

Random Inc presents, a Phenomenon Labs production...

Phenomenon 2006

Unwritten Earths

Queen's birthday long weekend, 9-12 June 2006
Daramalan College, Dickson, Canberra ACT

A roleplaying convention
come and get:

The Triptych

Living D20
(from the RPGA)

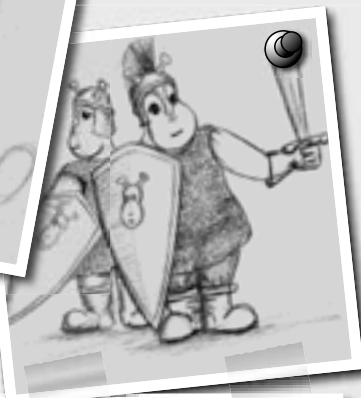
Mission: Improv-able!

Tabletops

Freeforms

Warhammer 40K

And much, much more!



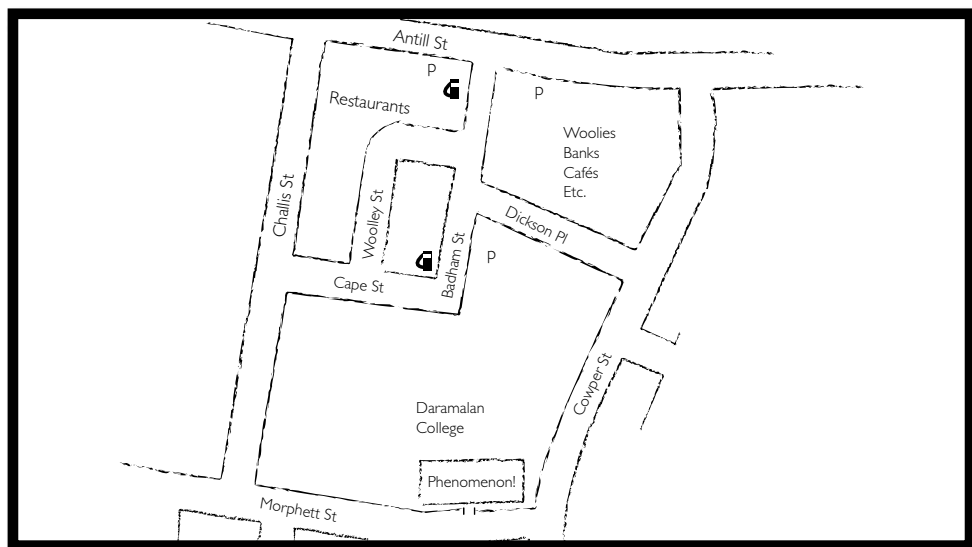
check out
<http://pheno.ozgamer.net>
for more info!

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For further information please see our website:

<http://pheno.ozgamer.net>



Location & map

Phenomenon 2006 will happen at Daramalan College, Cowper Street Dickson, ACT.

How to get there

Head north up Northbourne Avenue from Civic. Turn right at Morphett Street. Daramalan's parking entrance is off Morphett Street.

Coming from Interstate

Northbourne Avenue and Antill Street is the first big intersection after the Barton Highway. If you're coming from Sydney you're already on Northbourne and you'll pass the Barton Highway on your right. If you're coming from Melbourne, the Barton Highway ends at Northbourne Avenue. Don't try to keep going straight on. Turn right onto Northbourne.

From Northbourne, turn left at Morphett Street and look for the car park entrance on your left.

What's a Phenomenon?

Phenomenon 2006 is a roleplaying convention. Its goal is to provide exciting, creative imaginative, challenging and fun games from across the roleplaying spectrum.

'Pheno' (as we like to call it) is intended to extend the roleplaying community in Canberra to provide a place where you can relax, chat, make new friends, play games both familiar and unfamiliar, and otherwise do stuff you wouldn't normally do in a weekend.

Pheno this year will be run at Daramalan College on the Queen's birthday long weekend, 9–12 June, 2006 (but you knew that from reading the front cover—Ed.)

Phenomenon was conceived as a forum for the mature, experimental, and emotional styles of gaming that Australia is so very good at. We have always catered to the myriad types of players and gaming, but to emphasise our avant garde nature we have our special Triptych Award, and to promote and encourage new designers we have our New Designer Award. See further in this booklet, or check out our fantastic website: <http://pheno.ozgamer.net/>

Are you new to conventions?

Roleplaying conventions ('Cons') offer us all a chance to try out different styles of games and different systems, to swap ideas and meet other people who are as crazy as we are share our interests. You don't even have to have a team! Pheno's highly sophisticated computerised scheduling system caters for individual entries. Because most games are designed for five players, part-filled teams will be really keen to recruit you. This is a fabulous way to meet new friends and try out new games.

If at any point you're not sure what's going on, ask an organiser. They're certified free of rabies and are always happy to help you out. And if you have any questions about Phenomenon, roleplaying conventions, or roleplaying and gaming in general please contact us on 6258 1092 or email psen@apex.net.au

Food, Glorious Food!

Pheno will run an instant coffee and tea service, but not a canteen. The reason for this is that Daramalan is within short staggering distance (less than 5 minutes) of Dickson shops, including a Woolies, Maccas, KFC, Ali Baba's, Craigel's Bagels, several takeaways, and more Chinese and SE Asian restaurants than you can shake a stick at (my arm got tired after five). Dickson shops also includes auto tellers, a chemist, news agent and service stations.

The banquet this year is at **Turk'Oz**, at Shop 6, 48 Challis Street in Dickson. This is a licensed Turkish venue. Please let us know on your entry form if you have any dietary requirements. The banquet will cost \$16.00 a head.

Post-con drinkies will be held at O'Neill's Irish Pub. They have Guinness and other stuff. You can get snacks from \$5 and dinner from \$10: they have a variety of yummy stuff on their menu and their kitchen will be open until 9pm.

Terms and conditions

Although Pheno 2006 is unwritten, its terms and conditions are not.

If you are planning on attending the convention and especially if you are intending on GMing or designing a game, read through these and if you have any questions (especially if the question starts with "I know it says you're not supposed to but can I...") then please contact Pheno.

The Fine Print

- ☉ Phenomenon is a roleplaying convention in Canberra hosted by Phenomenon Labs and Random Inc. It will happen on 9–12 June 2006 at Daramalan College, Dickson, ACT.
- ☉ Smoking is strictly forbidden on Daramalan College grounds. Please take it outside the fence.
- ☉ Alcohol and illicit drugs of any kind are also strictly forbidden on the convention site.
- ☉ No weapons of any kind, real or otherwise, are permitted on the convention site except as legitimate game props. Please check with a convention organiser beforehand if you wish to bring a prop weapon to the convention. If you can kill people with your brain there's probably not a lot we can do to stop you but try to keep yourself under control.
- ☉ Please wear your convention badge where it is easily visible to sleep-deprived organisers while you are on the Con site.
- ☉ Random acts of enlightenment will be appreciated and rewarded in either this life or your next one.

Registration

Convention registration will be held on Friday 9 June from **6pm** at Daramalan College. Hopefully there will be some signs up. If you submitted your entry prior to the convention you should attend registration to get your schedule and check in to your games. If you are entering on the night you should attend registration to try to enter the events you want to play.

It is much easier on the organisers and designers when players enter the convention early, so please try to get your entries in as soon as possible.

Entry

Everyone attending Phenomenon 2006 must fill out an entry form. You can enter as an individual or as part of a team. Where possible, team entries should be submitted together.

Note the late date for entries is **27 May 2006**.

Scheduling

There are ten (10) sessions available at the convention. To help us schedule you, please mark on the entry-form any times you are unavailable to play.

Pheno will use a mysterious ectoplasmic scheduling ritual to schedule your games before the Con. Entries received before the late date are guaranteed to be scheduled; entries received after the late date will be scheduled if at all possible; entries at the Con will be scheduled by negotiation with the game writers.

The schedule can be found on the back page.

The Living D20 games schedule is slightly different.

Fees

- ☉ Each session costs \$6.50 to a maximum of \$50 (for the entire Con) per person.
- ☉ Mission: Improv-able is only one session and costs \$6.50.
- ☉ All Living D20 games (including the Interactive) cost only \$6.50, even if they run over more than one session.
- ☉ The total cost for 40K for the weekend is \$32.00. It is an 8 session event.
- ☉ The Banquet is \$16.00 extra.
- ☉ There is an early-bird discount of 10% for any entries received (or post-marked) before 27 May 2006.

Cancellations

- ☉ Refunds for player cancellations notified before 27 May 2006 will be the full amount minus a \$5 administrative fee (we cop bank charges too!).
- ☉ After 27 May 2006 refunds will only be given in exceptional circumstances, at the organisers' discretion.
- ☉ No refunds will be given for player cancellations once Phenomenon 2006 has started.
- ☉ If an event is cancelled by the writer or organisers, players will have the option of choosing another game or obtaining a full refund of the fee paid for that event.

The Unwritten Rule

As a policy Phenomenon does not discriminate against any group, creed, ethos, sexuality, gender, shoe-size or species. We ask that you do as you would be done by at Pheno.

The Games

Pheno 2006 is pleased to offer the following games and events. These are divided into the following categories.

The Triptych

Each year, three respected designers are invited to present a systemless single session game as part of a triptych. Each scenario emphasises characterisation, psychological realism and drama. Each game will be judged separately, but teams competing in all three games will also be eligible for the Triptych Perpetual Trophy.

Freeforms

Freeforms are big games for up to 50 players, whose characters are collected in some kind of social gathering in which they interact, intrigue and politic with each other.

Team games

Also known as tabletops, these are games for groups/teams of about 5 players with generally one GM.

Living D20

Entry into RPGA events is individual. Teams of four to six players will be formed for each game based on how many players sign up, and what level PC they wish to play. While every effort will be made to let you play with your friends, if there are six of you and two individuals, RPGA rules say we must run two tables of four. Your understanding and co-operation are appreciated.

All RPGA general rules, as well as any campaign specific rules, are applicable to RPGA games at Phenomenon 2006.

All RPGA games are bring-your-own character, although we have some ready to play PCs available. Specific information on character creation can be found by going to the RPGA site and selecting the campaign you wish to play.

Senior GM is Wes Nicholson.

Special Events

If you're looking for a slightly different challenge, or a slightly different thrill, look no further. Well, maybe read the last section of this booklet...

Ratings & Rantings, or What's this Rating system all about?


Pheno uses a really nifty rating system to help you choose games, and to help anticipate how GMs are going to judge your performance. Each category is rated from 1 (little or none) to 5 (really important). The ratings we use are:

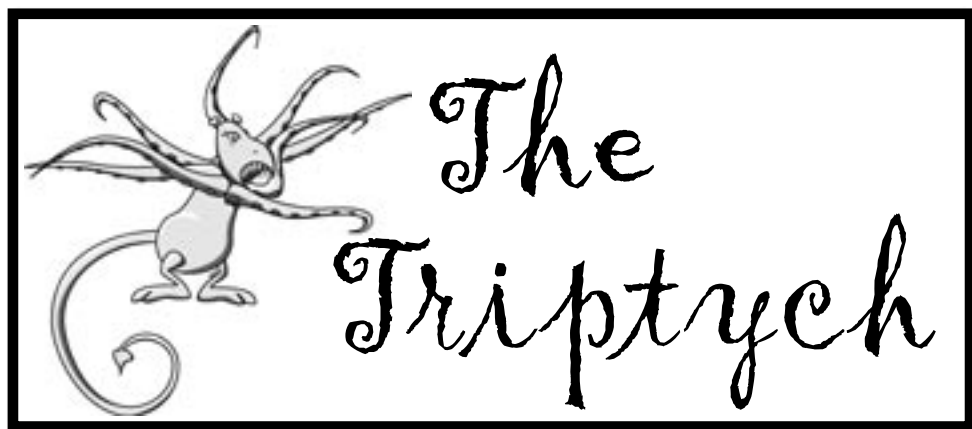
C	Characterisation: portraying the characters... 1 (play the stats) to 5 (bring out the deep insights).
P	Story/plot: telling a good story... 1 (A-Team) to 5 (Nabokov).
G	Genre: knowing the genre, staying in the genre... 1 (post-modernist pastiche parody) to 5 (Tolkienesque total immersion).
S	Seriousness: romp (1) to concentration camp (5).
R	Rules knowledge: do players need to know the game system (5), or is this a good introduction to it (1)? Most systemless games should have a 1 rating for this.
A	Adult content: violence, horror, naughty bits—rated like a film: G, PG, M, MA, R.

New Designers

Each year Pheno is proud to encourage games writers who have never written for a Con before to have a go.

At the end of the Con the players of these games will be asked to vote for the new writer whose game was the best, and that writer will go on in the next year to write one of Pheno's prestige games: the Triptych!

Games written by new designers are marked with this symbol: 



Rebirthing Eden

by Ingrid Bear

The Blasted Lands are dying.
Few would mourn their passing.

A broken desert, haunted by dire beasts, the Blasted Lands are a scar that divides the land of Shamevor almost in two. For generations, only the most brave or foolhardy have dared enter the Lands. But the Blasted Lands are getting worse, a victim of their own disease: the veils that protect the tangible world from the Aethereal Realms have long been failing, but now their final tearing draws near.

When that happens there will be destruction on an unprecedented scale.

The Blasted Lands are dying.
But still, few would mourn their passing.

For who would champion such a dire place?

Who would have the courage to exorcise the Lands' demons?

Who would have the compassion to heal their wounds?

Who would have the power to forge a new beginning?

Who would have the strength to embrace a new world?

Rebirthing Eden is a systemless dark fantasy game for 5 people who believe in second chances.

G	5	G	4	R	1
P	4	S	4	A	MA15+ (supernatural themes, violence, adult themes, sexual references and coarse language)

Rebirthing Eden is the final in the Shamevor series, knowledge of the previous games is not necessary for enjoyment of this one.

Killing De Villefort

by Joe MacNamara

Your life has been taken from you. You're not sure how long it's been since you were locked up for committing massive bio-crimes, but you know it's a matter of years. Things were going well for you, too well—you had a job you loved, a rich, supportive family, enough money to upgrade your body whenever new enhancements came out... it was great.

Then, everything went wrong. You were arrested for crimes so horrific you still can't quite wrap your head around them. You weren't responsible, of course—you had no idea what was going on—but that only served to make you look insane rather than guilty. There was no trial, as at that stage everyone involved was still rich and powerful—you were quietly sent away to an asylum where you were drugged into submission.

Tonight, however, you and a small band of people in a similar situation have escaped from the asylum. The air of the outside world is far more toxic than you remember, the batteries which keep you alive are wearing down and in your mind, one name is repeating itself over and over again: De Villefort, the man who did all this to you.

C	4	G	3	R	0	S	3	S	4	A	MA
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Being There

By Liz Argall

This is a simple story, the story of a child who does not speak. Once she was bright eyed, full of laughter and noise... something has broken inside, we don't know what and we don't know why. We all want to save her, although from what we don't know. Perhaps we shall find her, find out the reasons why... in the end perhaps our only hope is that being there will be enough.

A game of family, of fears, of obligations, remorse and what we will do to save the ones we love.

In a minor key.

A systemless game set in the here and now. Some characters in this game have histories of abuse. This game relies on characterisation and contains emotional and confronting material. Please direct inquiries to liz@ozgamer.net.

C	5	G	3	R	0	S	3	S	4	A	MA
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Freeforms



A Night to Remember, A Night to Forget, Or, "Gin and tonics, anyone?"

By Angela & Ben Kemp

The natives are restless, the tea crop is dubious but at least the gin and tonics are cold.

"Next time less tonic and more gin, boy!"

Mystery, romance, intrigue, espionage, and handlebar moustaches. Beautiful women and daring men of different fortunes and fates. All thrown together for a weekend house party on the steamy Indian subcontinent. Set in the spring of 1878 at the height of the British Raj.

A systemless freeform for 26 players by Angela and Ben Kemp. Costuming encouraged. Character list is available from the writers on benk@vurt.net, or tel. (02) 9613 1514. This freeform previously ran at MacquarieCon 2006.

C	3.5	G	3	R	I
P	3.5	S	2	A	PG

A Personal Apocalypse

By David James & Xole Karman

The Apocalypse was foretold; it came and went. The world we know was destroyed, civilisation and all its trappings blasted into memory. The skies burned, the seas boiled, and all this happened so long ago that those who remain know it only as legend.

As a creation myth of sorts, if you will forgive the conceit.

The last few pockets of humanity (those who can still be called human) face a short, demanding, and often ugly life, at least by the

standards of their ancestors. Humans however, have an amazing ability to find beauty and even love in the most remarkable of places.

But just because the Apocalypse is over, don't think that the world won't end. Because in its final moments, the end of the world will be a very personal thing...

A freeform for 20 post-apocalyptic shut-ins.

C	5	G	3	R	0
P	4	S	4	A	M

Faenor—The Freeform

By Sir Lauren

Faenor has always attracted certain types of people... Faenor meant freedom, opportunity, new beginnings.

Then they broke the curse.

Faenor began to get very important again. No longer overlooked as the desolate outpost it had been for centuries, our home has been torn apart by war.

But we have a chance to end it all.

Set things right again.

A meeting is called in the Hot Hearth Tavern. All members of the Town Council are requested to attend. Other parties with interests in this matter are invited.

We have a decision to make.

Freedom. Opportunities...

Perhaps a new beginning.

This game is based on events that occurred in a unique Neverwinter Nights world that was hosted on www.aussienwn.com from August '04

till August '05. (Translation: sorta D&D). Players don't need to be familiar with the Neverwinter Nights series of games, but it would help to have basic knowledge of MORPG terms, as they will be used during play. (PvP, Spawning, etc...)

C	4	G	2	R	1
P	3	S	1-5	A	PG

Gilbert & Sullivan: The Trial

by Liz Waddock

“Now, Jurymen, hear my advice—
All kinds of vulgar prejudice
I pray you set aside:
With stern judicial frame of mind...
This trial must be tried.”

Koko is in trouble for flirting again. This time it has gone to trial. Koko is defending himself, Princess Ida is prosecuting and the various characters from Gilbert and Sullivan's plays are the jury.

A single session freeform for around 20 players. Costuming would be appreciated, knowledge of Gilbert & Sullivan will add to the fun but is not necessary.

To pre book characters contact Liz Waddock on dreamriderau@yahoo.com.au.

C	3-4	G	1-2	R	0
P	3	S	1-2		
A	PG “Some discrete naughty bits which should go straight over a child's head and not offend any but the most puritanically minded, but the plots themselves would be too convoluted for the child players to really enjoy.”				

Lost the Plot?

By Eric Henry & James Walker

You exist within the confines of an unpublished novel of dubious literary merit. The story is a pale imitation of another, much better book and is inhabited by characters that are tawdry copies of other, far more interesting characters. Now you have learned that your novel is to be broken

up for text. But not even a one-dimensional stereotype wants to die.

Your one hope for survival is to find other characters from other (equally bad) unpublished novels and hopefully construct a new plot around yourself which will be interesting enough to get published. After all, you can't be any worse than your author. Can you?

Lost the Plot? is a single session freeform for 25 literary stereotypes desperate for survival, inspired by the 'Thursday Next' novels of Jasper Fforde.

C	3	G	2	R	0
P	3	S	2	A	PG (sexual references, stylised violence)

The Heron's Riddle

By Stacey Payne 

Tokyo. 2006.

The Emperor Mei-Yu has held the throne for ten years, despite his increasing tendency towards the realms of insanity, his mental state clearly unbalanced. For he rants publicly, endlessly about demons, the gods of death—the *shinigami*, and the machinations of *Tenkai*, the heavenly realm—and those closest to him have tried to keep the impact of these ravings far from the world at large. They have been generally successful, and most view the Emperor as an aging eccentric, certainly no worse, and his words have not been marked.

Until now.

All over the city, strange and horrific creatures begin to appear, causing the deaths of many as their attacks strike seemingly at random. Most of these attacks have been rationalized as rabid animals or the like—no citizen wants to recognize the supernatural element behind the events. In response to this, the Emperor has issued a proclamation that 'all those with the will or ability beyond that of the average citizen' present themselves before the throne and pledge their service before Tokyo is reduced to ruin. He warns that if the 'Eight' are not located,

that some calamity will come upon the world and chaos will reign for all time.

This 'order' makes very little sense to most who read it, and it is largely ignored by the ordinary members of the populace—just another one of the mad Emperor's tirades. But to some, to a mere handful—within the words is the call for which they have waited. A motley group of high school students, middle-aged businessmen, housewives, and a smattering of those somewhere in between arrive at the Court of Herons, awaiting this new twist in their fate.

C	4	G	4	R	I
P	4	S	4	A	M

The Princess's Pleasure

By Fi McGonnachie

An old man is dead. The world stops to mourn his passing. He helped build an empire of trade and power.

A young man is dead. His body lost to the sea and none mark his passing. The chains of love dragged him beneath.

A woman has been hunting. At last her prey is in her grasp. He will not escape justice again.

A man sits in room far away. He examines the chess board. The pieces are in place and he awaits the outcome.

A woman holds a party on a swift schooner. The Princess's Pleasure awaits your company. As you board, the ship sets sail and thus adventure begins.

A 7th Sea based freeform for 17 brave souls for whom heroism is a way of life.

Action, Romance, Revenge, Power, Love, Lust, Greed, Honour and Faith. Will you be there?

C	5*	G	3*	R	0-1*
P	4*	S	3*	A	3*

*Watch Errol Flynn

Star Wars: Overtures of Peace

By Laurie Flower

In a galaxy far, far away...

The Republic is over, the Rebellion Begins...

The Empire has finally rid itself of the last pretences of democracy. Order and prosperity are sweeping the galaxy. Imperial Governors have taken charge and the senate has been dissolved, Humanity's time has come.

With transition of course comes unrest and a number of former Senators have been leading a rebellion against Empire. The Empire is stretched but is pressing order and control. Only a few systems remain outside the New Order.

The rebellion has struck a major blow by destroying the death star, but it cost them dearly in men and equipment.

Both sides need time but can't afford it.

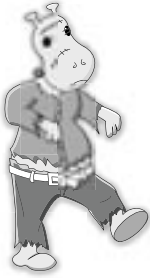
Representative Namar Boshont of the Draknar Cluster, which have been so far neutral and outside the control of either side, has proposed a neutral meeting on a space station in their sector...

Star Wars™: Overtures of Peace is a freeform live role play game in the Science Fiction Film Genre. It has been designed for between 15–30 players. You may play one of the characters on the three sides or even personages with their own special agenda.

Contact the Storyteller at:
laurieflo@grapevine.net.au, for more information or character preference.

C	4	G	4	R	I
P	3	S	3	A	PG

(No challenge to any existing copyright is intended or should be construed.)



Tabletops

Angel vs. Mittens

By Stephanie Matthews 

The Sky Marshalls™ are back once again to save the day. Whether they want to or not.

This time they're up against their most dangerous opponents: Their sweet but ruthless secretary, Angel™, and their cute but maniacal team mascot, Mittens™. Who, each for their own reasons, have decided to take over the world.

Their timing sucks, however, as they have decided to go for it at exactly the same time. And the Sky Marshalls are caught square in the middle.

What can a small kitten and a young secretary do? If you have to ask, you haven't been paying attention.

The Sky Marshalls know this much...
Whoever wins, we lose.

Angel vs. Mittens will suit 5-6 players.

C	5	G	I Pulp Adventure	R	0
P	2	S	I	A	PG Silly violence with optional naughty bits

For Love or Money

By Barbara Kearins

Princess Deberah has only her final graduation exam to pass in order to graduate from St Tyrants. It's such a simple exam on the face of things—all she has to do is marry. Of course there's a catch. Her betrothed is Stuart, the most hated student teacher in the history

of St Tyrants, and her sister Princess Dehira has stated that she would be very grateful if someone could intervene to stop her twin's foolishness. Princess Deberah has offered the princely sum of 500 gold pieces to you and your friends to help ensure that she graduates...

Or of course you could see how much Dehira will pay to see that she marries someone else.

A Gurps 4th ed. St Tyrants Game for 5 enterprising students.

C	3	G	3	R	I
P	2	S	I	A	PG

Balls of Steel

By Adam Reeve

The most important things in the world have been stolen from the original super human. In the wrong hands, this could mean a toppling of the current world order, the loss of every gain for which super heroes have fought and sometimes died, and the world being plunged into a new dark age. Frozen with terror, the world's great powers argue while precious time drains away. Only a select few, with the resources of super humanity, the boldness of rebellious youth, and the willingness to risk all for the greater good that is the essence of heroism, can confront this shameless evil in the hope of preserving what innocence and beauty still remains in the world—by getting their hands on the *Balls of Steel*.

Take up the hood and cape of the hero and stand proudly forth against an unnatural evil,

heedless of the mortality to which even the most super of humans are heir! Summon forth your uncanny powers in the service of life and liberty! Five novice heroes answer the clarion call to duty, tradition and dignity cast to the wind, wagering their pride, their flesh, their very lives in a single cast of the dice to deny the goal of a great and aberrant evil to enslave the very world.

A single-session game for five larger-than-life heroes, using the *Heroes Unlimited* rules.

C	4	G	2	R	2
P	3	S	1	A	PG

Draca! Draca!

By Shane & Sharon Dowling
Too late to call for your mummy now!

You and your friends decided it would be great to show everyone just what mighty dragons you are. I mean, really, you're nearly 5! You can do anything, right?...

Every year a number of hatchlings participate in a great competition to earn honour for their clan, and fame and fortune for themselves.

Surviving the Labyrinth is no easy task however, and would not attract nearly as much attention (or sponsorship) if it was simple. While failure brings death and disgrace, success will bring treasure and bragging rights. Mummy might even let you play with some elfies, or have crunchy toasted humie for dinner!

This is the return of an ongoing D20 Dungeon & Dragons campaign based vaguely in the 'Council of Wyrms' setting. New teams welcome. Standard characters available for modification on the day, or email Draca@hotmail.com.au for character generation guidelines.

C	3	G	3	R	2
P	2-3	S	1 As you make it	A	PG—You're baby dragons...

S5: The Last, Best Hope of Graduating

By Tim Smith 

"In the year 2007 the planet Earth was discovered by the warring forces of the galactic emperium. Earth convulsed in panic as to what the aliens would do. Conquer them? Destroy them? Enslave them? The truth turned out to be more horrifying still. They sent their kids here.

Warning: in order to play this game you must A) have been a teenager B) be a teenager or C) be about to be a teenager."

No, scratch that.

"The first School was destroyed by an alien dreadnought during its construction (learner driver). The second School was devoured by an alien monster 400ft high (who was subsequently expelled). The third School was sabotaged during its construction. The fourth School vanished 24 hours after it opened (during its first science class).

This is the story of S5, the fifth and last Southern Springvale Senior Secondary School."

Still not quite there...

"Sick of defeating dangerous, **damp, dank dungeons?**

Bored by combatting **crazy Cthuluhu cultists?**

Tired of stopping squadrons of **suicidal space soldiers?**

Face the most horrifying challenge there is:

High School.

PS. There are aliens; did I mention that?
PPS. Teenage aliens!
PPPS. You get to play teenage aliens too."

Oh well, back to the hypermathematics homework.

A Teenagers from Outer Space romp for 5 (plus or minus 2) alien teenagers.

C	A	G	B-	R	D-
P	D+	S	F	A	MA15+

Unclassified Realities

By Hugh Fisher

A darkly humorous investigation into the nature of reality and identity in a transhuman computer mediated world... or a bunch of people shooting each other over who gets to wear the stylish sunglasses. Players choice. Heck, we can do both if that's what makes you happy. If you must know, a team of Troubleshooters are sent out to discover who is running Alpha Complex. Is it really the Computer? A whole lot of AIs using humanity as batteries? A giant medical spare parts consortium?

A single session tabletop roleplaying game for 4–6 players. Cartoon style violence and action at manic pace, PG rating. Roleplaying and characterisation is encouraged and does happen in Paranoia, although also at manic pace. Rules and setting knowledge not required—Paranoia is an easy game to learn. For those who have played before, it's Paranoia XP and there has not been and never will be a Crash. Costumes not required, but if you want to dress up as an agent, terminator, or Bouncy Bubbly Beverage vending machine, feel free.



C	3	G	2	R	I
P	3	S	I	A	PG/MA

While Mum and Dad were Gaming...

By Peter Trueman

A bunch of roleplayers get together on a Saturday night for their favourite game. Books are consulted, dice are rolled, characters live or die. Everyone knows that story, right? Well, this is not that story. This is the story of what their children get up to while the parents are occupied with their favourite hobby. Experience a different dimension in gaming while roleplaying a 9–12 year-old child with no special abilities.

Mechanics: GURPS 4th Edition (but, hey, you're gonna fail at most tasks anyway, so why bother rolling?).

C	3	G	2	R	I+
P	4	S	3	A	PG/MA



Living Greyhawk

PER6-04—Death's Fury

by Patrick Williamson & Andrew Cowan

A shipment headed for Riberlund carries much needed supplies and reinforcements to a city cut off from the rest of the nation. But it is beneath the city where the troubles lie, and an enemy that is now within reach of his goal. Is there anyone who is willing to join the fight to stop him in time? No matter the cost?

A Perrenland Regional adventure for brave (and only a little bit foolish) characters of levels 4–12, with emphasis for Auszug, Pax, Den Zauber and Old Kerk members. Part five of the *Nation Mocked* series.

Premiering at The BIG Weekend(I). Available to conventions from 29 April 2006, games days from 29 May 2006, home games from 29 June 2006. Retires after 31 December 2007.

PER6-05—Dark Star

by Mark Somers

Three years have passed since the Voormann elections, three years since the election hall was blown up by Kârl Hüssen and his associates, and three years since Hasten Weisspeer was killed and resurrected. Since that time there have been whispers about the Weisspeer pfaltzgraf, and whether he remains the good man he once was. Will you be able to get to the truth of the matter?

This is a Perrenland regional adventure with a leaning towards investigation. This adventure will most likely interest characters from the Weisspeer clan, or those with membership in the following meta-orgs: *Rechters*, the *Voormannsgardt*, *Den Masque* or the *Treasure Hunters*. For APLs 8 to 12.

LG Intro Mods

We will have all the currently available LG Intro Mods available for you to play any time there's a spare few hours with nothing to do.

NUZ6-03—TBA

by Theo Judd

NUZ6-04—TBA

by TBA

LG Interactive—Perfect Match

It's time for the many single citizens of Schwungelstadt to look for a partner, and what better way to do that than at a bachelors and spinsters ball? Nothing could possibly be finer, nothing could possibly go wrong. No weapons allowed, no magic either.

A four to five hour interactive for character levels 1 to 15.

Eberron Mark of Heroes

EMH 11—Incident at Graywall

A simple smash and grab mission turns complicated, as Diggers find themselves on the run from Xor'chlyic, the Mind Flayer governor of the Droaam city. Can you escape the city before your gray matter nourishes the local lord?

An adventure optimized for 7th-level characters.

EMH 12—Escape from Grea Tower

It's just another day in the Diggers' Union, as you climb the steps to the top of Grea Tower. Why is everyone looking at you strangely? Is that a knife hidden in your friend's sleeve? Rat poison in the dining hall gruel? Venomous snakes in your bed? Why is everyone trying to kill you and how are you going to escape from Grea Tower?

An adventure optimized for 8th-level characters.

Legacy of the Green Regent

LGR-24—To Sever the Head of the Snake (sic)

War is coming. In a last-ditch effort, the Red Fellowship sends a group of heroes to do all they can to delay the inevitable while they hope against hope that the heroes will accomplish even more than they set out to do.

The fourth and final part of the Tides of War.

Living Force Trilogy

Night's Promise

The streets of Cularin have grown progressively less safe over the last two years. Recently, non-Jedi Force-users have been the target of a great deal of distrust—not by the people of Cularin, but by the Thaereian Military.

An adventure for Living Force heroes levels 1–9. This scenario should be played before “Night's Friend” and “Night's Homecoming” (Episodes II and III of the “Night Eyes” trilogy.)

Night's Friend

The indigent population of Cularin has continued to shrink, with one of the most notable changes being a reduction in the number of children wandering the streets. What is going on?

An adventure for Living Force heroes levels 1–9.

Living Arcanis

LA-SP3-02—To Drink Poison from Gold

The city of Tralia is alight with a grand celebration as a play commemorating the Battle of Semar is holding its opening night. Invitations have been sent to all veterans who serve to protect Altheria. But the morning brings a dismal awakening with the mysterious death of two young Beltinian priestesses at a convent just outside the city limits. The heroes must use both mind and mettle to save the nuns and to protect a secret hidden deep within the annals of time.

A Living Arcanis adventure for characters 3rd to 9th level. Characters outside of these limits may not play this adventure.

Special Events



Mission: improv-able

The second annual event—in the style of a cheap sequel.

There will be improvised theatre throughout the convention, drawn from a number of different sources (Whose Line is it Anyway?, Theatre Sports™ and more)—all culminating in a competition on the last day. All comers welcome!

You come face to face with a tentacled monster, realising too late that you're still wearing your Sailor Moon outfit; 60 seconds ago you were advertising cold, dead fish... Who knows what the next 60 seconds will bring? Comedy! Action! Drama! You'll see it all!

Workshops, demonstration and non-competitive games and experiments in improvised storytelling will be held at select times during the convention—sign up for these at the **Mission: Improv-able** stall during the convention.

Last Session (#10, Monday afternoon):

The Mission: Improv-able Competition.

The competition session is for teams of **four**; in all the other events people will be mingled.

For more details check the Mission: Improv-able site on OzGamer.Net

C	4
G	Like love, a many splendoured thing
R	0 (All will be explained!)
P	It's a mystery
S	As serious as you want!
Video rental scale	"Ooooh! I've been waiting for the next episode to arrive!"

Wargaming

Moderated by Paul Naveau

The grim darkness of the 41st millennium (in 28mm scale) comes to Pheno with the inaugural Warhammer 40K competition. The event, an 8 round tourney for armies of **1500 points** for a maximum of 20 players, will be run in accordance with the Games Workshop National Tournament System I. Three games will be played on days one and two, with two games on day three. Trophies will be awarded in the categories of 'Best Overall', 'Best General', 'Best Sportsman', 'Best Army' and 'Best Painted Army'.

For further information, and copies of the player's information pack for the tourney, please contact Paul Naveau on (02) 62413809 (AH) or email at pnaveau@bigpond.net.au. At all times throughout the weekend players should remember that the tourney is about having fun, the spirit of the game (a game which, when all is said and done, is about pushing small figures around on a table top) and the opportunity to play new and challenging opponents.

C	0 (The Emperor wants your undying loyalty, not your angst)
G	2 (The Emperor protects)
R	3 (The Emperor knows all)
P	0 (We live for the Emperor, we die for the Emperor)
S	N/A (War is always serious)
A	0 (The Emperor's children know not the frailties of the flesh)

The Crew & Writers

Here are the fine organisers and writers of Pheno 2006's games and activities. As you will note, they are beyond description via the written word, beyond reason, and beyond thanks.

Buy them lots of drinks at post-Con drinkies.

The Crew

President

Ryan d'Argeavel,
The Astral Chief of Enchantment and Charisma.

Secretary and Public Officer

Mike McClure,
The Compassionate Spectral
Chief That Burns the Joker.

Treasurer

Paul Naveau,
The Unjust Bishop Who Freezes the Inquisitor.

Committee Member

Shane Donohoe,
Earl Desirability.

Writer Wrangler

Xole Karman,
The Haunted Indigo Empress Who Imbues Panic.

RPGA Liaison

Wes Nicholson,
The Marquis That Loves Terror.

Venue Liaison

David James,
The Gauntlet of Dusk.

Random Inc Liaison

Nigel Cunningham,
Grail of the Blessed Cenotaph.

Identity Team

Nadina Geary (graphic design),
The Final Marquessa of Talent.

Andrew Smith (website design),
The Tsar Uniqueness.

Paul Naveau,
also Miter of the Terrifying Chamber.

Ingrid Bean,
The Princess Dressed in the
Dress of Unknowable Scales.

Rob Barbetti,
The Indigo Rascal.

IT Team

Justin Deutsch (database design),
Authority of the Monolith.

Elissa Feit (database design),
The Blasphemous Princess.

Mike McClure (web support),
also Earl That Keeps the Ruins
and is Reaching for the Valley.

Shane Donohoe,
also The Mystic Assassin.

Support Team

Dea Matthews,
The Insane Profane Emperess.

Sandra d'Argeavel,
The Czarina of the Silver Voulge.

Phil Goodwin,
The Adventurer Who Justifies the Archivist.

Eleanor Goodwin,
The Unspeakable Sultana of Poison and Silver.

Game writers

Get to know your gamewriters (a bit) before leaping boldly into their games! Some liberties with the truth may have been taken with the blurbs, or worse, things left unwritten...

Triptychs

Liz Argall

Liz tries to hide her Buddha nature under an amiable, goofy exterior but fails often. Often this involves skin off knees and adventures with eligible bachelor bunnies, often accompanied by the music of folk guitar. Her enlightened soul emits a radiance that she finds hard to conceal.

Ingrid Bear

Though Ingrid has always had plenty of ideas for great character driven stories, she's never been able to come up with decent dialogue. She finally realised the somewhat obvious solution to her problem when she decided to try writing games. She ran her first game "Keeping the Faith" at Phenomenon 2001, and was very pleased to win the best new designer award. She subsequently wrote "Silence" as part of the Triptych in 2003, and has since written several more games. Ingrid's games tend towards dark themes, with a heavy focus on character interactions and development.

Joe McNamara

Last year, Joe won Pheno's Best New Designer, and didn't sleep for the entire weekend. His brain almost melted. The causality linking these assertions is of a superhumanly high order. This year, 'almost' isn't going to be good enough.

New writers

Angela & Ben Kemp

Angela is a Taurus, who likes caramels, spring days and long walks on the beach. A gamer by marriage, not birth, she took to the hobby like a penguin to quantum physics. Weaned on RPGA games, her own first con game was written about 30 minutes after playing her first real freeform. Angela is Rated: PG. Keep out of reach of children.

Ben Kemp: you know you've heard the name before, but you've probably blocked it from your memory. Good choice. He's been harassing GMs since Red-Box DnD, graduated to cons in 1988, writing in 1992, organising in 1994, and hasn't looked back since (in case he sees what's chasing him). His less disastrous fiascos include Soap-Opera the Freeform, Tiny Teddies: The K Files, The Defenders, and more MacquarieCons than his sanity could handle.

Stephanie Matthews

In recent years Stephanie, the epitome of the Bronte-esque dutiful daughter, helped her dear decrepit father Robbie write and run 'And now presenting...', and the next year the two of them did 'Mayhem Over Manhattan', a manic pulp-fiction glasspunk romp which did nothing to help either of their sanities. Last year was the Sky Marshalls again in 'Beaker: Sky Marshalls—the Freeform'. But Stephanie asserts this year's offering promises something completely different!

Stacey Payne

Stacy L (the 'L' is for 'Laiea, a rune in the lost language of Mu whose meaning is tragically lost) Payne is new to the GM scene, having had her first experience writing the Changeling genre after playing it for many years. She likes her games with a healthy dose of the myth and a dash of the Orient for flavour.

Tim Smith

Tim's vast experience with the cold void between planets has ideally nurtured his trans-human psionic powers. You will have a great time in his game: you quite literally will not have a choice. But he will keep you safe from the Eddorians while you're playing.

Vintage writers

Brett Evill

Brett Evill is a baby-boomer and one of the last polymaths of the 'Scottish Enlightenment' (ca. 1750–1825). He lives in a spacious three-level concrete sepulchre in Kempsey, NSW, with mountain and river views blocked by hoary old trees draped with leprous-looking epiphytes. Mr Evill was the sick mind behind last years' succès d'estime, *Après Moi L'Enfer*. The real name of that adventure was '9,401', but Mr Evill didn't think of it until too late.

Hugh Fisher

"I've been roleplaying, game mastering, and writing for a long long time. Usually it's high fantasy, but I like to try other genres too. So why I do I keep writing *Paranoia* games? The best answer I have is that I enjoy writing and running *Paranoia* (once a year) and people enjoy playing my games. But I also feel *Paranoia* is an important RPG that belongs at Phenomenon. Underneath the explosions and silliness it's the *Carnivale* of RPGs, turning our usual expectations upside down. If you want three hours of high intensity humour to balance the more serious games, play *Paranoia*. If you want to find out what cooperative roleplaying becomes when all the players are encouraged to kill each other, or how a game can be played when the rules are arbitrary and the GM change things on a whim, play *Paranoia*. Just don't spend too much time in thought or you'll get shot."

Laurie Flower

Laurie Flower first cut his teeth on the first editions of *Dungeons and Dragons*, *Traveller* and *Empire of the Petal Throne* and he has never really been the same since. Over 25 years experience in playing and storytelling in a number of genres he has developed a different approach to challenging his players. Some refer to this as the "Chained Naked to the Oars" system of storytelling. Over the past ten years he has switched from tabletop to LARP as both a player and Storyteller. Authoring and co-authoring three *Star Wars* LARPs and two *Star Trek* LARPs as well as running a continuing *Hunters* LARP over a eight month period, some say he has a handle on the genre others say not nice things, but all have a enjoyable and challenging time at his games.

Laurie believes in props and costumes and tends to reward gamers who go to the extra effort with their costumes, while he himself likes setting the scene with as much stage dressing as he can. Following this years Theme of "Unwritten Earths" he has developed an alternate direction for *Star Wars* set after Episode IV.

Eric Henry

Eric will naturally deny being the love-child of Catherine the Great, Empress of Russia, and Bilbo Baggins Esq., of the Shire. Not only did they miss each other by some two hundred years, she's *historical* and he's *fictional*. It's just impossible.

David James & Xole Karman

David James has been roleplaying since 1982, writing his first convention game with Andrew Smith for CanCon 1987. In recent years he has co-written 'Seek' and 'Mirrordark' with Xole Karman and 'Use By Date' with Virginia James. When it comes to writing games, either tabletop or freeform, David prefers to indulge in characters and situations that allow players to explore their own paths, morals and emotions; in worlds where no one is black or white, but all, including the PC's themselves, are varying shades of grey.

Xole (That's pronounced 'Kole') is primarily a freeform writer, creating games based heavily in thick soupy politics. She likes the Amber setting rather too much and does scary things to Greek mythology. She periodically writes freeforms with David James, possibly because she still has his childish innocence in a jar on her shelf and is using it as blackmail.

Sim Lauren

I'm the tall loud chick that has the attention span of an ant. Probably a good idea not to feed me too much sugar. Definaty not a good idea to give me a flamethrower. I've been going to RP cons since 2000, and enjoy every minute of it!

'Faenor' is the first game that I've written that has the potential to be very serious and angsty—and that scares me... Peter Pan Complex *Much!*

Barb Kearins

Barbara has been writing St Tyrants games for over ten years. Like most GMs she's a little loopy now, but don't hold that against her. St Tyrants has been through a few changes over the years including being run as a freeform and with Bridge Crew, however with the upgrade to 4th Edition GURPs it has returned to the tabletop format its most familiar with.

Fi McGonnachie

While working in the very respectable field of environmental science Fiona's real drive is to obtain a postion as script writer on "The Bold and the Beautiful" because not only does it pay better but that is where her talents as an evil writer of melodrama can be put to best use.

Peter Trueman

Peter Trueman has been roleplaying and game-mastering since 1980, principally D&D but with some experience of Traveller, Heroics Unlimited, Vampire the Masquerade, Witchcraft, Armageddon and Champions. Last year his favourite roleplaying flavour was Hero System ("Copy That!"). This year he's discovered GURPS and is trying that out. One day he's going to run out of game systems to try.

Liz Waldoek

"Damn this new fangled wanting to know everything about the person writing the game you are planning to enjoy. Why, in my day..."

As you can tell from the above quote I have been around for quite a while. I was first introduced to roleplaying back in 1980 through a game called Dragonquest, from there I rapidly discovered Universe, Runequest Glorantha and Cthulhu. All these games tended very much towards character driven adventures and so created a game style that still influences my writing form today.

"The Trial" is a themed freeform, set in G&S Land, wherein I have played merry chaos with the plots and characters of Gilbert and Sullivan. It's written in much the same style as "Bride Finding Ball" and "Who Killed Cock Robin" and like those could best be described as a convoluted but fun filled frolic.

James Walker

1 gatctccat atacaacggt atctccacct caggttaga
ttcaacaac ggaaccattg

61 ccgacatgag acagttaggt atcgtcgaga gttacaagct
aaaacagca gtagtcagct

121 ctgcatctga agccgctgaa gttctactaa ggggtgataa
catcatcgt gcaagaccaa

181 gaaccgcaa tagacaacat atgtaacata tttaggatat
acctgaaaa taataaacgg

241 ccacactgtc attattataa txagaaacag aacgcacaaa
ttatccacta tataattcaa

301 agacgcgaaa aaaaaagaac aacgcgtcat agaacttttg
gcaattcgcg tcacaaataa

361 attttggcaa cttatgttct ctcttcgagc agtactcgag
ccctgtctca agaataat

421 aatacccatc gtaggtatgg ttaaagatag catctccaca
acctcaaagc tccttgccga

481 gagtcgccct ctttgcga gtaatttca cttttcatat
gagaacttat tttctattc...

Living D20 Schedule

	Friday 9 June	Saturday 10 June	Sunday 11 June	Monday 12 June
9am– 1:30pm		PER6-04 PER6-05 IUZ6-03 IUZ6-04 EMH 11 EMH 12 LGR 24 LA-SP3-02 Lifesavers mini-mod	PER6-04 PER6-05 IUZ6-03 IUZ6-04 EMH 11 EMH 12 LGR 24 LA-SP3-02 Lifesavers mini-mod LG Intro mods	LG Interactive
Break				
2:30pm– 7pm	Rego from 6pm	PER6-04 PER6-05 IUZ6-03 IUZ6-04 EMH 111 EMH 12 LGR 24 LA-SP3-02 Lifesavers mini-mod	PER6-04 PER6-05 IUZ6-03 IUZ6-04 EMH 111 EMH 12 LGR 24 LA-SP3-02 Lifesavers mini-mod LG Intro mods	4:30pm Prizegiving
Dinner				
8pm– 11pm	Lifesavers mini-mod LG Intro mods Night's Promise	Lifesavers mini-mod LG Intro mods Night's Friend	8:30pm Banquet @ Turk'Oz	8:30pm Post-con Drinks

Please see the Living Games section in the booklet for a description of the games listed above.

Tabletops, freeforms & wargaming

	Friday 9 June	Saturday 10 June	Sunday 11 June	Monday 12 June
9am-12pm		2	6	9
Lunch				
1pm-4pm		3	7	10
Break				
4:30pm-7:30pm	Registration from 6:00	4	8	Prizegiving
Dinner				
8:30pm-11:30pm	1	5	Banquet @ Turk O'z	Post Con Drinks

