children (10 years or below) to play with or without adult supervision but not a game adults would play on their own.



BrainBox People at Work
The Green Board Game Company



Don't be a Donkey
John Adams
Leisure Ltd



Rhino Hero - Super Battle
Habermaass GmbH
(HABA)

BEST ABSTRACT GAME

An abstract game is a game that minimises luck and does not rely on a theme. It typically focuses on strategy where skill and careful planning is the key.



Rubik's Flip
John Adams
Leisure Ltd



Thieves
Merlin Games



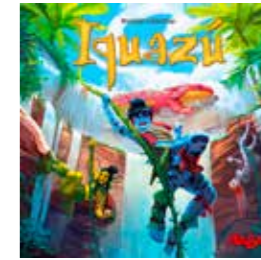
Okiya
Blue Orange

BEST FAMILY GAME

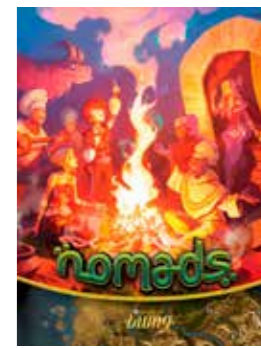
A game which is ideal for children (perhaps older children) and adults to play together and all enjoy equally. Something for parents and kids to have fun together with.



Untold: Adventures Await
Hub Games



Iquazú
Habermaass GmbH
(HABA)



Nomads
Ludonaute

BEST NEW EXPANSION

This covers expansions to existing games, new versions which are essentially the same game but might have a different set of pieces e.g. an army pack.



Dracula's America: Shadows of the West: Hunting Grounds
Osprey Games



Queendomino
Blue Orange



Cities of Splendor
Space Cowboys

BEST NEW ACCESSORY

Anything gaming related not covered in the other areas e.g. game storage solutions, dice bags etc.



Big Book of Battle Mats
Loke Battle Mats



DMB Resin Dungeon Tile Core Set
DMB Games



Blood Red Skies - Aces Accessory Sets
Warlord Games



are essential reading for any scholar of the industry.

Francis Tresham, who was responsible for the initial publication of the legendary boardgame Civilisation, as well as essentially inventing the whole genre of railway-themed boardgames.

Don Turnbull, one of the founding contributors to Games Workshop's White Dwarf, as well as being behind many of the earliest Dungeons and Dragons modules.

Bruce Quarrie, a founding father of the wargames hobby and writer of many early sets of rules.

Gibsons Games, publishers of the boardgame, Diplomacy and many other veteran titles.

Ian Livingstone and **Steve Jackson**, jointly inducted as founders of Games Workshop and the ground breaking Fighting Fantasy series of adventure books.

Daniel Steel, founder of Esdevium Games, which now as Asmodee UK is the largest distributor of games in the UK as well as behind much of the organised games structure in this country.

The 2018 Hall of Fame Inductee is **Martin Wallace:**

Martin Wallace is an award winning boardgame designer with over 70 titles to his name, including Age of Steam, Runebound, Discworld Ankh-Morpork,

and Brass. Martin now focuses entirely on designing games to license to other companies. Born in Hampshire in 1962, Martin began playing wargames while at school and one of his first jobs was working as a sales assistant for Games Workshop in Manchester. In 2008 he became a full-time game designer. In 2013 he emigrated to New Zealand, then moved to Australia in 2017. He now resides near Brisbane. There are a number of new games out this year from Martin, including a new edition of Brass, a multi-player arena combat game called Wildlands from Osprey Games, and an alternative history game, AuZtralia. A new version of his game London has been released this year by Osprey Games and can be seen at their stand.



THE UK GAMES EXPO HALL OF FAME WAS LAUNCHED AT THE 2013 EVENT, AIMING TO SHOW THE WORLD THE LEVEL OF INFLUENCE THAT THIS COUNTRY HAS ON THE WORLD TABLETOP GAMES SCENE.

The Hall of Fame inductees are individuals or companies who have contributed significantly to the growth of the tabletop gaming industry over the last few decades, leading to the expansion of tabletop gaming that we are celebrating together at UKGE. The selection of inductees is usually following a recommendation by others in the industry and then finally decided upon by the UKGE. Our Hall of Fame inductees are:

David Parlett, whose writings on card and board games

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-Vasel



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