

A DECLARATION

by the

COMMITTEE OF GAELCON

to the

GAMERS OF IRELAND

We hold these truths to be self-evident, that all Gamers are created equal, that they are endowed by their Gamesmaster, Storyteller, Judge, Adjudicator, or whatever they call the zookeeper in charge of the special events area, with certain unalienable Rights, that among these are playing some games, partaking of an odd drinkie and the pursuit of free stuff for being the most amusing player or merely mates with the GM.

And for the support of this Declaration, with a firm reliance on the protection of divine Providence, we mutually pledge to each other our Lives, our Fortunes and our sacred Honor, at least until the booze runs out, Dave Gorman skips out with the cashbox (allegedly), or someone breaks a leg.

SIGNED

- * Dictator for Life (which by current stress levels is 2 terms max)
- * Heir in likelihood of directors death (Assistant Con)
- * Chief naysayer and Killjoy-General (Treasurer)
- * Loud Guy on Horseback who defects to the British (PRO)
- * Chief of "Please Sirrah, Wont you consider the orphans?" (Charity)
- * Chief of Common Sense and polite tut-tutting (Logistics)
- * Printer who happened to be there when Ink was wet (Design)
- * Chief preventer of mass headcount turnover (Staff)
- * Secretary of Secretaries (Front Desk)
- * Chief of finding things to eat during the winter months (Trade)
- * Secretaries for pretending everyone thinks we're super smart like Batman when really we sneak into their houses and hide in their attic listening and taking notes and eating nachos (RPGs & LARPs)
- * Secretary for WAR! WAR! WAR! (Have a guess)
- * Secretary for betting everything on one crumby hand (CCGs)
- * Chief of games that are prone to loosing all the fiddly little pieces and ones devised by the mad (Special Events and Boardgames)

*Oisín Washington Creaner
Anthony Jefferson O'Hare
Eoin Hancock Murphy
Cian Grover O'Sullivan
Chester A. Hudson
Vanessa Rutherford Phillips
Nuge A. Garfield
Lester Callanan Adams
Barcoe Van Buren
Antonia Abraham Cosgrave
Aonghus Collins-Roosevelt
Michelle Haward-Roosevelt
Micheal Calnan-Roosevelt
Craig D Murpheisenhower
Siskington S Truman
Liz Nixon-Regan-Bush Burke*

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Big Thanks to	2	
The Director Shpeel	3	Friday: 6pm - 2am
Harassment and Child Policies	3	Saturday: 10am - 2am
RPGs	4-10	Sunday: 10am - 2am
Pathfinder	10 - 16	Monday: 10am - 6pm
Timetable	18 - 19	The bar area will always be accessible during these
LARPs	21	times. However, all other rooms in the convention
CCGs	23	venue, including the main hall, may be closed for set
Wargames	24	up or other purposes, and we would appreciate your
Boardgames	26	cooperation to make these transitions easier. There
Special Events	26 - 28	is a late bar in the venue on Saturday night. The bar
Social Events	28	will close at 11.30pm on Sunday but the bar area will
Map	30	be available until 2am if you want a space to play
IGA charity officer report	35	games in.
IGA Chair report	35	Clocks go back Sunday night at 2am

BIG THANKS TO

- Simon Appleby
- Ronan Tynan
- Adam Keys
- Isla Hoe
- Cormac Benn
- Isabella Storey Cosgrave
- Robert Fox
- Hugh Gallagher
- Marcus Deehan
- Carl Bolger
- Niamh Hennessy
- Dominika Brodzisz
- Dean Murphy
- Clara Wright
- Simon Reeve
- Connor Ward
- Ciara Stein
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- Sarah Hoover
- Mark Lenane
- Matt Ledingham
- Patrick Rush
- Trina Birt
- Sheamus Gamer
- Sarah Mck
- Nikki Reily
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- Alex Altman
- Desmond Fitzgerald
- Anna Ahern
- Dudely Martin
- Fergal McCarthaigh
- Feichín Frisby
- Shane Ronan
- Cathal Murphy
- James Lloyd Jones
- Ceire O'Donoghue
- Tad Cantwell
- Stephen Kenneally
- Fergal Keenan
- Hanna Bechara
- Seamus Butler
- Matty Mc Mahon
- Grahamn Tormey
- Ian Paul Power
- Wayne O'Connor
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- Irish L5R Community
- Eoin Burke
- Dave Glennon
- Gamers World
- Irish Netrunner Community
- Mercy Secondary School
- EduTech Ireland
- Pinnacle Entertainment Group
- Evil Hat
- By Night Studios
- Cubicle 7
- Ballsbridge Hotel

THE DIRECTOR SHPEEL

COMRADES! It has been a glorious year! I always wanted to say that...

I first came to Gaelcon over ten years ago, and I jumped straight into the breach as a GM. Since then, Gaelcon has always been the peak of the gaming calendar for me: the place where the biggest, brightest and best games were on show.

Over the last ten months, I put together a team who've put together the veritable cornucopia of games you can see all around you. The last few months haven't been easy, juggling the con, other gaming events and this mysterious "Real Life" thing I've heard people talking about. There have been long days and late nights spent working on the con, for all of us.

The committee have done so much work: often, I'd call with something I wanted them to do, and they tell me they had it all in hand, often having sorted it weeks ago. Without them, I'd have gone mad* long ago.

Now that the weekend us here, the last piece of the puzzle is in place. You're here. Look around you, and find something fun to do! We may have rearranged the layout of the con a little, but much the same fun and games I first experienced all those years ago are here for you to enjoy.

Please: go out, play games, have fun: and make all the blood sweat and tears of the last year well worth it.

*well, madder at any rate

Oisín Creaner
Convention Director

HARASSMENT AND CHILD POLICIES

The IGA is dedicated to providing a safe and comfortable experience for everyone who attends our events. Harassment of any kind, including, but not limited to, unwelcome attention, verbal harassment, unwelcome physical contact will not be tolerated.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of the committee immediately.

All reports will be recorded and the Chairman will be informed. The committee will discuss the situation internally, as well as with any relevant parties, and a decision will then be made on what, if any, action is to be taken.

Event participants violating these rules may be sanctioned at the discretion of the convention committee.

Sanctions may include, but are not limited to, expulsion from the event, fixed-term bans from IGA events or permanent bans from IGA events.

Children under 12 must be accompanied by an adult at all times.

RPGS

RPGs and LARPs at Gaelcon 2014 are sponsored by **Boards.ie**, Ireland's largest community discussion website

Friday Evening (7pm - 10pm)

The Journal

A New World of Darkness RPG for 6 players by Seamus Butler

A journal filled with all sorts of information about the supernatural. A grimoire of real magic. The map to Atlantis, El Dorado and other lost sites. The legends around this Journal are many and varied the only thing that remains constant is the death that follows it. So many people want it, for good or ill. But it may not be their choice legend also has it that the Journal chooses it's owners, and now it's chosen a small group of people and time is running out.

Rating: E for Everyone

Poison House

A Dark Heresy RPG for 4-6 players, by Tadeusz Cantwell

The Forge world of Kao-li, a once powerhouse of industrial output, fuelling the Imperiums glorious expansion, until reportedly its manic production ended in a catastrophic collapse, rendering the world forbidden. Twenty years later the Adeptus Mechanicus have reported suspicious activity at the once fruitful industrial complexes of the Hammerin-Bright family. Now your cell has been dispatched to investigate, "assisted" by the son of this once powerful family, to provide his gene code for the factory cogitators. His brother-in-law, held on suspicion of heresy. And his sister who has chosen love before family. On a world filled with toxic vapours, the atmosphere outside maybe safer than in.

Friday Night (11pm - 2am)

Murder Hobo 3: The Movie Part 2

A 3D6 RPG for 6 players by Matty McMahon

Hobo Winter is almost at hand and Earths three moons, two of which only Hobos can see, will soon be in alignment! Nothing but the finest Fighting Hobo this side of the Mississippi, with the help of the Hobo Princess and Crazy Steve, can stop those darn demons, as is the Hobo Way. When we last left our Hobo heroes, they'd settled down for the night around a barrel fire, telling camp stories of Legendary Hobos from days gone by to lift their spirits, as is the Hobo Way. But they were tired from months of smiting demons and even the best of them, Crazy Steve, didn't know if they would make it out of this adventure alive, which is normally the HoboWay.

Rating: T for Teen

Saturday Morning (11am - 2pm)

The Nazi death apes of Venus

A Rocket Age RPG for 5-6 players by Graham Tormey

Far from the safety of Earth death and destruction are on the rampage. The brave men and women who have risked their lives to explore the solar system are being attacked settlements have been ransacked and no human is safe.

In the dense and danger filled jungles of Venus a new and terrible threat is rising.

The peaceful primates there have been corrupted by the ideologies of Nazism.

Who or what is responsible for this outrage?

What nefarious purpose might they have in mind?

How will our heroes face this threat and triumph over... The Nazi Death Apes of Venus!

Rating: E for Everyone

Voices from the Other Side

A Trail of Cthulhu RPG for 4-6 players, by Gareth Ryder-Hanrahan

The Lochmann Psychical Trust's mission is to find proof of the supernatural, but so far they've found only charlatans who prey on the vulnerable and deluded of 1930s London. Tonight, they will attend a seance performed by a young medium, Sarah Hill. She claims to have genuine powers – is she another con artist, or has she really opened a door to the beyond?

Rating: T for Teen

Ruins of Olympus

A Fate Core game for 5 heroes, by Fergal "Monster" Mac Carthaigh

Long ago, a war in Olympus laid waste to the world. Neither side seemed capable of claiming victory, so in a move of desperation both sides began to harness power stolen from the titans, imprisoned deep within Tartarus. This weakened the prison's seal, and Hades was forced to act. He tricked the warring gods, stole much of their divinity and used it to strengthen the bonds holding the Titans.

Since then the world has been slowly healing. Heroes still rise, though they must overcome the ferocity of monsters, and the machinations of shattered gods, now insane, and filled with a lust for power.

Five such heroes are brought together on a quest of epic proportions, to travel to Olympus, and steal from the father of the gods.

Rating: T for Teen

Saturday Afternoon (3pm - 6pm)

Hogwarts vs Zombies

A Fatecore Wizarding World Adventure for 4 to 5 players by Anna Ahern

The wizarding world has had it's affairs in relative order since the late 90's, since then it has been troubled only with domestic affairs and in an age



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RPGS

of technology maintaining the international statute of secrecy has been its primary concern. When Hogwarts teachers began feasting on students however, chaos ensued. Pheasant freshly hunted on the school's own grounds was the main dish of the Halloween feast for staff at the top table of the great hall and by most the succulent birds were received with delight. Little however did they know that the birds were corrupted by a magic most foul, a dark magic that had been residing on the school's grounds since 1971. The whomping willow was no rare species, but a regular willow tree which had been cursed with immortality and a thirst for blood and brains that it could never attain. The curse, having lay dormant in the birds was passed to members of the Hogwarts staff who immediately lay waste to the students trapped with them in the great hall. Sensing the threat the school has sealed itself and no outside forces may enter, thus leaving those surviving the Halloween feast with only their wands and their intuition to guide them. Attempts to cast 'Avada Kedavra' have only served to enrage the zombies, making them more difficult to escape. 2 surviving teachers have been searching the school for students to help escape to the school's perimeter where the wizarding world stands watching the survivors trapped like rats in a cage. Magic is no longer their greatest ally however and in order to survive they must use the castle itself and team work to avoid being feasted upon, or worse, contracting the curse and joining the ranks of the magical undead.

Rating: T for Teen

38th Parallel

A New World of Darkness RPG for 4-6 players, by Desmond FitzGerald

Korea, 1953

A proxy war wages on the peninsula. Soldiers fight in the respective causes of communism and capitalism, in defense of their homelands. UN boycotts and resolutions, merely stage dressing for the missions and consequences.

"Commander, I've put your suggestion to the Brass. Deployment from Kadena AFB via Globemaster to Seoul and towards the objective by Huey has been secured. Discretion on who can best infiltrate behind enemy lines, and prevent the enemy from mounting the counter offensive is up to you. Operation Parallel Corvette is a go."

Rating: M for Mature

Quest for the True Song

A Pathfinder RPG for 4-5 players by Stephen Kenneally

The greatest concert of your careers. Hordes of screaming fans. Your backing dancers cavorting behind you. Surely you are now the greatest Bards in the world: it's all uphill from here!

What's that? The Ancient Order of True Bards is here? Something about unpaid membership dues? Doesn't your manager deal with that? Where is he, anyway?

A ... quest? But you're rock stars!

Rating: E for Everyone

Saturday Evening (7pm - 10pm)

The Other Victims

An Other System RPG for 3-5 players by Ian Paul Power

You didn't ask for this. You didn't ask for the dreams, and you definitely didn't ask for the nightmares that started so suddenly and seem so real. But most of all you didn't ask to be kidnapped from your home by hooded figures in the middle of the night and locked in a room with these other kids. They haven't hurt you... yet... but one of the other kids keeps crying for his mum, and it's hard to keep your own sobs quiet.

Rating: M for Mature

The Principle Dilemma

A Mongoose TRAVELLER RPG for 3-5 players, by Wayne O'Connor

The Heretis Sector. Quarantined by the Imperium for 20 years after the outbreak of the Aganar's Folly epidemic. Now, with its borders recently reopened, many settlers swarm in and many Traders are looking to seize a slice of the market within the sector.

One such vessel is the Cargo ship Epiales. Currently under the employ of the Imperium and transporting Imperium goods.

Contact has been lost. All attempts to hail have failed. Presumed Lost/Destroyed/Stolen.

Rating: E for Everyone

Saturday Night (11pm - 2am)

*Glorious B*****; The Tartarus Key*

A Savage Worlds RPG for 4-6 players, by Cathal Murphy

30th December 1916- Grigori Rasputin uncovers a powerful artefact, the "Tartarus Key", but is killed by a British agent before he can put it to use. 19th January 1917- in a hospital in Beelitz, Germany the captured agent dies from wounds, a young soldier in the neighbouring bed hearing his final confession and the location of the Key. 25th November 1940 – (Present Day)- Germany receives a Soviet Proposal for Axis Entry, including a concession to allow access to Rasputin's tomb. In London a powerful figure has gathered an unlikely group, his first words to them "This war hinges on you"....

Rating: T for Teen

Sunday Morning (11am - 2pm)

Troubleshooters Assemble!

A Robo Rally Inspired Paranoia RPG for 5 players, by Padraic Barrett

A Health & Safety announcement from Friend

RPGS

Computer – If you can hear this and are not suffering from – Crushing rubble/Drowning/Fatal lactose intolerance/Third degree burns to 90% of your body – Please return to your assigned workstation – If you cannot reach your assigned workstation due to – Commie mutant traitors/Flooding/Radiation leaks/Raging infernos – Please remain where you are and await reassignment – Any evacuation attempt will be considered dereliction of duty and result in summary execution – Friend Computer hopes you have a good day.

Rating: E for Everyone

Thirteen Candles

A Cyberpunk RPG for 3-5 players by Hannah B

The world hates you. You know this must be true – that's why "budget" cuts ate your overtime, your career stalled leaving you stuck in Metro-Dublin's homicide squad, but most of all, that's why you ruffled the wrong feathers and ended up assigned the "thirteen candles" case.

Eleven special birthday girl victims. Eleven scapegoat cops thrown to the wolves. Still, that's not even what makes you sick; nobody deserves to be sent video-birthday cards of their daughter's torture once a year.

And now number twelve has gone missing, and you have three days to find the killer before she becomes the subject of another birthday card.

Rating: M for Mature

Blood and Iron: Paths of Steam and Sorcery
A Victoriana 1st edition RPG for 3-6 players by
Dudley Martin

The year is 1862. Britannia rules the waves and the skies through the force of her ironclad Battleships and aerial Dreadnaughts. The Royal Guild of Thaumaturges uses the Royal Academy to train those who would use their powers for the good of the Empire. In concert these powers of metal and magic have expanded the Empire and have heralded a golden age of prosperity and peace. But darker forces work on the continent and they threaten that peace and prosperity. You have been summoned to aid in stopping one such plan. Can you afford to fail? The Empire depends on you...

Rating: T for Teen

Sunday Afternoon (3pm - 6pm)

In a Strange Eon
A Call of Cthulhu 7th Edition RPG for 3-5 players,
by James 'Grey' Lloyd-Jones

INTERNAL COMMUNIQUE: House Committee
for Inhuman Activities
DATE: February 1971
TO: [REDACTED]
FROM: [REDACTED]
RE: CODE PHOENICIAN SAILOR
Nixon has greenlit your unit, you are now clear to
operate in Louisiana. The Analytics Department

has no data on likely threats – you are encouraged to follow standard protocol and keep a close watch on immigrant populations and academics. We will, however, be sending you an analyst and a metaphysicist (PN: Yes, you're good for sorcery within operational guidelines – this guy has been vetted). Louisiana is classed as HIGH RISK due to proximity to the Guatemalan Exclusion Zone; open operation is a no-go. You are to maintain your cover as a private investigation office.

Good luck.

Rating: T for Teen

The Sirius Breach

A Dark Heresy RPG set in the Star Trek universe for
4-6 players, by Xander S Cosgrave

The Sirius cluster has always been fraught with Subspace Anomalies, Piracy and the occasional war. Fourteen years ago, at the height of the Dominion war, the USS Orion led a task force to destroy a Dominion base in the Sirius cluster. The Orion disappeared in a strange plasma storm after the base was destroyed, and no Starfleet ship has gone into the cluster since. Three days ago however, a Ferengi Merchant reported seeing the Orion, and now you're going into Sirius, to see what happened to the Orion, and figure out whether or not she can be brought back to Starfleet.

Rating: T for Teen

A Vow that Cannot Wait
A Dungeons & Dragons, 5th Edition for 4-6 players
by Feichin Frisby

The heir to the kingdom has gone missing! The king suspects foul play, possibly kidnapping. There is supposed to be a grand marriage next week to seal the peace treaty between the royal houses of Sunhold and Jarlskeep, and if it does not go ahead war could be on the horizon once more. The kingdom is still recovering from the last bout of conflict, and cannot afford another. The wedding party is currently en route, and some foreign nobles have already arrived in the capital. So far only the King's closest advisors know of the disappearance, and it is vital that none of the visiting dignitaries hear of this debacle. If the palace guards or servants were to stage a search it would arouse suspicion, so a party of adventurers has been assembled to track down and rescue the missing progeny of the king. Nothing can possibly go wrong.

Rating: E for everyone

Sunday Evening (7pm - 10pm)

Tropic Kill 2: Wet Work Season
A Savage Worlds RPG for 4-6 players, by Baz
Nugent

Rip-roaring rampages of revenge don't pay the rent, no matter how many juntas you knock over on the way. If you want to stay in booze, broads and bullets, you need paying business. The why doesn't matter.

RPGS

Only the how ... and the how much. The East Asian island republic of Baodau isn't necessarily the easiest place to to a job – cameras everywhere, a well armed police force and China sitting a short stretch of disputed water away. But it's typhoon day and whose going to miss the CEO of a phone company in all that chaos? Time for Dog Company to get wet.

Pack Light. Pack Light 50.
Rating: M for Mature

The Other Dream
An Other System RPG for 3-5 players by Ian Paul Power

In your dreams you're one of the five heroes of Questoria, constantly battling evil giants, or saving kittens from bottomless wells or defeating evil space robots that fly on dragons. But over the last few nights Questoria is growing darker and more twisted. Something is rotten in your dream world, and you're going to figure out what. It's a terrifying task, so it's a good thing that your four best friends from school also dream of Questoria, and are with you on this journey... What? That's normal, right?
Rating: E for Everyone

Sunday Night (11pm - 2am)

Nightshift
A New World of Darkness RPG for 3-4 players, by James 'Grey' Lloyd-Jones

Nightshift. Shouldn't technically be legal, this almost-twelve-hour-shift. But the pay is alright. This is a busy stretch of highway, even late at night, and people need gas. Or a sandwich, or whatever. There's enough of a gap that if one person stays up, the other guy gets a nap. It's kinda peaceful, really – little island of light, way out in the dark desert. Sometimes it's almost like there isn't another living, waking thing for miles. Like you're all alone in the world, or between worlds. Not a line of thought you want to pursue – hopefully another customer comes by soon...
Rating: M for Mature

How Many Minutes to Midnight?
A Cold War LARP for 12-18 players, by Bryan Carter & Gareth Kavanagh

It's December, 1983 the Soviet Union is worried about the provocative actions of the Imperialist United States and its NATO Puppets during Able Archer. They have reinforced Warsaw Pact Units inside the Democratic Socialist Republic of Germany.
It's December, 1983 The President is worried about the Evil Empire in Moscow. The Soviets have moved tank units into East Germany and look ready to begin attacking Allied forces.

The Power has just gone out in West Berlin.
Rating: T for Teen

Monday Morning (11am - 2pm)

Suicide Squad: Operation Catfight (With Extreme Prejudice)
A Cortex System RPG set in the DC Universe for 5-6 Players, by Feargel Keenan

Ladies, you may wonder about the shortage of testosterone at this table, well it's simply put that this operation requires a woman's touch. You're headed for the Middle Eastern nation of Bialya (yes Quinn, Road Trip) in order to find the source of the off world technology being supplied to super villains all over the world. We've tracked it to Bialya and their leader Queen Beatriz, since she can control men with her thoughts we decided to send in the Girl Power option. It's extremely dangerous but the fate of the world rests on you shoulders.

The rules still stand ladies, if you are captured or the 2 hours 47 minutes runs out your implanted neck bombs will explode and kill you spectacularly however if you succeed we'll knock years off your sentence.

Waller, Out.
Rating: PG-13

Emergency Measures
A FATE Core RPG set in the Eclipse Phase universe for 3-5 players, by Shane Ronan

CONSCIOUSNESS UPLOAD COMPLETE
UPDATE: Preferred planetary exploration body deceased. Consciousness retrieved and uploaded by Spare. You are now operating on reduced capabilities. All Spares in use by team. Please be careful as no further bodies are available for consciousness upload until your return to base. Great... something must have wiped out the whole team. Who knows what it could have been on an unexplored planet? It's going to be a long walk back to base on these little legs. The things we do for science.
Rating: T for Teen

The Angels Among Us
A Trail of Cthulu game for 5 players by Aidan Marsh

"There is no such thing as Angels" said the Night Vale City Council, speaking in eerie unison at a press conference this morning. "Angels are not real" they went on to say. But, listeners, there is a being walking the streets of our fair city which calls itself an angel, even though, legally speaking, it is not. This being has vowed to shine a light on Night Vale. It has promised to reveal that which is hidden, and make known that which is unknown. This must not be allowed listeners. The Sheriff's

“LET ME NOT THEN DIE INGLORIOUSLY
AND WITHOUT A STRUGGLE



a c a d e m y
o f
e b l a n a

BUT LET ME FIRST DO SOME GREAT THING
THAT SHALL BE TOLD AMONG MEN
HEREAFTER” - HOMER, THE ILIAD

iga.ie/events/academy

RPGS

Secret Police has called upon all civically minded citizens to aid them in the fight against this pseudo-seraphic menace. We are needed, Night Vale. Will you do your part?

Monday Afternoon (3pm - 6pm)

On The Flipside

A New World of Darkness: Innocents RPG for 5-6 players, by Ceíre O'Donoghue

For most of the folks in the town of Forked River the summer of 1972 was a time of uncertainty. The war in Vietnam seems unending, the President is embroiled in a scandal surrounding the watergate hotel and the summer Olympics have been marred by unspeakable violence. While the adults concern themselves with these weighty matters a darkness has found its way into the heart of their town. What the adults cannot or will not see, the children will have to face. There is no other option. This will make the summer of 1972 a memorable one – at least for those who survive it.

Rating: M for Mature

Time-Traveling Werewolves from Spaacccccceeeee!

A Victoriana RPG for 5 players, by Matty

London 1886. For two months a series of gruesome murders have been committed in the East London district know as Whitechapel. Police are baffled to the killers identity, motive or even murder weapon. The only thing the victims have in common is something was removed from their person. Usually their skull and spine. The Queen has now called forth her Elite Hunting & Elimination task force. Armed with the latest weapons and equipment that Science can create, and a few things that may or may not be against the laws of nature and or abominations unto God. But those are sacrifices that they are willing make in the name of Queen and Country!

Rating: T for Teen

Sharpe's Village

A Duty & Honour RPG for 3-5 players by Dudley Martin

O'er the hills and o'er the main
Through Flanders, Portugal and Spain.
King George commands and we obey
Over the hills and far away.

It is June in 1809 and Napoleon Bonaparte's forces control most of Spain. The Frogs have made a mistake. They control a small village near the border with Portugal. A small village that Richard Sharpe and his riflemen have been ordered to seize. Wellesley's army depends on your action as they advance. Prime your rifle, sharpen your bayonet and fall in behind the drum. There is work to be done.

Rating: Teen

PATHFINDER

Some Pathfinder games are designed to run for longer than the conventional Gaelcon timeslot.

Friday

The Merchants Wake (T1-5)

#2-02: The Rebels Ransom (T5-9)

#5-12: Destiny of the Sands Part 1 (T1-5)

#5-99: The Paths we Choose (T3-7)

Saturday

#29: The Devil we know part 1 (T1-7)

We be Goblins

#30: The Devil we know part 2 (T1-7)

#56: The Jesters Fraud (T5-9)

#2-23: Shadows last stand part1 (T1-7)

#6-01: Trial by Machine

#5-15: Destiny of the Sands Part 2 (T1-5)

Ruins of the Bonekeep 1

#6-02: The Silver Mount Collection (T3-7)

#6-03: The Technic Siege (T5-9)

Sunday

#41: The Devil we know part 3

We be Goblins too

#48: The Devil we know part 4 (T1-7)

#17 – Perils of the Pirate Pact (T1-7)

#2-24: Shadows last stand part2 (T1-7)

#23: Tide of Morning (T1-5)

#5-16: Destiny of the Sands Part 3

Ruins of the Bonekeep 2 (T3-7)

#5-05: The Elven Entanglement (T7-11)

#5-03: The Hellknight Feast (T5-9)

Monday

#33: Assault on the Kingdom of the impossible (T1-5)

#43: The Pallid Plague (T1-7)

#24: Decline of Glory (T1-7)

#1-37: The Beggar's Pearl (T1-7)

#5-10: Where Mammoths Dare not Thread (T7-11)

Ruins of Bonekeep-Level Three: The Wakening Tomb

1-37: The Beggar's Pearl (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7).

When a thief arrives at the Pathfinder Lodge in Almas bearing stolen artifacts and writings pointing the way to a lost dwarven gallery, you are sent into the rugged Aspodell Mountains to find the famed dwarven explorer last known to be searching for the gallery as well as the gallery itself. Once there you find a tangled web of darklands creatures in the thrall of a charismatic cult leader with ties to the darkest shadows of the First Realm.

#17 – Perils of the Pirate Pact (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7).

When the Black Marquis lost all of the men he could trust on a failed treasure hunt, he did the only thing he could: turned to the Pathfinder Society for help. Offering

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14th - 16th November
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PATHFINDER

an ancient lost text in return for assistance, the Black Marquis of Deadbridge sends you deep into the spider-haunted Echo Wood of the River Kingdoms to track down his missing pirates and recover an ancient treasure for the Society. You'll face brigands, pirates, spiders and more—but will you survive the perils of the Pirate Pact?

#2-03: *The Rebels Ransom* (T5-9)

A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9).

The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artifacts for the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it.

#2-23: *Shadows last stand part1* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7).

The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture-Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society.

#2-24: *Shadows last stand part2* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7).

The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself.

#23: *Tide of Morning* (T1-5)

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5).

Venture-Captain Dannel Hamshanks sends you to convince an Andoren druid named Hemzel to allow the Pathfinder Society to study his recently discovered lorestone, a minor magical item that unlocks some of the mysteries of the ancient Andoren druid circles. When you arrive and find Hemzel murdered and the lorestone missing, you must race against time to recover the lorestone and stop Hemzel's murderers from using it against the druids of Andoran.

#24: *Decline of Glory* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Pathfinder Society decides to build a new lodge there as a base to explore the many ruins of that crumbling empire. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into

the walking dead. Can you survive the tangled web of Taldor's politics and fight off the echoes of the past or will you, too, see your glory decline?

#29: *The Devil we know part 1* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir?

#30: *The Devil we know part 2* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port?

#33: *Assault on the Kingdom of the impossible* (T1-5)

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4-5).

The Pathfinder Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Pathfinder Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Aspis Consortium agent, it's up to the PCs to find him and do whatever it takes to stop him.

#41: *The Devil we know part 3* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools.

Crypt of Fools is part 3 of the The Devil We Know series. Parts 1 and 2 can be played in any order, but parts 3 and 4 must be sequentially after 1 and 2.

#43: *The Pallid Plague* (T1-7)

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

Reports from Andoran's Darkmoon Vale indicate that a new plague is causing the deaths of untold fey. The Pathfinder Society sends you there to aid the nymph queen in stopping the plague and finding and destroying

PATHFINDER

its source. When the plague spreads to the human population of Falcon's Hollow, the need to find a cure grows more frantic. Can you save the many denizens of Darkmoon Vale from certain death?

#48: The Devil we know part 4 (T1-7)
A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7).

In the conclusion of the Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic. Venture-Captain Hestia Themis once more partners you with an Aspis agent to see what link the Swift Prison event has to the earlier kidnapping of a Pathfinder agent. You will explore an empty prison, delve the tunnels below, and come face-to-face with the source of Cassomir's troubles in a vile grotto deep beneath the city.

#5-03: The Hellknight Feast (T5-9)
A Pathfinder Society Scenario for characters of 5th to 9th level (Tier 5–9).

War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound far to the north of Absalom, but despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. The Pathfinder Society, at the urging of Silver Crusade leader Ollysta Zadrian, arranges a formal banquet to be hosted by newlyweds Michellia and Damian Blakros, at which the society's agents can attempt to sway the political opinions of Absalom's movers and shakers. Will the Pathfinders succeed in securing the much-needed military support of Absalom and other nations bordering the Inner Sea, or will the crusaders and Pathfinders fighting on the front lines in Mendev find themselves standing alone before the demonic hordes?

#5-05: The Elven Entanglement (T7-11)
A Pathfinder Society Scenario for levels 7–11.

Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain?

#5-10: Where Mammoths Dare not Thread (T7-11)
A Pathfinder Society Scenario designed for levels 7–11.

Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords to win over the locals and secure a beachhead—all without

falling prey to the area's powerful megafauna, savage demons, and relentless barbarian tribes.

#5-12: Destiny of the Sands Part 1 (T1-5)
A Pathfinder Society Scenario designed for levels 1–5.

Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage's investigation of his ancient order; however the lead dried up—that was until a familiar information broker contacted Amenopheus offering an exchange of services. To assist an ally and unlock the secrets of Osirion's past, the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due. The only question is what price their foe will demand.

"A Bitter Bargain" is the first scenario in the three-part Destiny of the Sands campaign arc. It is followed by Pathfinder Society Scenario #5–15: Destiny of the Sands—Part 2: "Race to Seeker's Folly" and Pathfinder Society Scenario #5–16: Destiny of the Sands—Part 3: "Sanctum of the Sages." All three chapters are intended to be played in order.

Content in "A Bitter Bargain" also contributes directly to the ongoing storylines of the Osirion, Qadira, and Sczarni factions.

#5-15: Destiny of the Sands Part 2 (T1-5)
A Pathfinder Society Scenario designed for levels 1–5.

The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

"Race to Seeker's Folly" is the second scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: "A Bitter Bargain" and is followed by Pathfinder Society Scenario #5–16: Destiny of the Sands—Part 3: "Sanctum of the Sages." All three chapters are intended to be played in order.

Content in "Race to Seeker's Folly" also contributes directly to the ongoing storyline of the Osirion faction.

#5-16: Destiny of the Sands Part 3 (T3-7)
A Pathfinder Society Scenario designed for levels 3–7.

Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger, and the PCs set off after notorious jewel thieves before the criminals can disappear with another priceless treasure. When the trail leads to the sages' hidden sanctum deep within the Pillars of the Sun, the Pathfinders must draw upon both their own resourcefulness and the ancient historians' power if they are to preserve a millennia-old organization and Osirion's past.

"Sanctum of the Sages" is the final scenario in the three-part Destiny of the Sands campaign arc. It follows Pathfinder Society Scenario #5–12: Destiny of the Sands—Part 1: "A Bitter Bargain" and Pathfinder Society



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Scenario #5–15: *Destiny of the Sands—Part 2: “Race to Seeker’s Folly.”* All three chapters are intended to be played in order.

Content in “Sanctum of the Sages” also contributes directly to the ongoing storyline of the Osirion faction.

#5-21: *The Merchants Wake (T1-5)*

A *Pathfinder Society Scenario* designed for levels 1–5.

A powerful Qadiran trade prince has died, and faction leader Aaqir al’Hakam rushes to his homeland to attend his mentor’s funeral. As an act of support, the Pathfinder Society sends the PCs as representatives to the event; however the death of such an influential merchant and politician has created a considerable power vacuum, and ambitious acquaintances from across the Inner Sea are in attendance to pay their respects, claim a piece of the trade prince’s legacy, and undercut their rivals’ attempts to do the same. Can the Pathfinders keep this somber event from spiraling into a bloodbath?

Content in “The Merchant’s Wake” also contributes directly to the ongoing storyline of the Qadira faction.

#5-99: *The Paths we Choose (T3-7)*

A *Pathfinder Society Scenario* designed for levels 3–7.

The failure of Mendev’s wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society’s various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies. “The Paths We Choose” is a special event designed to highlight the changes in each faction over the course of Season 5, The Year of the Demon, and the adventure is different for each group depending on which factions are represented at the table.

Content in “The Paths We Choose” also contributes directly to the ongoing storylines of the Andoran, Cheliah, Osirion, Qadira, Sczarni, and Taldor factions. This adventure kicks off Season 6, The Year of the Sky Key and is for character levels 3–7.

#56: *The Jesters Fraud (T5-9)*

A *Pathfinder Society Scenario* designed for 5th to 9th level characters (Tiers: 5–6 and 8–9).

Life in Taldor is fraught with peril, especially for the crumbling noble houses of the Taldan countryside. One such house, the Bourtze Family, has fallen on hard times and they’ve informed the Pathfinder Society that, in exchange for a small sum of money, they’d be willing to part with a treasure trove of lore about Qadira’s Grand Campaign, the 300-year invasion of Taldor. On your arrival, things quickly turn for the worse and instead of evaluating the worth of a few scraps of historical paper, you must instead retrieve one of the most dangerous artifacts in the empire.

#6-01: *Trial by Machine (T1-5)*

A *Pathfinder Society Scenario* designed for levels 1–5.

More than a millennium has passed since the “machine

mage” Karamoss’s failed siege of Absalom, and for years the Pathfinder Society has used upper reaches of his subterranean siege tower as a training ground for initiates. During a routine drill, the once-dormant dungeon springs to life, and it will take all the PCs’ resourcefulness and skill to make it out alive.

#6-02: *The Silver Mount Collection (T3-7)*

A *Pathfinder Society Scenario* designed for levels 3–7.

The esteemed Blakros family—famous for their museum in Absalom—receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its “stolen” property. When they request the help of Pathfinders to help guard the collection, the PCs discover that the Technic League is the least of their worries.

#6-03: *The Technic Siege (T5-9)*

A *Pathfinder Society Scenario* designed for levels 5–9.

When the Pathfinder Society acquires a copy of *A Thread of Silver*, a written survey of some of Numeria’s most closely guarded sites, the Technic League dispatches its own agents to the Pathfinder lodge in Nantambu to recover the text and make an example of those who would investigate Numeria’s otherworldly secrets. Can the PCs prevent the League from stealing this valuable tome and destroying the Society’s foothold in the Mwangi Expanse?

Ruins of Bonekeep-Level Three: The Wakening Tomb

The Pathfinders descend deeper into the ruins of Bonekeep, a centuries-old siege fortress. The deeper dungeons of Bonekeep hold even deadlier threats than the first two levels, yet even they cannot compare to the terrible revelations of the tower’s true purpose. A level 5–9 adventure.

Ruins of the Bonekeep 1 (T3-7)

A *Pathfinder Society Special* for characters of 3rd to 7th level (Tier 3–7).

[warning: this is designed as a killer scenario. PC death is a highly probable]

An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired.

Ruins of the Bonekeep 2 (T3-7)

A *Pathfinder Society Special* for characters of 3rd to 7th level (Tier 3–7).

[warning: this is designed as a killer scenario. PC death is a highly probable]

A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also

PATHFINDER

extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much of Bonekeep as they can before the spell dissipates, lest they too are enslaved by the enchanted maze that looks hauntingly more familiar with each discovery.

We be Goblins

A most unusual adventure for 1st-level goblin characters.

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh. In order to prove themselves as the Licktoads' bravest goblins, the PCs must complete a series of dangerous dares, from swallowing bull slugs and braving the dreaded Earbiter to dancing with Squealy Nord himself. Yet even once they've proven their mettle, the adventure is just beginning. For the ship in question is far from uninhabited, and Vorka the cannibal goblin would like nothing better than a few tasty visitors....

We be Goblins too

The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its four goblin "heroes"—Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers.

The good news is that the Birdcrunchers are willing to let the goblin heroes join their tribe.

The better news is that the Birdcrunchers have heard of these four, and want one of them to become their new chieftain.

The bad news is that before the goblins can join, they'll need to endure a series of dangerous and humiliating tests. Very dangerous. Very humiliating.

The worse news is that lately Birdcruncher chieftains have had really short lifespans—they're being killed by the pet fire-breathing boar of a local ogre who wants the Birdcruncher land as his own.

Can the four heroes of the now-dead Licktoad tribe save the Birdcrunchers and, in so doing, become their new leaders?

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THINGS YOU'LL REMEMBER FOREVER. YOU SHOULD, LIKE, TOTES GO.**



REVOLUTIONARY TIMETABLE!

MORNING (11 AM-2PM)

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WARGAMES	WARHAMMER 40K TOURNAMENT DAY 1
WARGAMES	WARHAMMER FANTASY TOURNAMENT DAY 1
WARGAMES	WARMACHINE IRON GAUNTLET
BOARDGAMES	DOMINION TOURNAMENT (1PM)
BOARDGAMES	GALLERY OF GAMES
CCG	L5R "RETURN OF THE ORACLE OF FIRE" STRICT IVORY
RPG	NAZI DEATH APES FROM VENUS
RPG	VOICES FROM THE OTHER SIDE
RPG	RUINS OF OLYMPUS
LARP	HIGHER POWERS #13
SPECIAL EVENT	GAMECRAFT UNPLUGGED
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	BLACK SUN
SPECIAL EVENT	RUBBER DUCK GOLF (1PM)

AFTERNOON (3PM-6PM)

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WARGAMES	WARHAMMER 40K TOURNAMENT DAY 1
WARGAMES	WARHAMMER FANTASY TOURNAMENT DAY 1
WARGAMES	WARMACHINE IRON GAUNTLET
BOARDGAMES	LOVE LETTER GRAND MELEE (4PM)
BOARDGAMES	GALLERY OF GAMES
CCG	L5R "RETURN OF THE ORACLE OF FIRE" STRICT IVORY
RPG	HOGWARTS VERSUS ZOMBIES
RPG	38TH PARALLEL
RPG	THE QUEST FOR THE TRUE SONG
LARP	GILGAMESH PT. 1
SPECIAL EVENT	GAMECRAFT UNPLUGGED
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	SCA DEMO

MORNING (11 AM-2PM)

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WARGAMES	WARHAMMER 40K TOURNAMENT DAY 2
WARGAMES	WARHAMMER FANTASY TOURNAMENT DAY 2
WARGAMES	WARMACHINE IRON GAUNTLET FINALS
BOARDGAMES	KING OF TOKYO SMACK-DOWN (1PM)
BOARDGAMES	GALLERY OF GAMES
CCG	NETRUNNER CONSTRUCTED TOURNAMENT
CCG	MAGIC: THE GATHERING CONSPIRACY DRAFT
RPG	TROUBLESHOOTERS ASSEMBLE
RPG	THIRTEEN CANDLES
RPG	BLOOD AND IRON
LARP	MATCH OF THE DAY
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	ARTEMIS - STARSHIP SIMULATOR
SPECIAL EVENT	BLACK SUN
SPECIAL EVENT	RUBBER DUCK GOLF (1PM)

AFTERNOON (3PM-6PM)

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WARGAMES	WARHAMMER 40K TOURNAMENT DAY 2
WARGAMES	WARHAMMER FANTASY TOURNAMENT DAY 2
WARGAMES	WARMACHINE ESCALATION
BOARDGAMES	BLOOD BOWL TEAM MANAGER WORLD CUP (4PM)
BOARDGAMES	GALLERY OF GAMES
CCG	NETRUNNER CONSTRUCTED TOURNAMENT
CCG	MAGIC: THE GATHERING CONSPIRACY DRAFT
RPG	IN STRANGE EON
RPG	SIRIUS BREACH
RPG	A VOW THAT CANNOT WAIT
LARP	HIGHER POWERS #14
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	ARTEMIS - STARSHIP SIMULATOR
SPECIAL EVENT	SCA DEMO

MORNING (11 AM-2PM)

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WARGAMES	WARMACHINE SPELL DRAFT
WARGAMES	STAR TREK ATTACK WING - 100 POINT STANDARD
WARGAMES	STAR WARS X-WING - 100 POINT STANDARD
WARGAMES	BOLT ACTION OPEN TOURNAMENT
BOARDGAMES	GALLERY OF GAMES
CCG	WARMACHINE & HORDES HIGH COMMAND KINGMAKER
RPG	THE ANGELS AMONG US
RPG	SUICIDE SQUAD: OPERATION CATFIGHT
RPG	EMERGENCY MEASURES
LARP	SOME SAY THE DEVIL IS DEAD.
SPECIAL EVENT	BATTLETECH

AFTERNOON (3PM-6PM)

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WARGAMES	WARMACHINE SPELL DRAFT
WARGAMES	STAR TREK ATTACK WING - 100 POINT STANDARD
WARGAMES	STAR WARS X-WING - 100 POINT STANDARD
WARGAMES	BOLT ACTION OPEN TOURNAMENT
BOARDGAMES	SENTINELS OF THE MUTIVERSE GAUNTLET
BOARDGAMES	GALLERY OF GAMES
CCG	WARMACHINE & HORDES HIGH COMMAND KINGMAKER
RPG	ON THE FLIPSIDE
RPG	TIME TRAVELLING WEREWOLVES FROM SPAAAAACE!!!
RPG	SHARPE'S VILLAGE
LARP	GILGAMESH PT. 2
SPECIAL EVENT	BATTLETECH

F R I D A Y **EVENING (7PM-10PM)**

BOARDGAMES	FREE PLAY
BOARDGAMES	GALLERY OF GAMES
RPG	THE JOURNAL
RPG	POISON HOUSE
LARP	TREASONOUS TIMES
SOCIAL EVENT	BARON VON MUNCHAUSEN

F R I D A Y **LATE (11PM-2AM)**

BOARDGAMES	FREE PLAY
BOARDGAMES	GALLERY OF GAMES
RPG	MURDER HOBO 3: THE MOVIE PT 2
LARP	WEREWOLF MOOT

S A T U R D A Y **EVENING (7PM-10PM)**

BOARDGAMES	GALLERY OF GAMES
RPG	THE OTHER VICTIMS
RPG	THE PRINCIPLE DILEMMA
LARP	WITH INTELLECT AND DECENT PURPOSE
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	PUB QUIZ
SOCIAL EVENT	

S A T U R D A Y **LATE (11PM-2AM)**

BOARDGAMES	GALLERY OF GAMES
RPG	GLORIOUS B*****S
LARP	SCINTILLIAN CONCORD

S U N D A Y **EVENING (7PM-10PM)**

BOARDGAMES	GALLERY OF GAMES
RPG	TROPIC KILL 2
RPG	THE OTHER DREAM
LARP	WITCH TRIALS
SPECIAL EVENT	BATTLETECH
SPECIAL EVENT	ARTEMIS - STARSHIP SIMULATOR
SOCIAL EVENT	CHARITY AUCTION

S U N D A Y **LATE (11PM-2AM)**

BOARDGAMES	GALLERY OF GAMES
RPG	NIGHTSHIFT
LARP	HOW MANY MINUTES TO MIDNIGHT

M O N D A Y CLOSING CEREMONY 6.30PM

CHILDREN UNDER 12 MUST BE ACCOMPANIED BY AN ADULT AT ALL TIMES.

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- SATURDAY: 10AM - 2AM
- SUNDAY: 10AM - 2AM
- MONDAY: 10AM - 6PM

THE BAR AREA WILL ALWAYS BE ACCESSIBLE DURING THESE TIMES. HOWEVER, ALL OTHER ROOMS IN THE CONVENTION VENUE, INCLUDING THE MAIN HALL, MAY BE CLOSED FOR SET UP OR OTHER PURPOSES, AND WE WOULD APPRECIATE YOUR COOPERATION TO MAKE THESE TRANSITIONS EASIER.

THERE IS A LATE BAR IN THE VENUE ON SATURDAY NIGHT. THE BAR WILL CLOSE AT 11.30PM ON SUNDAY BUT THE BAR AREA WILL BE AVAILABLE UNTIL 2AM IF YOU WANT A SPACE TO PLAY GAMES IN.

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LARPS

Friday Evening (7pm - 10pm)

Treasonous Times

An Investigative LARP for 12 to 24 players, by Hugh Mc Guinness

In the kingdom of Floricia all is not well. The King is become increasingly concerned about threats from within, his eye sees treachery in every quarter even where none exists. A king's sheriff has been stabbed in an inn, all present claim it was a simple argument over dice, His Majesty disagrees. Determined to get to the bottom of this plot he has called the major houses to a meeting at court where each will be asked to present evidence of their innocence and suggest where treason in the kingdom abides.

Rating: T for Teen

Friday Night (11pm - 2am)

Grand Moot

A Werewolf the Apocalypse LARP for 20 new players, by Seamus Butler

The Tri Spiral Caern is gone. Destroyed by Balor. Dead are the Fianna Council and the Sept Alphas of the inland Caerns. Stag has spoken and to protect other Caerns all contact with Caerns off Ireland is being cut, the moon stones are being destroyed.

Ireland and the Fianna stand alone against the incoming tide of the Formorians of old.

There is little time to mourn, the Formorians have made their first strike and it was devastating. The Sept of the Bloodied Sea is holding a Grand Moot to appoint the new Fianna Council of Ireland. All Caerns are to send at least one representative with the authority to speak and vote for their sept.

Gaia protect us, for we now stand alone.

Saturday Morning (3pm - 6pm)

Higher Powers Issue 13: Sans Merci

A Higher Powers LARP for 6 new players (returning players welcome), by Feargal Keenan and Michelle Haward

Show Must Go On As Atlantean Invasion Dries Up

The world is a buzz with the news that the Atlantean Invasion appears to have fallen through. No Giant Sea Monsters. No Armored Gill-Men. No Gauche Wartime fabric rations or any such nonsense. The world is abuzz for the biggest, brightest and best Fashion Week ever seen.

Parahuman Fashion Maven Magnetique is the one to watch, having already set tongues wagging with her super-fashion styles. With the Grand Palais all set and the lightning throwing, fire breathing, physics defying guests and models gathered, the House of Chevalier is ready to go and only a select few will be there to see this superhuman designer bring truly super models to the runway.

- Bonne Magazine, Paris Fashion Week Preview

Rating: E

Saturday Afternoon (3pm - 6pm)

Gilgamesh Misplaced Part 1

A Science Fiction LARP for 15-50 players, by Team Midway

The Gilgamesh-A is the first of its kind. A colony vessel with Jump capability and a crew numbering in the hundreds, capable of bringing everything required to set up a viable colony anywhere in the galaxy. It is the product of collaboration between many worlds and many races, and has spent a decade in planning and construction. Today it is ready for its maiden voyage; little more than a shakedown cruise before the real work of colonising the galaxy begins. The crew are on board but cargo is scant. After all – nothing ever goes wrong with an experimental vessel's first flight, right?

Rating: T for Teen

Saturday Evening (7pm - 10pm)

With Intellect and Decent Purpose

A Steampunk LARP for 14 players, by Shane Carr and Aidan Marsh

To the Members In Good Standing of the Council of Seven,

The Society acknowledges that the trials of modern life, with the introduction of the new Electrical Sciences, the societal upheaval of the Middle Classes, and the attacks by giant creatures on major cities, greatly busy the times and thoughts of Intellectuals and Nobility. However, in times such as these, the values and insight of institutions like the Council of Seven are needed more than ever.

Further to this, Members In Good Standing are invited to attend a Sevenfold Council, the first in a decade, aboard the Artefact Recovery Airship 'Neo Fuujin', on the next Full Moon, in accordance with the Articles of the Sevenfold. Members who have newly inherited their position are reminded they must bring a Second to represent them on the council in the event they are incapacitated, inebriated, infected with one of the Six Insanities, or lost in Sidereal Space, permanently or temporarily, during the meeting. Pistols, Rapiers and Deathrays may be carried on ones person but may only be used in Honour Duels. Refreshments will be provided.

Regards,

Adjudicator Caras,
Keeper of the Articles,
Sworn to the Seven,
B.A.

Rating: PG-13

Saturday Night (11pm - 2am)

Scintillan Concorde: Disaster

A 12 player Dark Heresy AND 12 player Black Crusade LARP by the IGA

LARPS

Breaking News: Hax is Dead.

For those of you joining in Lord Governor Hax was found dead in the Lucid Palace earlier this morning. The planetary government is in disarray as the ramifications set in. What will this mean for Scintilla? Will Malfi reclaim it's former position as Sector Capital? Only time will tell. Join us at 11 for more information.

Sunday Morning (11am - 2pm)

Match of the Day

A Football Adjacent LARP for 14-20 players, by Vanessa Phillips and Stephen Kenneally

You're a millionaire. You worked hard to get where you are today. You've even managed to stay a millionaire despite the recent upheavals in the world markets. Well done you, it only goes to show just how savvy you are. You enjoy your cushy lifestyle, usually from the comfort of your yacht. There's only one small, minor... inconvenience... You've agreed to take part in a charity football match. As in, actually play football yourself. You can't pay someone else to play for you. All your frenemies have also agreed to take part; some fun between friends for a good cause. You could hardly say no.

But...football isn't really your thing. The thought of actually stepping on to that pitch and making a spectacle of yourself for a whole 90 minutes is starting to bring you out in a cold sweat under your Armani suit. But you can't back out now, you'd lose face. However, you didn't get to where you were without being a conniving bastard.

The thought occurs that if, for instance, one of your opposing team suddenly had an unfortunate accident, or some of the opposition became ill, or inconveniently ended up in jail for fraud...if, for some strange reason, the other team didn't show up at all...well then, you could show up on the day, garner all the praise and show your by-then-well-practiced "disappointed" face. You'd still get the kudos, without having to actually play...and as a bonus, you would get to discredit some of your least favourite consociates.

Rating: E for Everyone

Sunday Afternoon (3pm - 6pm)

Higher Powers Issue 14: All Bets Are Off
A Higher Powers LARP for 6 new players (returning players welcome), by Feargal Keenan and Michelle Haward

So when the invasion of Atlantean Giant Monsters and Vengeful Fishmen doesn't happen you do two things. First you ask "What happened?" and then you go and party. Las Vegas seems the nice, arid choice for most people to celebrate the fact someone's shut the Atlanteans down.... Billionaire Parahuman brothers Eddie and Iason Papadopolous have been spotted with large contingent of super powered friends – and for once no one is throwing

anyone into orbit (yet). Of course where Super-folks go, trouble follows – but no ninjas or living foliage so far. So lets focus instead on the fact Eddie's been seen in and out of wedding chapels. This Could be Para-Wedding Bells from what I hear, and would I lie to you?

- Rumour

Rating: E for Everyone

Sunday Evening (7pm - 10pm)

Witch Trials

A Discworld LARP for 12 players by Dave McCabe and Hannah B

It's that time of year again, when the witches gather and compete to see who is the best witch on the disc. Witches gather from across Lancre to meet, exchange gossip, and re-establish the pecking order. Who cares if Granny Weatherwax always wins, it's all just fun and games! And second place is nothing to laugh at either.

Wait? You forgot to invite her? Oh no...

Rating: E – Everyone

Monday Morning (11am - 2pm)

Some say the Devil is dead.

An In Nomine LARP for 16-24 players, by Seamus Butler

Some say the devil is dead, the devil is dead, the devil is dead.

Some say the devil is dead and buried in Kilarney. More say he rose again, more say he rose again, more say he rose again.

And joined the British Army.

Well ignoring the song, some thing big is going down in Hell, and fresh meat for the grinder that is the war still needs to be trained. Welcome to the Army boys and girls, let's hope you survive your stay.

Monday Afternoon (3pm - 6pm)

Gilgamesh Misplaced Part 2

A Science Fiction LARP for 15-50 players, by Team Midway

The Gilgamesh-A – giant colony vessel from the Four Systems – has yet to return home from its maiden voyage. Today has been anything other than another day at the office for the crew, but they may be about to receive some help and some new friends... Note: While the story of this scenario carries on directly from "Gilgamesh Misplaced Part One" both games are playable as stories in their own right and you don't have to play Part One to appreciate Part Two.

Rating: T for Teen

CCGS

Legend of the Five Rings Ivory Edition Constructed Tournament

Samurai of Rokugan live in a time of unprecedented change, the Colonisation of the Ivory Kingdoms has broadened their horizons in interesting and unwelcome ways. The Great Clans vie with each other for supremacy in battle and in court.

Players will construct 40/40 decks and compete in a Swiss format tournament to bring glory to their clan.

Android: Netrunner Constructed Tournament

Android: Netrunner is a two-player Living Card Game™ set in a dystopian, cyberpunk future where monolithic megacorps own and control the vast majority of human interests. While corporation players try to score points by advancing their agendas, they have to guard their intellectual properties from the elite and subversive hackers known as netrunners.

Each round, players will take it in turns to play their runner deck and their corporation deck, with the most skilful players able to excel in both arenas.

Magic The Gathering: Conspiracy Draft

The Magic: The Gathering—Conspiracy set is designed to be drafted with six to eight players who then split into groups of three or four players for free-for-all multiplayer games. The draft at Gaelcon will be running with up to eight players, who will break into pods of four players to squabble and connive until only one remains!

Warmachine & Hordes High Command: Kingmaker Tournament

In High Command Kingmaker tournaments, players face off in a series of fast-paced matches to determine who has the tactical skill and enough luck to be crowned champion and win a set of exclusive cards.

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WARGAMES

Registration opens at 10am for all tournaments

WARHAMMER 40K

2 day grand tournament

5 games over the Saturday and Sunday of Gaelcon. Armies are limited to 1850 points.

Morning Games begin at at 10:30am both days

WARHAMMER FANTASY

2 day grand tournament

This is a 2000 point tournament. There are five games run on a 20/0 scoring system as follows:

- 0-150 VPs – 10/10;
- 151-300 VPs – 11/9;
- 301-450 VPs – 12/8;
- 451-600 VPs – 13/7;
- 601-750 VPs – 14/6;
- 751-900 VPs – 15/5;
- 901-1050 VPs – 16/4;
- 1051-1200 VPs – 17/3;
- 1201-1350 VPs – 18/2;
- 1351-1500 VPs – 19/1;
- 1501+ – 20/0.

There are 20 points available for painting. This will be subjective and will roughly be as follows:

- Unpainted and unbased – 0;
- Poor painting and poorly based – 5;
- Three colours and based – 10;
- Coloured, washed, highlighted and appropriately based – 15;
- Exceptional army – 20.

There are five rounds in the event; three on Saturday and two on Sunday. The overall winner will be the player who has the most points from games plus painting.

Some clarifications:

1. Scenarios from the rulebook will be used – excepting Battle for the Pass;
2. Named/special characters are allowed;
3. We'll use the random terrain rules for rivers and woods;
4. There is no additional composition restrictions.
5. End of Times rules are used.
6. Tamurkhan is fine to use.

WARMACHINE

Warmachine & Hordes: Escalation League

Sunday features an Escalation League of 4 games (steamroller format) of increasing point values (15, 25, 35, 50 points)

Warmachine & Hordes: Iron Gauntlet Tournament

Saturday features the Iron Gauntlet a 50 point tournament. Divide and Conquer Format. The top 4 from Saturday go onto the 75 point Sunday Finals.

Warmachine & Hordes: Spell Draft Tournament

On Monday there is a spell draft Tournament. 35 point lists. Steamroller format with all spells assigned randomly to players.

Bolt Action

The exciting World War II wargame from Warlord Games. Bring a 1,000 requisition point army to the fray and duke it out on Monday of Gaelcon.

Star Trek Attack Wing

Shields up! Red Alert! All hands, man your battle stations! Build a 100 point squadron of starships and take it to war, for the Glory of the Klingon Empire, in the defence of the Principles of the Federation or to carry out the insidious designs of the various other powers of the Star Trek Galaxy.

100 point standard tournament.

Star Wars: X-wing miniatures game

I can't shake 'em! There's too many! Build a 100 point squadron of starfighters and take it to war, for the Honour of the Galactic Empire, in as a member of the Rebel Alliance and a traitor .

100 point standard tournament

GAELCON 2014 T-SHIRTS

GAELCON



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AVAILABLE AT THE FOU TEES STAND
IN A RANGE OF COLOURS AND SIZES

BOARDGAMES

One of the best things in life is rounding up a few friends, taking out a board game, and spending time rolling dice / strategising / plotting etc. At Gaelcon this year, we will have a number of different options for those of you who want to do just that.

There'll be timeless classics, eurogames, microgames and many more. We'll also have a showcase of games made by local designers for you to try your hand at! At any time, ask at the desk, and we should be able to help explain rules, set up, and/or judge issues.

All Weekend – Game of Thrones board game – hand in your orders between each slot

Friday: Free Play – meet up with old and new friends, and borrow from our huge gallery of games.

Saturday 1pm: Dominion Tournament

Saturday 4pm: Love Letter Grand Melee

Sunday 1pm: King of Tokyo Smack-Down

Sunday 4pm: Blood bowl Team Manager World Cup

Monday 1pm: Sentinels of the Multiverse Gauntlet – your team will face 3 villains that you must defeat in succession without changing your roster. Choose wisely!

Gallery of Games – Grab a friend and a game!

30 mins or less:	1 hr or less:	2 hrs or less:	3 hrs or less:
Love Letter	Dominion	Agricola	Tessen
Ticket to Ride (Card Game)	Lord of the Rings (Card Game)	Power Grid	Nanuk
King of Tokyo	Sentinels of the Multiverse	The Castles of Burgundy	Le Havre
Escape!	Carcassonne	Mage Wars	
Forbidden Island	Revolution!	Small World	
Quarriors	Nightfall	Kingsburg	
Werewolves of Miller's Hollo	The Great Dalmuti	Munchkin	
Hey, that's my Fish!	Zombies!!!	Memoir 44	
Guillotine	Infinite City		

SPECIAL EVENTS

Artemis (Starship Bridge Simulator):

Fancy yourself the new Cap'n Kirk? Think you can outmanouver Picard? Well try your luck this October Bank Holiday Weekend. Gaelcon is proud to announce that we will have a rig of Artemis: the Starship Bridge Simulator running all weekend in Main Hall.

Society for Creative Anachronism Demo:

Armoured combat demos & fencing demos – you'll get a chance to find out all about the wonderful world of armoured combat sport.

GameCraft Unplugged (30+ players):

Bring out the crafty side of you whether you are a game designer, storyteller, artists, table-top gamer, rpgers... you are all game-makers.

We announce a theme at the beginning of the game jam and you have 8 hours to make a game, so we challenge all of you to come along and participate. Plus you get to play the games after the jam, so it's non-stop fun right from the start.

Note: You can read more about our previous UnPlugged (incl. video of winning game) at <https://www.gamecraft.it/events/gamecraft-unplugged/>.

WHAT TO BRING

The following are just suggestions:

- Crafting materials including paper, card, pens, paints, glitter, glue, scissors, etc.
- Don't forget to bring dice, and optionally your hexagonal gaming mat, heroclix.

ABOUT GAMECRAFT IT

ITZACON

XI

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GAMES**

**WAR
GAMES**

RPGs

**CARD
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LARPs

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SPECIAL EVENTS

GameCraft It is a games jam event designed around building the gaming community. We aim to create events which allow game-makers to meet, share ideas, have fun, compete for prizes and most importantly make games!

The first Dublin GameCraft took place in February of 2012 in DIT with over 120 attendees producing more than 35 games. Since then Dublin GameCraft has gone from strength to strength with events in GamesFlá Thurles, in Belfast, and even a charity GameCraft for ISPCA.

URL: <http://gamecraft.it>

Black Sun (2-4 players):

Dr. Ernst Lehman, previously a member of the mysterious Thule Society, but now leading scientist with Himmler's Ahnenerbe has organised an expedition to a ruined temple in Libya where he believes Frederick Barbarossa's legendary Black Sun mosaic is lost. This could be the key to victory in the Nazi's quest for world domination.

Renowned adventurer, Bill Blazkowicz is racing Lehman to the lost temple. Along with a small band of companions, he must thwart the Nazi's insane plans.

In this three-part campaign, play out Blazkowicz's daring game of cat-and-mouse against his Nazi foes as he attempts to keep the occult power of the Black Sun from changing the fate of the world!

BattleTech (Participation & Demo games):

It's been 300 years since the Star League fell. In that time humanity has slid backwards, fighting war after war. The miracles of modern technology are fading away- planets are dying and we can barely build spacecraft any more - and we still fight. It's the 31st Century, where life is cheap, but BattleMechs aren't, and the next battle is always around the corner.

BattleTech is the award-winning game of armoured combat. Take control of a 100-ton, 12 metre tall walking tank and test your mettle against all comers in brutal combat. Participation and demo games will be running all weekend

Rubber Duck Golf - by S. Morgenstern (6+ players)

The romper-stomper runaway hit of Hobocon 2, 3 and 4, Rubber Duck Golf's premise is simple - play golf, with rubber ducks for balls. It's that simple. Given the unaerodynamic nature of your average rubber duck, the handicap is usually pretty high (par 15, anyone?).

Even wanted to play through over a game of 40K? Or have to putt with a bag on your head? Or learn the art of the ricochet shot through portals? And what about DUCKCEPTION (may not occur)?

Then Rubber Duck Golf, the only game at Gaelcon where wearing checkered pants and drinking gin is expected, is for you!

SOCIAL EVENTS

Baron Von Munchausen (5+ players)

This not-quite-a-role-playing-game requires players to sit around telling fantastic (but completely true!) stories. Players may attempt to trip up another player's story by wagering a token ("But the Prussian Army had dissolved by that time, m'lord, so you could not have possibly fought it single-handedly"), whereas the storyteller must counter with another token (and an excuse) or swallow their pride and incorporate it into their story (with another excuse).

The game is won after each player has told one story. Each player, in turn, gives *all* their tokens to another player they believe has told the best story--so collecting the most tokens doesn't make you the winner, it makes you be able to choose the winner. Of course, the best story-telling wins the game.

Pub Quiz (12+ players)

Gaelcon is hosting its annual pub quiz on Saturday night in the hotel bar. Please get your thinking caps on! This is always great fun.

The IGA Charity Auction

What started as a drunken "no, I want it more" between two slightly intoxicated gamers in a pub many (many) moons ago has become one of the highlights of the gaming year. The IGA Charity Auction at Gaelcon has grown and grown since that first fateful argument over a shiny object, and has become something that has a real impact on the lives of many people.

Each year, we wait with bated breath to see what amazing and rare objects that our incredible donors will arrive with. We spend hours deliberating over how to show each item to it's best potential, and then cross our fingers that those wonderful gamers who come with open minds (and wallets!) to the auction will be as generous and receptive as they always are.

Why do we do it?

The simplest answers are quite often the best.

We do it "for the kids".

Sure, we use it as a witty catchphrase to encourage large numbers of gamers to part with large amounts of cash, but that doesn't make it any less true. The money that is raised through the IGA Charity Auction has a very real impact on the lives of kids all over Ireland.

The Adventuring Party Podcast

Discussing table-top and related gaming and the Irish Gaming Scene so you don't have to.



New episodes every Wednesday

www.theadventuringparty.net

Join us on October 29th for our 300th episode!

*To promote your event or suggest topics email us at
party@theadventuringparty.net*

to and from gaelcon

ballsbridge is a very safe area but it can be quiet late at night especially on the way back into the city centre.

if you are headed home late at night on your own there is a taxi rank outside the hotel. a taxi to oconnell street will cost approximately 8 - 12 euro.

on monday morning the dublin marathon will be running and this will impact travel times.

clocks go back 1 hour on sunday night at 2am

**route to city centre
15 - 20 minutes**

**atm
tesco
burger king
tolteca
eddie
rockets**

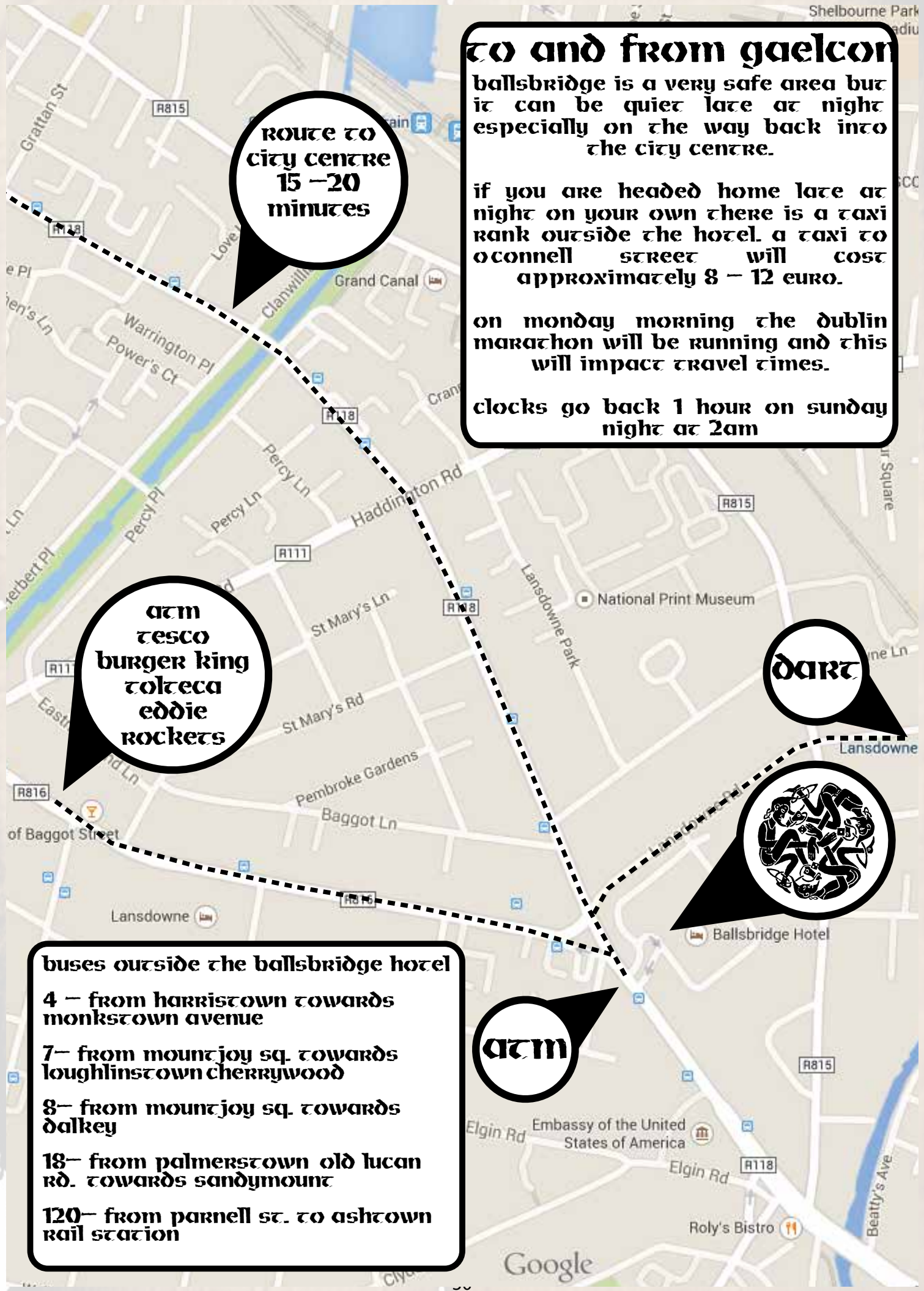
dart



atm

buses outside the ballsbridge hotel

- 4 - from harristown towards monkstown avenue**
- 7- from mountjoy sq. towards loughlinstown cherrywood**
- 8- from mountjoy sq. towards dalkey**
- 18- from palmerstown old lucan rd. towards sandymount**
- 120- from parnell st. to ashtown rail station**





GALWAY
GAMING
TRIBES

**BOARD
GAMES**

Resistance,
Game of Thrones,
Love Letter

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Ultra Street Fighter 4,
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The latest indie titles

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LAST SUMMER WEEKEND

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irishgamesassociation.com

IGA CHARITY OFFICER REPORT

Amongst the many events you'll see in this booklet is the Charity Auction. The IGA have been running charity auctions at Gaelcon for many years for the kids. At heart all gamers are really big kids and we feel that kids deserve to enjoy their childhood. A huge amount of the IGA's efforts go into fundraising events for charities. Thanks to the generosity of Irish gamers, we've been able to donate thousands of euro every year to deserving causes. This year we will be making donations to DEBRA Ireland, Helium and BeLonG To.



The charitable spirit of Irish gamers is internationally renowned – the **Diana Jones Award for Excellence in Gaming** was awarded to Irish Game Convention Charity Auctions in 2006, joining such luminaries as Dominion and Ticket To Ride as examples of the best gaming can be. We are incredibly proud of the willingness of our community to reach into their pockets in support of those who need it, and we do our best to provide them with ample opportunities to do so!

The IGA's flagship charity event of the year is Gaelcon's Charity Auction, but it's by no means our only charitable fundraising event.

We have also run a series of one-off charity events, including a pub quiz for Haiti, the Max Rickard Memorial LRP (which lead directly to the creation of the Academy of Eblana) and **Heckcon**. In May 2014 the Irish gaming community sadly lost one of its members, David Smyth, better known to his friends and gamer acquaintances as Heck. On September 13th, to commemorate his life and the hobby he loved we hosted a 1 day gaming event in Aid of the Irish Cancer Society. Due to the fabulous support of the gaming community and traders we raise a total of €3,530 which was donated directly to the Irish Cancer Society.

We also run regular Pub Quizzes, both in Dublin City venues and at gaming conventions around the country, with the raffle proceeds going to the charity fund.

Finally I'd like to thank you all for your generous donations, without which we couldn't do any of this. You are helping to give children the childhood they deserve.

Pete Hudson
IGA Charity Officer

IGA CHAIR REPORT

Hello everyone!

Thank you for attending this years Gaelcon, I hope you all will have a wonderful time! Thank you to the committee for all the hard work that they've put into it!

So I was asked to write a short note here, just to tell people of the IGA and what it is that we do. So I know you're all itching to get gaming, so I won't keep you all too long!

The IGA are here to promote gaming in Ireland, so if you have an event that you would like to see it promoted do get in contact with us. We love hearing from everyone!

Ah, now you may be wondering who we actually are? Allow me to explain. The IGA are a bunch of gamers who enjoy getting together and bringing you, the gamers of Ireland both events and information on events near you. We want to hear from you so we can both help to the best of our abilities and promote your plans for gaming success!

So finally, what is it that we do with our time? The IGA do many things, some of them you may already attend. For example, The Cork Action League and the Dublin Games Night. You may be familiar with The Academy of Eblana and of course we have run many a pub quiz to everyone's glee!

Perhaps one of the proudest things about being on the IGA is not only the vast events we run, but the charity work that we do. The charity auction at Gaelcon is our annual event, and it continues to raise money for who are in need.

You may also have attended Heckcon this year, I would like to say thank you to all those involved, all of your hard work paid off.

Now that you have all of this information I want to thank everyone on and off the IGA Committee who have put so much hard work in the last year to help promote gaming in Ireland. Thank you all for your hard work, and I look forwards to working with you in the future.

I'll stop babbling now and let you all get back to your gaming!

Thank you for reading,

Antonia Cosgrove
IGA Chair

WARPCON of OZ



23rd-25th January 2015
University College Cork