

# **COMPULSION UNDERWORLD**

**April 8th 2016 (19.00-Late)**  
**April 9th 2016 (09.00-Late)**  
**April 10th 2016 (09.30-Late)**

**Teviot Row House and Potterrow**  
**5 Bristo Place, Edinburgh, EH8 9AL**

**(Web Programme)**

# Compulsion: Underworld 2016 Programme

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## Welcome and general information

**Welcome to Compulsion:** Underworld, we hope that you have a devilishly good time here. To assist you here are a few things you should know.

**Convention Staff:** Convention staff will be wearing blue shirts (helpers) and yellow shirts (organisers) and will be happy to assist if you have any queries or need assistance. Please be aware that they are volunteers and treat them with respect and courtesy as you would other convention attendees.

**Convention map and schedule:** These are on a separate piece of paper to the programme this year and are available at the ticket desk and at the sign up desk in the trade hall. Copies are also posted round and about the convention. The convention is open 7-late Friday, 09.00 – Late Saturday and 09.30- Late Sunday.

**Teviot and Potterrow:** Most of the convention is located in the Teviot Row union but some roleplaying events are located in Potterrow about 50 yards away. If you are unsure how to get to Potterrow for a game, please just ask at the ticket or sign-up desks or ask a “blue shirt”.

**Game sign-up:** To sign up for games in advance, go to the sign-up desk. If you are looking for an immediate game, try the open gaming spaces and look for the brightly coloured “Players Wanted” signs on tables. Some demonstration games may have sign up sheets at their tables.

**Policies:** We want everyone to have a happy convention. As such we hope that you will all be excellent to each other. If you want to see our policies in more detail, please go to:  
<http://www.geas.org.uk/compulsion/essentials/compulsion-policies/>

Please take time to read the Teviot entry policy below (the full version is on the website).

All customers must produce full photographic ID to gain entry. The acceptable forms are Driving License, Passport, Card with PASS Logo, Young Scott Card

Although this policy is normally relaxed before 6pm (allowing free access to the building) anyone who is coming and going later needs to be aware of what they need to get into the building. The policy also explains what time children are expected to vacate the building. Children (up to 15yrs) and young persons (16 & 17yrs) are permitted entry provided that they are accompanied by an adult and subject to the entry conditions. Please wear your proof of entry to the convention at all times.

If you want our programme, schedule and convention map in electronic format, they can be found at:  
<http://www.geas.org.uk/compulsion/essentials/>

On the following pages you can find out all the lovely things going on at the convention. Please note that for an overview of timings and locations your should check the separate schedule and map sheet available at the entrance and in the trade hall.

## The Griffies

The Griffies are the awards that Compulsion attendees bestow on the best new games of the past twelve months. Nominations are made in advance and voting is done over the weekend. You will be given a voting slip when you first arrive. Please keep it safe. If you lose your polling sheet there is no replacement. Completed forms should be handed in to the sign up desk in the Trade hall (The Study) by 15.00 on Sunday.

## Charity

Charity has always been at the very heart of Compulsion. Compulsion Underworld is proud to be able to support the Grassmarket Community Project. The Grassmarket Community Project delivers a range of services both to vulnerable adults and the wider community and has four main components:

- The Grassmarket Café, with locally sourced food and ethical coffee, provides support for vulnerable adults
- Grassmarket Furniture which uses wood from unwanted church pews and transforms it with the help of volunteers, into bespoke furniture
- Grassmarket Tartans, a social enterprise helping vulnerable adults gain valuable life skills and experience with a view to improving employment prospects.
- Housing the café and providing excellent versatile venue space within Edinburgh City Centre is the Grassmarket Centre.

All of this helps to support vulnerable adults within Edinburgh through improving practical skills and community involvement. Our charitable target this year is £2500, please give generously. GEAS will also make a donation from the ticket sales. The following events will be running in support of the charity.

### **Charity Rerolls** – Saturday 10.00-23.00, Sunday 10.00-18.00 at Various Locations

Some role-playing game GMs will be allowing charity rerolls. Everybody needs a second chance from time to time and that is what charity rerolls give you. Its like karma, you donate to charity and you get to reroll those treacherous dice. GMs – if you want to offer charity rerolls in your game please speak to the sign up desk.

### **Charity Bring and Buy** – Saturday 10.00 -18.00 in the Trade Hall

Bring your old unplayed boardgames, card games, role-playing games and geeky paraphernalia to Compulsion and for a small charity percentage we will try to turn it into shiny money for you. After that you have space on your shelves ... so clearly you should buy some bargains from the bring and buy. Repricing and discounting happens from 2pm. Please complete forms in advance or our imps will be most displeased.

### **Charity Auction** – Saturday 19:00 Dining Room

Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

### **Goblin Market LARP (Changeling)** - Sunday 10.00- 18.00 in The Trade Hall

Come one, come all, to the greatest Goblin Market there is. The Spring Market of wonders has arrived. A mysterious market that travels around, offering some of the most strange, unique and interesting items across the UK. As well as being a LARP, some items will be available for real world purchase with the proceeds going to charity

### **Fire Sale!!!** - Sunday 18.30 in the Dining Room

In addition to the Charity Auction on the Saturday evening, this year Compulsion will also be holding a Charity Fire Sale on the Sunday evening in the dining room at 7pm. Whereas the Charity Auction gives people a leisurely chance to inspect the goods and the bidding goes up in an orderly fashion; the Charity Fire Sale will be all about speed. It will be a countdown auction which means that a starting price will be announced and then counted down and the FIRST person to bid will win the item at the current asking price. If the item falls below its reserve before anyone bids though, no-one gets it! Expect some zany pricing decisions, some unusual items for sale and some real bargains. Bring money, its for charity!

### **Charity Treasure Hunt** – Running Both Days 10.00 – 18.00 in the Trade Hall

Pay a pound for a treasure hunt sheet at the sign up desk. Find the pictures of treasure chests hidden about the convention and note down the letters. Use the letters to form the name of a famous underworld creature. Return your completed sheet to the sign-up desk to be entered in a prize draw. Winner announced at the closing ceremony. Great for big kids, little kids and everyone in between.

# 6's 2 Hit

**Edinburgh's Premier Discount Wargames Store**

**20-22 Bread Street, Edinburgh, EH3 9AH**

**0131 629 3910**

**6s2hit.com**

**6s2hit-theshop.com**

**www.facebook.com/6s2hit**

## Guests

### **Andrew and Jenny Harman** – Yay Games

Andrew Harman is the front man and chief creative for *Frankenstein's Bodies*, *Sandcastles* and *Ominoes* (published by YAY Games) with a shady past in writing fiction (*Dark Harvest*, *101 Damnations* and *the Frogs of War* to name a few). Jenny Harman is the other brain behind the machinery of YAY Games. She has a vast wealth of knowledge on publishing games, getting them to market and onto your tables.

### **Andy Law** – Cartographer and Artist

Cartography: is it an art, a science, both? I don't know, but I know a man who does. He is map-maker extraordinary, Andy Law. Andy is a twenty-year veteran of the games industry. He has worked as an author, cartographer, illustrator, and Warhammer shop manager. In the past, you may have encountered his many contributions to Warhammer and Warhammer 40,000, or his ENnie award-winning Freeport maps, but he has worked on much besides, he's even mapped the newly Kickstarted Thunderbirds Board Game.

### **Arla Kean** – Miniatures and Modifications

Who is Arla Kean? Arla is a talented painter and modifier of miniatures, and if you've been to any Malifaux tournaments recently, her crews are the ones winning the painting contests. If you've ever wondered how to modify a miniature and adapt it to be even cooler and fit better with your vision of how you plan to play it or the story in which you envisage it, then you don't want to miss the panel that Arla is on. Arla will also be judging our miniatures contest.

### **Bez** - Card Games Designer

The wonderful Bez, inventor of *In-A-Bind* and *Wibbell* will be attending *Compulsion* to show off his fabulous creations. *Wibbell* has a whole set of different of games which can be played with its set of cards containing letter combinations. There are a host of games to play and Bez is inventing new ones all the time. *In-a-Bind* is like *Twister* except with a deck of cards taking the place of both the spinner and the play mat. If that sounds like a crazy kind of fun, rest assured, it is!

**Cat Tobin** – Pelgrane Press

Cat is the Managing Director and co-owner of Pelgrane Press. As a full-time employee she oversees all aspects of book production and customer service, and as a company director and shareholder is jointly responsible for business strategy. She has been heavily involved in the role-playing industry in Ireland and the UK since the late 1990s, during which time she has organised Diana Jones Award-winning conventions, and written everything from advertising copy to RPG and LARP scenarios.

**Charles Stross** - Author

One of the most influential sci-fi, fantasy and horror writers in the UK is coming to Compulsion. Charles Stross is responsible for the Laundry Files, The Eschaton Novels, The Merchant Princes Series, as well as stand alone works like Accelerando and The Glasshouse. Works of the Hugo and Locus award winner have been adapted as games, most notably The Laundry Files have become Cubicle 7's "Laundry" RPG.

**David Anthony Durham** – Epic Fantasy and Historical Fiction

Hailing from New York City, David Anthony Durham has done what many writers do and gravitated to Scotland. He is best known for his epic fantasy works, but he's also written historical novels of set in the ancient world and in 19th Century America. He also writes for George RR Martin's long-running series of collaborative novels (Wild Cards). David will be at Compulsion to talk about his works and writing in general.

**Eric Ducreux** – Casting and Crafting

To say that Eric Ducreux makes fantastic scenery and other gaming accessories is a slight understatement. Eric makes full on scenery pieces and little additional accessories (like barrels and treasure chests) and even remembers to sell some of them.

**Faye Sutherland** – Artist and Chief Griffinologist

Faye Sutherland has been the resident artist and chief griffinologist for the past two conventions and has provided the artwork for Compulsion Innovation, Compulsion Overboard and Compulsion Underworld. This year we've finally persuaded her to talk about art and working to a theme. She will also be helping to judge the art contest. We're also trying to persuade her to do sketches on the day and sell prints of her work.

**Gavin Inglis** - Electronic RPG Writer

Gavin Inglis writes mostly for digital platforms. His text games, published by California's Choice of Games, include Neighbourhood Necromancer; For Rent: Haunted House and undead fitness app Zombies, Run! His most recent work, The Art of Murder, appears in Fallen London, a browser game playable in your tea break and soaked in Victorian flavour. He also writes for Chaosium on Call of Cthulhu. Last year he produced a serious interactive work on mental health, Hana Feels, for New Media Scotland.

**Hugh Hancock** - Machinima and Other Stories

Involved in producing cut scenes for games back when cut scenes were new and exciting, Hugh always seems to end up where the future of gaming is going. From cut scenes to machinima to VR and live action film making, Hugh's endeavours are all about story telling. With role-playing games being at the heart of interactive story telling experiences, we've invited him to talk about how technology is going to impact on the future such story telling and the future of gaming

**M Harold Page** – Author and Swordsman

Swords... sorcery... tanks... Sometimes in the same story. Swordsman and professional author M Harold Page will be a familiar face to regular Compulsion attendees, having led the highly popular Dawn Duellist Sword Demonstration on a number of occasions. We're pleased to have him back again both as a lead member of the Dawn Duellist Demonstration team and to participate in panels and workshops on the process of writing and games industry tie-ins.

**Martin J Dougherty** – RPG Writer, Author and Martial Artist

Martin J Dougherty is best known in the games industry for his work on Traveller over the past couple of decades. He is the founder of Avenger Enterprises and has also worked on World War Cthulhu, Armageddon 2089 and Frostgrave, among others. His fiction includes Traveller and Armageddon 2089 novels as well as non-game-related materials. Martin's is also a non-fiction author. Recent publications include histories of the Celts and the Vikings, and a guide to European swords and swordsmanship. Television work includes writing for Ultimate Soldier Challenge and Deadliest Warrior, and appearances in Triggers as a weapons expert.

**Michael Scott Rohan** – Fantasy and SF novelist

Michael is the Author of the Spiral and Winter of the World series. With Winter of the World being adapted into a role-playing game by two of our other guests we are delighted that Michael will be joining us as well. Michael excels at world building and characterisation and we hope to persuade him to share a few hints.

### **Nathaniel Zettle** – Terrain Designer and Martial Artist

Nathaniel, a well known terrain maker who regularly builds terrain for Kings of the North has written guides on topics ranging from terrain on a budget to planning and executing BIG projects. Often the partner in crime for Martin J Dougherty's fighting demonstrations Nathaniel is a multi-talented individual having worked on a freelance basis for Avenger Enterprises as the "Quality Guy" doing proofreading, play-testing and creative consulting.

### **Peter Cakebread & Ken Walton** – Role-playing Games Designers

Since forming Cakebread & Walton, in 2009, Ken and Peter have co-written, developed and edited dozens of RPG publications; including the multi-award winning Abney Park's Airship Pirates RPG, the critically acclaimed Clockwork & Chivalry RPG and the Renaissance D100 rules system. The Cakebread and Walton collaboration are currently working in conjunction with Michael Scott Rohan to produce an RPG from his Winter of the World series.

### **Scott Neil** – Fantasy Illustrator

Scott currently lives and works in Scotland. His first foray into fantasy illustration came with the new edition of Dragon Warriors released by Magnum Opus Press. Scott has been drawing everything from ghouls to goblins and psychics to pirates and had also worked with Pelgrane Press and Cubicle 7. Most recently, Scott has been working on the Dr Who card game and the 7th edition of Call of Cthulhu.

### **Simon Burley** – RPG Author

As creator and co-author of the classic British Superhero role-playing game Golden Heroes – possibly the first self-published RPG in the UK (1982) – Simon has been active on the national gaming scene as player, referee, author and editor for over 30 years. At the con Simon will be running sessions in all of the RPG slots (because he is wonderful and we much appreciated it). His games include Desolation of the Heart, All of Time and Space, Retired and Super-powered, and Grave of the Fireflies. You can also catch him in some of the talks and panels.

### **Stew Wilson** – RPG Writer

Stew Wilson has been designing games for almost fifteen years, primarily for White Wolf and Onyx Path. He's the line developer for both Werewolf: The Apocalypse and Werewolf: The Forsaken, and has worked on books across the classic and new Worlds of Darkness. He's also a key part of the systems teams behind The World of Darkness 2nd Edition and the Sardonyx system powering the new editions of Scion and Trinity. Stew also writes and publishes his own games, including the modern fantasy Æternal Legends, tactical espionage BLACK SEVEN, and two micro-games about ghosts: Beyond and Unfinished.

## **Events and Talks**

### **Friday evening social** - Friday 19.00-late in the Loft Bar

A chance to get to meet your fellow Compulsion Underworld denizens. There will be drink, there will be banter, there may even be gaming.

## **SATURDAY**

### **Welcome and Opening Ceremony** - Saturday 09.45 in the New Amphion

A chance to hear a few words from the organisers and find your bearings for the convention

### **Cartography and World Building** - Saturday – 10.00 in the Middle Reading Room

When you want to build your world, where do you start? The people? The creatures? Or do you start with the terrain? For more on how terrain and the map of the world in which you're creating your game or story matter listen to what Andy Law, Martin J Dougherty, Michael Scott Rohan and David Anthony Durham have to say about the topic.

### **Populating Your World** – Saturday – 11:30 in the Middle Reading Room

Congratulations! You have a world! It is big and shiny and well rather empty. How are you going to fill your world? These good people may have some suggestions – Martin J. Dougherty, Stew Wilson, Michael Scott Rohan, David Anthony Durham and Charles Stross.

### **Dawn Duellists Society** – Saturday – 13:00 in the Underground

Ever fancied having a go at real sword fighting? Want to know what the parry and riposte of a sabre duel feels like? How about a rapier fight like the Princess Bride? Or is something medieval more your cup of tea? The Dawn Duellist Society will be there to enthuse, demonstrate and explain how to learn the noble arts.

**Writing and Adapting for RPGs** – Saturday – 13:00 in the Middle Reading Room

When it comes to writing for RPGs, or the process of adapting work for RPGs, there isn't much that the people on this panel haven't thought of. Whether it is how to adapt other people's work, how much or how little creative control to retain when other people are adapting your work and writing from scratch. Put them to the question. The Panel is chaired by Cat Tobin. On the panel are Stew Wilson, Simon Burley, Michael Scott Rohan, Charles Stross, Ken Walton and Peter Cakebread.

**So You Want to Design Games?** Saturday – 15:00 in the Underground

An honest insider's perspective on the games industry and how to go about designing games be they RPGs, card games, board games or perhaps even electronic games. The panel consists of the Griffie Award winning team, Andrew Harman and Jenny Harman, Hugh Hancock, and Bez.

**Blitzing A Story** – Saturday – 15:00 in the Middle Reading Room

Can you stop writers block from bogging you down in a story that isn't going to go anywhere? Yes, but you have to follow a system. Now you must investigate further and explore M. Harold Page's method for writing stories quickly. A workshop on the techniques to make your writing process better and eliminate dull stories after an hours work rather than a week. (Limited numbers, make sure you sign up to avoid disappointment).

**The Right Art For Games** – Saturday 16:30 in the Underground

You have your game concept, you've play-tested it, roughed it out as best you can and what you really need now is artwork. How do you decide on the right art for your game? How is good games art created? Can art make or break a game? Does the right art have to be expensive? All of these questions and more answered by Andrew Harman, Scott Neil, Hugh Hancock and Bez.

**Wargames Scenery – Casting and Painting Workshop** – Saturday 15:00 & Sunday 10:00, Balcony Room

Have you ever wanted to make your own wargames scenery? Does the idea of lots of little barrels for your miniatures to hide behind seem appealing? Or how about making lots of bricks to build walls? If any of this seems appealing then we have a treat for you. Eric Ducreux will be along showing you the tricks of the trade and showing you the kind of results you can achieve.

**Charity Auction** – Saturday 19:00 Dining Room

Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

**Hitpointless** – Saturday 21.00 in the Lounge Bar

You know the game Pointless? Well its like that with a gaming theme. You can enter as teams or as individuals. Lose (hit)points for every non-unique answer. Hosted by Angus McEwing and Gregor Hutton. Donations to charity encouraged but not required.

**Zero Quest: The Choosening** – Saturday Evening 21.00 in the Dining Room

Ahead of this year's Edinburgh Fringe Festival, level 5 comedian Calum MacInnes will be performing a one off preview show at Compulsion 2016. Described as stand-up fantasy, Zero Quest is a live choose-your-own adventure comedy where audience decisions shape the story. The show is currently a work in progress and as such will be free to Compulsion Ticket Holders. A £5 entrance fee (all of which goes directly to this years charity, The Grass Market Project) will be charged for non-ticket holders.

**SUNDAY**

**Changing Technology and the Future of Games** – Sunday 10:00 in the Underground

What will VR do for currently unplugged games? What are smartphones doing for RPGs? What impact is technology going to have on our hobbies? Hugh Hancock, Andy Law, Andrew Harman, Gavin Inglis and Charles Stross are ready to opine on the subject.

**Wargames Scenery and Miniatures** – Panel Discussion – Sunday 10:00 in the Middle Reading Room

How do you adapt a wargames miniature to better suit your vision for your crew? How do you decide what scenery will work best for your game? What can you adapt to make good scenery? Our panel will answer your questions and generally enthuse about the topic they love. The Panel – Arla Kean, Nate Zettle and Eric Ducreux.

**Writing Game books for Fun and Profit** – Sunday 11:30 in the Middle Reading Room

Enjoy interactive stories on your smartphone? Wax nostalgic about the golden age of game books? This session will get you started on creating your own and show how you can publish them today. Hands-on workshop run by Gavin Inglis. Strictly limited numbers, sign up in advance to avoid disappointment.

**Armed Combat 101 – How to Blag Your Way Through a Sword Fight** – Sunday 11:30 in the Underground

Brought to you by Martin J. Dougherty and Nate Zettle. The noble art of putting holes in other people can be a complex business with a hazardous learning curve. Martin and Nate demonstrate the key principles of armed combat with swords, knives and razor-sharp banter. In other words it is about how a fight REALLY happens.

**Publishing RPGs** – Sunday 13:00 in the Middle Reading Room

In insider's perspective on publishing RPGs. Ask Cat Tobin, Stew Wilson, Simon Burley, Ken Walton and Peter Cakebread questions about the industry.

**Writing a Good Fight** – Sunday 15:00 in the Middle Reading Room

Clash! Bang! Pzzzt! What makes a good fight? How do you write a good fight? Is a good fight the most technically accurate? Or is a good fight one that conveys the emotions and the struggle? Can you write a technically accurate fight without using technical terms? Find out from M. Harold Page, Martin J Dougherty, Stew Wilson, Michael Scott Rohan and David Anthony Durham.

**Wargames – Making Lots of Terrain, Fast** – Sunday 15:00 in the Balcony Room

A wargames table without scenery and terrain is like a Tax Inspector, soulless. Whether you're organising a tournament, outfitting a games club or getting started in a new wargame, one thing everyone needs is terrain and lots of it. In this seminar, terrain making veteran Nate Zettle shares some of his techniques and secrets for getting the most out of limited resources to maximise your gaming on beautifully decorated battlefields.

**Conflict and the Story** – Sunday 16:30 in the Middle Reading Room

Conflict is at the heart of any good story or role-play. All of the most memorable bits are when characters clash with each other, the elements, monsters from the deep or even red-tape and bureaucracy. Be it a love-hate relationship or a struggle for survival conflict is essential to move the plot forward. Different perspectives on creating and sustaining conflict within your stories from M. Harold Page, Martin J Dougherty, Stew Wilson, Michael Scott Rohan, David Anthony Durham and Charles Stross.

**Charity Fire Sale!!!** - Sunday 18:30 in the Dining Room

The Charity Fire Sale will be all about speed. It will be a countdown auction which means that a starting price will be announced and then counted down and the FIRST person to bid will win the item at the current asking price. If the item falls below its reserve before anyone bids though, no-one gets it! Expect some zany pricing decisions, some unusual items for sale and some real bargains. Bring money, its for charity!

**Closing Ceremony** - Sunday 19.00 Dining Room

A chance to thank our guests, traders, GMs and volunteers, award the Griffies, dispense prizes and find out about next year's glorious festivities

**Ye Mended Drum Pub Quiz** – Sunday 20:00 in the Teviot Lounge Bar

Its like any other pub quiz but far more geeky. There will be beer available. Yay!

# Black Lion

Share Games, Share Stories

90 Buccleuch St, Edinburgh EH8 9NH, United Kingdom

0131 667 2128

office@black-lion.co.uk



## Traders

**The Trade Hall located in The Study will be open from 09.30 – 18.00 on Saturday and Sunday**

### **3S Games – Trade Hall**

3S Games from Glasgow will be at Compulsion to demonstrate and sell games on behalf of small and medium sized games companies. 3S Games specialise in demonstrating brand new games to new audiences. We are not sure quite what they are bringing yet. Its all very hush hush, but what little we have heard sounds exciting, watch this space! Also if you have a great idea for a game that needs marketing assistance, perhaps you should pop along to talk to them.

### **6's 2 Hit – Debating Hall**

6's 2 Hit have kindly agreed to run demonstration and participation games of Bolt Action, Halo Planetfall, Dungeon Saga and more for your delectation and delight. So whether you are new to wargames or an experienced grognard seeking a new game to play they should have something of interest for you. We look forward to seeing them at Compulsion. 6's to Hit are located at 20-22 Bread Street in Edinburgh.

### **Black Lion – Dining Room**

We are pleased to announce that Black Lion will be returning to Compulsion this year to run a variety of card game tournaments for us. They plan to run tournaments for Netrunner, Game of Thrones LCG, Deadlands: Doomtowntown Reloaded and that old stalwart Magic: The Gathering. Black Lion can be found at 90 Buccleuch Street, Edinburgh.

### **Clockwork Tea Party – Trade Hall**

The Clockwork Tea Party are coming to Compulsion and bringing their hats and other steampunk accessories for your delight and admiration. Their fabulous items will be available for purchase on the Saturday and Sunday. Alternatively, if you have a specific item in mind or a particular hat design that you would like, the cunning crafter Claire, is willing to take pre-orders and to bring to the convention for collection.

### **Games Hub – Debating Hall**

We are very pleased to announce that Games Hub will be coming to Compulsion 2016. They will be running X-Wing and Star Wars Armada tournaments and demonstrations. If you like Star Wars or space combat games there will be plenty for you to enjoy. Games Hub are located at 101 Lauriston Place in Edinburgh.

### **Knightly Gaming – Trade Hall**

The lovely people at Knightly Gaming are running Pokemon and Yu-Gi-Oh tournaments for us. They are also planning something cool for the trade hall, come along to find out what. In addition to card games, Knightly Games will also be bringing board games, role-playing games, war games and a wide range of merchandise for animé and geek culture on top! Knightly Games are based in Lanark, so if you live out that way, be sure to pay them a visit. They run pre-releases, tournaments, board games events and a variety of other fun stuff.

### **Red Dice Games – Trade Hall**

Red Dice Games are purveyors of fine games and gaming supplies. They are also sponsoring the SMOG (Scottish Monarch of Gaming) our board games tournament by providing a rather awesome prize for the winner. You can find them in the main trade hall not far from the sign-up desk.

### **Stormclouds Chainmail -Trade Hall**

I think we can all agree that chainmail is pretty nifty. And we can all agree that dragons are very cool. So chainmail dragons.... well chainmail dragons must be totally awesome! To see just how awesome, pop along to the Stormclouds Chainmail stall where you will be able to acquire yourself your very own pet chainmail dragon or a variety of jewellery and intriguing trinkets.

### **The Trink Trunk – Trade Hall**

Tired of boring jewellery? Want a more unique gift? Then pay the Trink Trunk a visit.

### **Victoriana for Voluptuous Vixens – Trade Hall**

Fancy a new corset? Or perhaps a tailcoat is more your style? If so Victoriana for Voluptuous Vixens has something for you. Steampunk Fashion and Accessories for the discerning geek.

## Live Action Role-Playing (LARPs)

### **The Mummy unwrapping of Ankhtepot, or Are you my Mummy?**

**Saturday 20.00 – 23.00; 15 Players; Location: The Underground**

**GMs David Donachie and Victoria Lawford**

It is 1923. Last year Howard Carter discovered the tomb of King Tut, and now mummy fever is gripping England. Lady Catriona Mrrgglton, the wife of famous Egyptologist Lord Findlay Mrrgglton, has arranged for the mummy of Pharaoh Ankhtepot, which her husband brought back from Egypt, to be unwrapped! It's the event of the year – the rich, famous and noteworthy have been invited. You are invited (or have gotten your hands on an invite) to the mummy unwrapping at Elmswood Hall. You have your own reasons to go – maybe you just want to see this rare event, or be seen at it; maybe you want to get into the good Lady's good books; or maybe you have a more covert reason for being there. Whatever your motivation, you have your ticket and are ready to see the mummy unwrapped! This is a LARP set in 1923, but with a Steampunk/Victorian/Egyptian theme. If you wish to pre-book, you will be send details of your character before the LARP.

### **Goblin Market LARP (Changeling)**

**Sunday 10.00- 18.00; UNLIMITED Players; Location: The Trade Hall**

**GM Tara Catt**

Come one, come all, to the greatest Goblin Market there is. The Spring Market of wonders has arrived. A mysterious market that travels around, offering some of the most strange, unique and interesting items across the UK. If you're looking for an item, and don't know where to turn, then come to the Goblin Market. We have items, services and everything else in between, that will be sure to get what you need. The Goblin Market will run in the trade hall on Sunday and folk are welcome to browse the merchandise and role-play there for as short or as long a time as they would like. Some items may be available for in character purchase, some may be available for real world purchase, some things may be bartered, others are not for sale. You'll have to ask the goblins to find out more!

### **Kaer Gorodechan (Earthdawn LARP)**

**Sunday 15.00-18.00; 24 Players; Location: The Underground**

**GMs: Ben McCallum, Rick MacLennan, Roderick (Mc)Easton**

Before everyone (except the elf) was born, name-givers lived under the sky. But the coming of the Scourge and the Horrors forced the town of Gorodechan to hide itself, its inhabitants and neighbours underground. The instructions you received from the Therans said that it would be safe to open your Kaer refuge again by now, but the magical sensor the wizards made still shows it to be too dangerous. Then again, it's pretty dangerous in here as well: there's not enough Light Quartzes to go round, the orcs are getting unruly, the dwarves are politicking and the humans just keep trying to poke their noses into everything. Can you lead the citizens to success, or at least be satisfied that your personal goals are achieved while the Kaer falls apart

# Red Dice Games

Scotland's leading online retailer of speciality games  
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games and other gaming products

Facebook: Red Dice Games

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[www.reddicegames.com](http://www.reddicegames.com)

## Tournaments

All Tournaments are free with your Compulsion Ticket except draft tournaments where you will need to buy the boosters.

### SATURDAY

**Malifaux Tournament** – Saturday 10.00-18.00; Debating Hall

If you have never come across Malifaux before, it is a 32mm skirmish war game set in an alternate world with steampunk, horror, magical and wild west overtones. The tournament will most be a 16 player Swiss format event over 4 rounds.

You'll need: 50 Soulstone crew, Fate Deck. (If you can bring scenery it would be appreciated)

Prizes: Shinies TBC

**Star Wars Armada Tournament** Saturday 10:00-18:00; Debating Hall

the Star Wars Armada tournament will allow you to test your fleet command skills against your rival admirals. we plan to accommodate 16 players in a Swiss style format over 3 two and a half hour rounds under the current tournament rules.

You'll need: 400 point Armada Fleet

Prizes: Shinies TBC

**Magic Shadows Over Innistrad Draft** Saturday and Sunday 10.00-14.00;14.00-18.00; Dining Room

It's the release weekend for the new Shadows Over Innistrad set, so we'll be running 8 person Draft pods at set times, as well as setting up new pods whenever we have enough players!

You'll need: a rudimentary understanding of Magic.

Prizes: 1 booster per player in the pod plus extra for first, second and third place.

Price: £10 per draft (max 2 drafts per player) £15 for any drafts afterwards.

**Yu-Gi-Oh Tournament** Saturday 11:00-18.00; New Amphion and Study Mezzanine

Our Yu-Gi-Oh tournament will be taking place on the balcony above the Trade Hall and New Amphion

You'll need: Legal Yu-Gi-Oh Deck

Prizes: Shinies TBC

**Doomtown ECG** Saturday 11.00 - 18.00; Dining Room

Take to the streets of Gomorra and establish yourself as the Deputy of the most dangerous boomtown in the West the Weird West! Cards up to and including Ghost Town are legal.

You'll need: a legal Doomtown deck.

Prizes: OP Kit 5

**Game of Thrones 2e LCG** Saturday 11.00 - 18.00; Dining Room

Lead your Great House to victory in the struggle to rule Westeros! The Great Houses muster armies and meet in titanic battles, while their assassins and spies struggle in the shadows. Westeros is unforgiving of mistakes, and in the end, only one game truly matters: the game of thrones!

You'll need: a legal Game of Thrones 2e deck.

Prizes: Winter Kit 2015

## Costume Prizes

**We love it when people come to Compulsion in costume, it really adds to the atmosphere. So feel free to dress up with an underworld theme (gangsters, vampires, dungeon denizens, devils and demons you get the idea). There might even be teeny tiny spot prizes of snacks and drinks for people in fabulous outfits.**

## SUNDAY

**Scottish Monarch of Gaming (SMoG)** – Boardgames Tournament Sunday 10:00 to 15:00: Loft Bar  
Do you think you have what it takes to be crowned the Scottish Monarch of Gaming (SMoG)? If so then come and pit yourself against up to five other players for the crown and the prize.

You'll need: Yourself

Prizes: Prize for the winner provided by Red Dice Games

Price: Free entry with your Compulsion Ticket

**X-Wing Tournament** Sunday 10:00 – 18:00; Debating Hall

The X-wing tournament will allow you to pit your wits against the best pilots the galaxy has to offer. We plan to accommodate 32 players in a Swiss style format over five 75 minute rounds under the current tournament rules.

You'll need: 100 point X-wing squadron

Prizes: Shinies TBC

**Pokemon Tournament** Sunday 11:00-18.00; Balcony above Amphion and Trade Hall

Our Pokemon tournament will be taking place on the balcony above the Trade Hall and New Amphion

You'll need: Legal Pokemon Deck

Prizes: Shinies TBC

Price: Free entry with your Compulsion ticket

**Android: Netrunner LCG** – Sunday 11.00 - 18.00; Dining Room

In a dystopian, cyberpunk future where monolithic megacorps own and control the vast majority of human interests, they have to guard their intellectual properties from the elite and subversive hackers known as netrunners.

You'll need: Legal Netrunner Corp and Runner decks.

Prizes: Winter Kit 2015

Price: Free entry with your Compulsion ticket

# Knightly Gaming

The Premier Gaming Shop of Lanark!

Boardgames, CCGs, LCGs, RPGs, Wargames, Pop Culture Stuff and Loads More

Come visit us when you register for games in the Trade Hall  
We'll have Demos for you to try and some Prizes to Give Away!

Check out the following tournaments run by us!

Yu-Gi-Oh – Saturday 11 AM Start

Pokemon – Sunday 11 AM Start

[www.facebook.com/KnightlyGaming/](http://www.facebook.com/KnightlyGaming/)

01555 660044

## Tabletop Role-Playing Games

We have a huge variety of Role-playing Games going on this year. We are also pleased to welcome the Scottish Pathfinder Society, and Cakebread & Walton to the convention who will be running demonstration games along with a lot of independent game designers running homebrew, pre-release and independently published games as well as more traditional systems. Happy gaming.

### Organisation

To keep things enjoyable for all players and GMs please ensure that you turn up promptly for games you have signed up for so that they can start punctually. GMs should collect their sign-up sheet and GM freebie pack from the sign-up desk 5 minutes before the game is due to start and then go to their assigned room. Players should meet GMs in the assigned room promptly at the scheduled time. If you are not sure where to go, please ask a “blueshirt” for help in good time. As time is at a premium at conventions please also remember to switch your phone to airline mode and ensure you have organised refreshments and bathroom breaks around your game times. Many thanks and we hope you enjoy your games.

## Scottish Pathfinder Society RPG Scenarios

### Saturday 10.00-13.00 & 15.00-18.00 in Potterrow

### Sunday 10.00-13.00 & 15.00-18.00 in Potterrow

There will be 5 Pathfinder scenarios running at Compulsion this year courtesy of the Scottish Pathfinder Society. Some of these games will be drop in drop out so that you can join mid-game. Each scenario will run twice each day at both 10.00 and 15.00 on Saturday and Sunday, so 20 games in total. All games will be run in Potterrow (just ask a Blueshirt if you are not sure where that is). Here are the scenarios. All suitable for ages 15+ and able to take up to 6 players each play through.

#### The Wounded Wisp

It's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Pathfinder Society's darkest years.

#### The Confirmation

Confirmation is typically an individual affair, but the society recently discovered a site on the Isle of Kortos that would be perfect for initiates but perhaps too dangerous to handle alone.

#### The Consortium Compact

It's up to the PCs to navigate Diobel, a proud town run by cut-throat smugglers, earn the trust of a defector from the rival Apsis Consortium, and deal a telling blow to their foes.

#### Phantom Phenomena

Bizarre phenomena have tormented the people of south-eastern Ustalav for decades. Can the PCs help Dr. Quolorum from the Sincomakti School of Sciences unlock the secret that dwells above Lantern Lake?

#### The Silverhex Chronicles

When the daring half-orc scholar Ulisha enrages a noble family in the River Kingdoms, she contacts the PCs with a special deal. Can the PCs respond in time and claim the powerful Silverhex before an assassin finds their friend.

## Cakebread & Walton

Cakebread & Walton is a British games company that creates and publishes tabletop games. Best known for its Clockwork & Chivalry, Renaissance System and Abney Park's Airship Pirates games, they also offer titles covering a range of licensed and self-developed properties. Their latest project is a Winter of the World based on Michael Scott Rohan's fantasy novel series. Peter Cakebread and Ken Walton will be running some fun role-playing games at the convention. Keep an eye on the sign-up desk for more information.

## RPGs SATURDAY 10.00-13.00 (Teviot Lounge and Potterrow)

<p><b>Ruin</b>  Matthew Barrowcliffe  Saturday 10:00 to 13:00  Teviot Lounge  What lies beneath your feet can be the most dangerous terrain of all.  Age Rating: PG  System: Mouseguard  Players: 3 to 6</p>	<p><b>Pampelmoose's Revenge</b>  Dan Marriott  Saturday 10:00 to 13:00  Teviot Lounge  Swashbuckling supernatural adventure set in 17th Century Paris  Age Rating: 12  System: All for one Regieme Diabolique  Players: 3 to 6</p>
<p><b>Retired and Superpowered</b>  Simon Burley  Saturday 10:00 to 13:00  Teviot Lounge  In a post alien invasion future, retired Superheroes are framed for murder and go rogue to prove their innocence. It's down to their sidekicks and protégés to bring them in before they make too much of a mess of things.  Age Rating: PG  System: Manifold  Players: 3 to 5</p>	<p><b>The Spook Squad!</b>  Adam Prior  Saturday 10:00 to 13:00  Teviot Lounge  Join the Spook Squad, a team of monstrous heroes drawn from the minds of humanity! Battle Lord Dread and his Dreadnaughts as he tries to invade the real world!  Age Rating: PG  System: Cartoon Action Hour  Players: 3 to 6</p>
<p><b>I Love the Corps</b>  Christopher Dean  Saturday 10:00 to 13:00  Potterrow  A role playing game of Military Action, Science and Horror... in SPACE!  Age Rating: 15  System: I Love the Corps  Players: 3 to 6</p>	<p><b>Trouble in Ortuk</b>  Angus Barr  Saturday 10:00 to 13:00  Potterrow  The village of Ortuk is a small borderlands village, quiet and peaceful. That is about to change as a bullied adolescent seeks retribution on his bully.  Age Rating: 12  System: Dungeons and Dragons 5th edition  Players: 3 to 8</p>
<p><b>Dropzone</b>  Alan Jackson  Saturday 10:00 to 13:00  Potterrow  Remember Aliens?  Join the Colonial Marines on a trip to a mysterious colony planet.  Age Rating: 15  System: Homebrew  Players: 4 to 7</p>	<p>There will also be pick-up role-playing games possibly including fare from <b>Cakebread &amp; Walton</b>. Look at the sign-up desk in the Trade Hall or visit Potterrow to see what is available</p> <p>The <b>Pathfinder</b> games are also on in Potterrow at this time. See the Pathfinder information page for more details.</p>

### Pick-Up Roleplaying Games and Players Wanted

Want to GM a last minute role-playing game at Compulsion. No problem. Just go to the sign-up desk and ask for a blank sign-up sheet to put the details of your game on. Alternatively you could enter the Iron GM 2.0 competition on Saturday evening and Sunday morning. "Players Wanted" signs are available from the sign-up desk to place on tables where more players would be welcome.

Pick-up games won't be in the programme and sometimes players fail to turn up so spaces become available. Look at the sign-up desk and go to Potterrow at the start of game sessions to see what is on offer at the last minute if you are looking for a game and are not signed-up for one already.

## RPGs SATURDAY 15.00 – 18.00 (Teviot Lounge and Potterrow)

<p><b>Time Nazis Must Die</b>  Simon Proctor  Saturday 15:00 to 18:00  Teviot Lounge  What's worse than Nazis? Nazis with a stolen time machine that's what!  Age Rating: PG  System: Timewatch  Players: 3 to 6</p>	<p><b>The Great Martian Tripod Race</b>  Martin Pickett  Saturday 15:00 to 18:00  Teviot Lounge  Franklin is the first human tripod racer, but with his sponsor in a hostile takeover and the Martian racers out to stop him, can his team get him to the start line? A game of Scientific Romance and Steampunk adventure on the Victorian colony of Mars.  Age Rating: PG  System: Code of Steam and Steel  Players: 3 to 6</p>
<p><b>Beasts Take Rookshire</b>  Christopher Doherty  Saturday 15:00 to 18:00  Teviot Lounge  In a small town near the City of Emeria there has been an increase in attacks on people by savage beasts and monsters. The mayor of Rookshire is looking for adventures to investigate these attacks and to if possible put a stop to them.  Age Rating: 12  System: AGE System  Players: 3 to 6</p>	<p><b>Grave of the Fireflies</b>  Simon Burley  Saturday 15:00 to 18:00  Teviot Lounge  One for "Firefly" fans. Following the events of the film "Serenity", Parliament of the Alliance wants the crew of Serenity hunted down and punished. You get to play the scum of the 'verse - Badger, Jubal Early, Saffron and others. Definitely one for the fans.  Age Rating: PG  System: Manifold  Players: 3 to 5</p>
<p><b>Kaleidoscope</b>  Gavin Inglis  Saturday 15:00 to 18:00  Potterrow  Collectively remember an unwatchable foreign art house film recommended by an unreliable friend. Jackson Tegu's fun hack of the indie game Microscope  Age Rating: 15  System: Microscope  Players: 2 to 5</p>	<p><b>The Concrete Jungle</b>  Angus McEwing  Saturday 15:00 to 18:00  Potterrow  A group of Mafia "debt collectors" in prohibition era New York bite off more than they can chew when they investigate attacks on the Dons operations.  Age Rating: 15  System: Home-Brew  Players: 2 to 6</p>
<p><b>Adrift</b>  Phil Harris  Saturday 15:00 to 18:00  Potterrow  Thought lost in the vastness of space, a sudden distress call signals its return.  Age Rating: 15  System: Homebrew  Players: 2 to 5</p>	<p><b>The King of Cats</b>  Dan Marriott  Saturday 15:00 to 18:00  Potterrow  New World of Darkness, a game of beautiful madness a week or so before Halloween  Age Rating: 18  System: Changeling the Lost  Players: 3 to 6</p>
<p><b>Some Instances at Junction Station</b>  Matthew Barrowcliffe  Saturday 15:00 to 18:00  Potterrow  Its an open secret that The Hand run Junction Station, and a demonstration of their power that they can do so when everybody knows.  Age Rating: 15  System: d6 Redux  <b>Players: 3 to 5</b></p>	<p><b>Trouble in Ortuk</b>  Angus Barr  Saturday 15:00 to 18:00  Potterrow  The village of Ortuk is a small borderlands village, quiet and peaceful. That is about to change as a bullied adolescent seeks retribution on his bully.  Age Rating: 12  System: Dungeons and Dragons 5th edition  Players: 3 to 8</p>
<p>Pick-up role-playing games may also be available, see the sign up desk for details.  <b>Pathfinder</b> games are on in Potterrow at this time. See the Pathfinder information page for more details.</p>	

## RPGs SATURDAY 20.00-23.00 (Balcony Room)

<p><b>On Betrayal</b> Sandy Ryalls Saturday 20:00 to 23:00 The Balcony Room The Great Betrayer is to be summoned forth from the innermost circle of Hell and given form. The Knights Templar have something to say about it. Some of them at-least. Age Rating: 12 System: Oxenfield (homebrew) Players: 4 to 6</p>	<p><b>Desolation of the Heart</b> Simon Burley Saturday 20:00 to 23:00 The Balcony Room Driving home from a music festival, a group of teenagers are lost in countryside when their car mysteriously breaks down. A terrifying low-budget horror experience. A slow build of mystery, dread and terror leading the most horrific climax. Age Rating: 18 System: Manifold Players: 3 to 5</p>
<p><b>Dig Up- Searching for The Sun</b> Stephen McMorland Saturday 20:00 to 23:00 The Balcony Room In the far future mutant slaves plot to escape from the cruel Overseers and seek the surface and the legendary Sun Star Age Rating: 18 System: Worlds of Wordplay Players: 3 to 5</p>	<p>There will also be pick-up role-playing games possibly including fare from <b>Cakebread &amp; Walton</b>. Look at the sign up desk in the Trade Hall to see what is available and where it is running</p>

### IRON GM 2.0 Supplement Drafting (20.00 - Middle Reading Room)

The ultimate Games Mastering challenge is back in a new (improved?) format.

In the past the Iron GM has been create a game from a random assortment of GURPs supplements. Now in Iron GM 2.0 we've introduced a drafting mechanic. You get to pick from a "hand" of supplements then pass the remaining books to the next player. There will be one more supplement per "hand" than there are players. The supplements are drafted on the Saturday evening and the game is then prepared for the Sunday morning RPG slot. Sleep is optional! Please note all participants of the Iron GM are expected to provide their own caffeine on Sunday morning.

Games are scored by their participants and the GM with the highest average score is the Iron GM (2.0) of 2016. The winner and prize will be announced at the closing ceremony. Good Luck!

# Games Hub Edinburgh

101 Lauriston Place  
Edinburgh  
EH3 9JB  
0131 237 2310

Open 7 days a week from 10am to 10pm



## RPGs SUNDAY 10.00-13.00/14.00 (Teviot Lounge and Potterrow)

### IRON GM 2.0 Role-Playing Games (10.00-13.00 Potterrow)

The ultimate Games Mastering challenge is back! A complete game created and run in under 24 hours.

Last night your valiant GMs selected some wonderfully mismatched supplements to use to run a game. Then they prepared the game overnight and this morning they are ready and eager to entertain you.

Games are scored by their participants and the GM with the highest average score is the Iron GM (2.0) of 2016. The winner and prize will be announced at the closing ceremony. Happy gaming!

#### Mischief and Mayhem

Belinda Bacon

Sunday 10:00 to 13:00

Teviot Lounge

You are part of a patriotic team tasked with holding off an enemy attack by creating mischief and mayhem behind enemy lines until reinforcements arrive.

Age Rating: PG

System: Fate Accelerated

Players: 3 to 5

#### To Hades and Back

Matthew Barrowcliffe

Sunday 10:00 to 14:00

Teviot Lounge

When your loved one is consigned to Hell there is really only one thing to do.

Age Rating: PG

System: 1001 Tales (Homebrew)

Players: 3 to 6

#### All of Time and Space

Simon Burley

Sunday 10:00 to 13:00

Teviot Lounge

Trapped aboard a runaway TARDIS a motley collection of characters have the adventures of their lives. A Dr Who adventure without The Doctor. Play any character from anywhere across Time and Space - just not one from the TV series.

Age Rating: PG

System: Manifold

Players: 3 to 5

#### Looking for trouble in Alderan Places

Phil Edwards

Sunday 10:00 to 13:00

Teviot Lounge

The ship's fuel reserves are nearly as empty as your wallet. You need a job, and fast.

Age Rating: PG

System: Star Wars (FFG)

Players: 3 to 6

#### The Keepers of the Woods

Frederick Foulds

Sunday 10:00 to 13:00

Potterrow

Members of a London based literary and folklore society are drawn to an isolated, rural village on legend haunted Dartmoor by a friend's death under apparently mysterious circumstances.

Age Rating: 15

System: Trail of Cthulhu

Players: 2 to 5

#### Trouble in Ortuk

Angus Barr

Sunday 10:00 to 13:00

Potterrow

The village of Ortuk is a small borderlands village, quiet and peaceful. That is about to change as a bullied adolescent seeks retribution on his bully.

Age Rating: 12

System: Dungeons and Dragons 5th edition

Players: 3 to 8

#### Assault on Boltstrike Pillar

Max McDonald

Sunday 10:00 to 14:00

Potterrow

The Arch druid has recently usurped one of the Archmage's lightning rods. You have been tasked to take an attuning crystal, to boltstrike pillar, so that it's power can be used to shield the sacred groves.

Age Rating: 12

System: 13th Age

Players: 3 to 6

#### Escape from Death Dungeon

Jamie Prentice

Sunday 10:00 to 13:00

Potterrow

Escape from the depths of the Black Mage's dungeon, avoid the monsters, rescue the prisoners, and get even with BM!

Age Rating: 12

System: Original(ish) D&D

Players: 3 to 5

Pick-up role-playing games may also be available, see the sign up desk for details.

**Pathfinder** games are on in Potterrow at this time. See the Pathfinder information page for more details.

## RPGs SUNDAY 15.00- 18.00 (Teviot Lounge and Potterrow)

<p><b>Time Nazis Must Die</b>  Simon Proctor  Sunday 15:00 to 18:00  Teviot Lounge  What's worse than Nazis? Nazis with a stolen time machine that's what!  Age Rating: PG  System: Timewatch  Players: 3 to 6</p>	<p><b>Gods of Mars</b>  Aaron Billingham  Sunday 15:00 to 18:00  Teviot Lounge  Called to a dying planet, ravaged by conflict, your new, red-skinned body gives you the power to be a saviour or conqueror. Whichever you choose, the red sand before you offers promise of answers, action and adventure.  Age Rating: PG  System: Hollow Earth Expedition  Players: 3 to 6</p>
<p><b>Dark Predators</b>  Simon Burley  Sunday 15:00 to 18:00  Teviot Lounge  Sci-Fi action in the vein of Akira and The Ghost in Shell. In a dystopian future arcology, street brats discover a terrible conspiracy. Anime, Henshin Heroes, Kaiju and Mecha. It's Morphin' Time!  Age Rating: PG  System: The Code of Shōjo and Shōnen  Players: 3 to 5</p>	<p><b>A Party Surprise</b>  Martin Pickett  Sunday 15:00 to 18:00  Teviot Lounge  A mafia birthday party is gatecrashed, can the partygoers rescue the situation?  Age Rating: PG  System: D6 Adventure  Players: 2 to 4</p>
<p><b>The Concrete Jungle</b>  Angus McEwing  Sunday 15:00 to 18:00  Potterrow  A group of Mafia "debt collectors" in prohibition era New York bite off more than they can chew when they investigate attacks on the Dons operations.  Age Rating: 15  System: Home-Brew  Players: 2 to 6</p>	<p><b>Shadows under Drakenhall</b>  Dan Marriott  Sunday 15:00 to 18:00  Potterrow  D&amp;D style, high fantasy game, The prince of shadows needs six low lifes to under take a dangerous mission to the city of monsters to help him gain a foothold there, the risk is great but the rewards greater still  Age Rating: 12  System: 13th age  Players: 3 to 6</p>
<p><b>Archangel Fall</b>  Phil Harris  Sunday 15:00 to 18:00  Potterrow  Lucifer's fall from grace is uncovered.  Age Rating: 18  System: Homebrew  Players: 2 to 5</p>	<p><b>I Love the Corps</b>  Christopher Dean  Sunday 15:00 to 18:00  Potterrow  A role playing game of Military Action, Science and Horror... in SPACE!  Age Rating: 15  System: I Love the Corps  Players: 3 to 6</p>
<p><b>The Tale of the Mermaid that swam up The Styx</b>  Stephen McMorland  Sunday 15:00 to 18:00  Potterrow  The world we know has a secret world of supernatural beings living in the hidden places, this is a story from that Hidden World  Age Rating: 15  System: Worlds of Wordplay  Players: 3 to 5</p>	<p>There will also be pick-up role-playing games possibly including fare from <b>Cakebread &amp; Walton</b>. Look at the sign-up desk in the Trade Hall or visit Potterrow to see what is available</p> <p>The <b>Pathfinder</b> games are also on in Potterrow at this time. See the Pathfinder information page for more details</p>

## Boardgames and Card Games

### **Boardgames Library** – The Loft Bar (10.00-18.00 Saturday and Sunday)

Our boardgames library this year is being supported by **FAQ** (Frequently Asked Questions – the Edinburgh University card and boardgames club) and **Edinburgh Board Gamers**. In addition to our tournaments we will have a large selection of board and card games old and new available to borrow from our games library in the Loft Bar, along with friendly and knowledgeable volunteers ready to show you how they all work.

### **Demonstration Games** - New Amphion, Balcony Room, Debating Hall Foyer and Loft Bar both days

We have a very exciting line-up of demonstration board and card games this year with a wider range of games designers than ever before. Demos will be happening in The New Amphion, The Balcony Room, The Debating Hall Foyer and The Loft Bar. Just turn up individually or in a group and ask to play!

### **Esdevium**

Dobble – Rapid symbol matching card game fun for all the family  
Quadropolis – Play the mayor of a modern city in this new boardgame  
Timeline – A card laying game about the order of historical events  
Ticket to Ride UK – UK version of the popular train route planning board game

### **Bez**

In-A-Bind – A game of contortion and quick thinking. Think Twister in a deck of cards  
Wibbell – An ingenious set of games using a common letter based deck

### **Bad Cat Games**

Elmenz - a tactical dice game for 3-4 players  
Gladiatores – a new combat card game

### **Yay Games**

Ominoes – Dice rolling and placement with an Egyptian theme  
Sandcastles – Build sandcastles from cards. A day at the beach has never been so tactical  
Frankenstein's Bodies - Build the best body by sewing on parts and stealing from your fellow mad scientists

### **Medusa Games**

Nine Worlds – A Norse themed boardgame  
The Great Fire of London – Save your property from the flames  
Tinker, Tailor – A card trading, set building game

### **Tom Sudall**

Astral Peace - Drop in on the Astral Peace demo and be rewarded with a free badge.

### **Cari Watterton**

Lantern – A 2-8 player horror board game where you are a group of investigators exploring the darkness.

## Wargames

### **The Debating Hall 10.00 – 18.00 Saturday and Sunday**

There will be a bevy of miniature based wargames going on in the Debating hall. Alongside our Malifaux, Star Wars Armada and X-wing Tournaments, we also expect to have demonstration games of Bolt Action, Halo Planetfall, Dungeon Saga, Dreadball and more. Come along and look at the lovely miniatures, ask questions and maybe even play a few games as our wargames are all participation games.

## Competitions

### **Art Contest** – Trade Hall (Saturday 12.00)

Bring your best “Underworld” themed artwork along for a chance to win a prize. Art must be presented to the sign-up desk by 12 noon on Saturday. See the website or sign-up desk for full rules.

### **Miniatures Painting Contest** – Trade Hall (Sunday 12.00)

Bring your most nicely painted individual wargaming miniature along for a chance to win a prize. Bonus points if it is “underworld” themed. Miniatures must be presented to the sign-up desk by 12 noon on Sunday. See the website or sign-up desk for full rules.