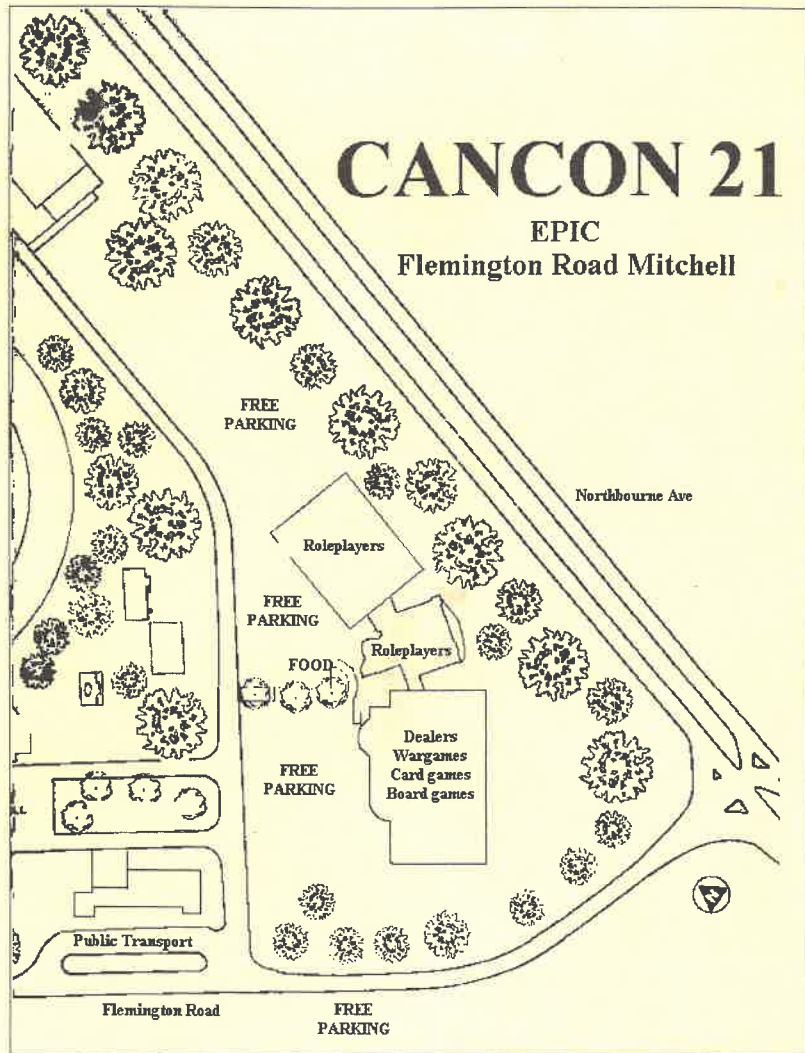


IN THE INTERESTS OF PUBLIC SAFETY, THE FOLLOWING
MAP HAS BEEN INCLUDED TO REDUCE THE NUMBER OF
PEOPLE GETTING LOST AND STARVING TO DEATH
DURING THE CON.



THIS PUBLIC SERVICE MAP BOUGHT TO YOU BY THE ~~DELETED FOR SECURITY REASONS~~

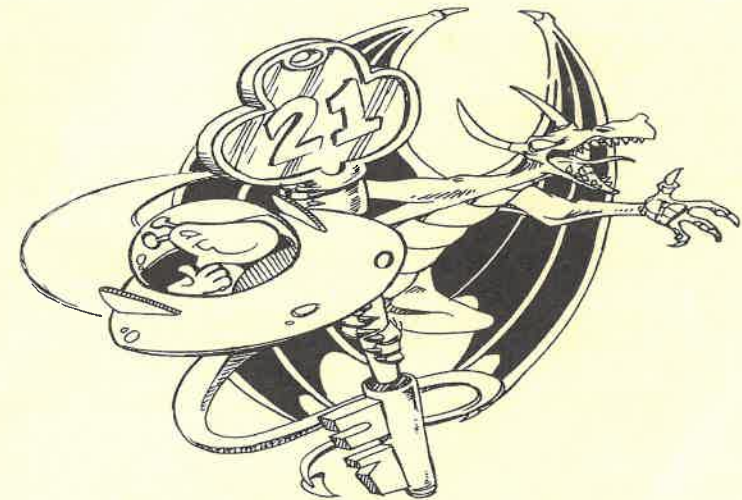
Canberra Games Society

in conjunction with

Phenomenon

are pleased to bring you

Australia's Largest and longest running Games Convention



CANCON 21

January 22 - 26, 1999

EPIC (Canberra Showground), Flemington Rd, Mitchell.

Enter EARLY for your chance to win a trip to Gen Con!

Featuring 21st Australian Open Boardgames Championships, 21st Australian Ancients, the 1999 Triptych award, Wargames a-plenty, Card games galore, Roleplaying to suit every taste, bargains from the dealers, and more!

See our web page: <http://www.mpx.com.au/~cgs/cancon.htm>

Contents

Wargames begin on page 4
 Roleplaying begins on page 10
 Freeforms begin on page 25
 Boardgames begin on page 32
 Card games begin on page 39

Rules etc.

No weapons, real or otherwise, are permitted on site unless part of a game AND approved by the organisers.
 Have fun.

No illicit drugs, or people under the influence of illicit drugs, are permitted on site.
 Have fun.

No smoking indoors, or within 10m of an open doorway.
 Have fun.

Session times must be adhered to. The breaks are short and are intended for calls of nature and/or getting food, not for playing through.
 Have fun.

Returned cheques will incur a fee – ie. Whatever the bank charges us.
 Have fun

Stopped payment cheques cost us money (just like returned cheques) and stopping payment is illegal. We will take action to recover costs on any stopped cheques.
 Have fun

Respect other tables/games space. Have fun by all means, but please don't interfere with other games to do it.
 Have fun.

No selling of gaming or related material except from approved dealers' tables. Trading (other than for money) is OK. If you want to conduct a private sale for money, do it off-site.
 Have fun.

Be nice to your referee/GM. They have given up their time so you can have fun. The least you can do is be nice, and remember, the Ref's word is final.
 Have fun

Refunds:

If you change your mind about attending CANCON 21, we will refund paid fees on the following basis:
 If your cancellation is received before January 22nd – full refund less a \$2 administration charge.
 On or after January 22nd, refunds will only be given under exceptional circumstances.

Contacts:

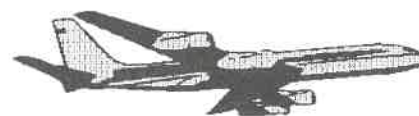
Miniatures: Contact the event organiser, or call Tim Sleigh, 02 6258 3470 (AH), or e-mail unreal@macquarie.matra.com.au
 Boardgames: Contact the event organiser or call Tim Sleigh, 02 6258 3470 (AH), or e-mail unreal@macquarie.matra.com.au
 Roleplaying: If there are no contact details in the blurb, call Karl on 02 6286 5599 or e-mail crash@spirit.com.au. Please don't phone before 6 PM or after 10 PM.
 Card games: Contact the event organiser, or mtm@mso.anu.edu.au

Mailing address: CANCON 21, GPO Box 1016, Canberra City, ACT, 2601, Australia

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

Win a trip to Gen Con!



CANCON 21 is giving away a trip to Gen Con, 1999. Gen Con 1999 will be held in Milwaukee, Wisconsin, from August 4th to 8th.

To be eligible to win this prize, you must register for CANCON before December 24th, 1998 (even if you're GMing/refereeing every session and not playing at all). People who register by the due date will receive one entry in the draw for every session they run a game, and one for every game played that was entered before the due date. So, if you enter four games, run four sessions of another game, and enter three games on site, you will get eight entries in the draw.

Miniatures players and referees, and board games players and referees get one entry into the draw for each round played or refereed, provided we receive a registration form no later than December 24th, 1998.

Card game players get one entry into the draw per tournament played, provided the entry form is received before December 24th.

The draw will take place at the major awards ceremony on Tuesday afternoon. You do NOT have to be at the draw to win.

The prize consists of return airfare from Australia (or New Zealand) to Chicago, ground transportation from Chicago to Milwaukee, shared accommodation for five nights (Wednesday to Sunday), and entry fees to Gen Con. CANCON 21 does not guarantee you will get into all the games you may want to play. All other costs (including but not limited to airport transfers, food, passport and travel insurance) are the responsibility of the winner



CANCON's 21st birthday party



CANCON turns 21 this year, and to celebrate we're having a BIG party, and we'd like you to attend!



When: Sunday, January 24th, 1999.
 Where: At EPIC, the convention site.
 Cost: \$10 per person. Please indicate on your entry form if you wish to attend, and if you are vegetarian.
 What you get: Includes food and a free soft drink. Drinks will be available for sale.

BYOG. No alcohol will be available for sale on site.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

Wargames

BATTLETECH

Produced by Dead Meat Productions

Day 1. Official Mechforce Tournament

Battletech Open

This is a MECHFORCE tournament. Based on the rules supplied by MECHFORCE. Players must pick 4 'Mechs between 140 tons and 250 tons. Victory is based on Mission objectives and BV of 'Mechs destroyed. Three games of no more than 3 Hours each. No variant may be used more than once.

- a) 3025 Inner Sphere Technology. All 'Mechs must be from 3025 and Level 1, all variants allowed.
- b) 2750-3060 Inner Sphere Technology. Level 2, all variants allowed.
- c) 3050-3060 Clan Technology. Level 2, Players must play all Omni or Second Line 'mechs. No mix of the two.

Day 2. Official FASA Tournament

Battletech Open Team

In this tournament players will follow the same format as the Battletech Open, but they pick only two(2) 'Mechs between 70 tons and 125 tons. Players will be teamed up randomly and will play other teams.

Victory is based on Mission objectives and BV of 'Mechs destroyed.

- a) 3025 Inner Sphere Technology. All 'Mechs must be from 3025 and Level 1, all variants allowed.
- b) 2750-3060 Inner Sphere Technology. Level 2, all variants allowed.
- c) 3050-3060 Clan Technology. Level 2, Players must play using OMNI-MECHS.

Day 4. Official Mechforce Tournament

Gun Slinger Tournament

This is a 1-on-1 elimination tournament. All players pick one(1) Inner Sphere 'Mech for each round, from any time period. All variants allowed, Level 2.

Play continues until there is one winner

All games no longer than 1 Hour

Player's are required to bring painted 'Mechs, Map Sheets, Dice, Pens, and Pencils.

Please send 'Mech list with entry form or Contact the organiser below.

For any more information contact

Peter Waegele on 0414 965471 or 02 42965471

eMail: pwaegele@zipworld.com.au

Battletech games cost \$15 each, or \$39 for all three.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

21st Australian Ancients Championships

Competitions: 15mm for The Tin Soldier Trophy (Conqueror's Shield) in both WRG 7th Edition and DBM. ACC National and Handicap competitions will also be decided. Team and Club Championships will be contested.

Important Note: Entries received after Friday Jan 15 will only be accepted at the organiser's discretion.

Rules: WRG 7.5 with interpretations from the "I called Phil last night" book subject to current ratification by 7th Edition Players Association.

DBM 2.0

Duration: Six rounds: Two rounds a day on Saturday, Sunday, Monday

Army Lists: 7th Edition WRG, 6th Edition as adapted for 7th DBM Books 1 to 4
Privately researched lists where approved by the ACC List Coordinator

Army Size: 7th Ed: 1 list of 1500 points (but see below)
DBM: 2 lists of 375 points. Only the second list can include naval elements. This second list must be used, and can only be used, if there is a major water feature on the table.

Note that the DBM point sizes vary from year to year. Expect them to go down next year.

Armies must be organised into commands (and for 7th Edition order of march) before the start of the competition.

List Lodgement: Lists must be lodged at the start of the competition. They will be checked at the end of Round 1 and in spot checks throughout the competition. If you email me lists before the competition I will post them to your enemies.

Terrain: Will be provided and placed by the organisers on 6 X 4 tables.
15mm 7th Edition players may each vary or add one terrain feature on their table for the duration of the battle.

7th Edition Caltrops etc: Where these are restricted to use against certain opponents they may be included in the list as an optional replacement for other troops (to be used against those opponents).

Special Conditions:

BOTH 1. All figures must be appropriately based and painted and must accurately depict the troops they represent. Armies may not deploy more than one command (representing no more than 1/3 of points total) on board ships or in points-bought fortifications.

DBM 2. No dismounting element can remount unless it is accompanied by an appropriately based transport element of riderless horses and horseholders.

DBM 3. No battle will start before dawn unless both players choose to commence earlier.

BOTH 4. Historical seeding based on the year of your army will apply for the six rounds. You must provide an exact year for your army before the start of Round 1.

Organiser: Craig McGarty (02) 6247 4626 (hm)
(06) 6249 5102 (wk)
Craig.McGarty@anu.edu.au
(put CANCON in the subject line)

ANCIENTS COMPETITION REQUIREMENTS

The entry form must have
DBM 15mm ARMY LIST NUMBER:..... EXACT YEAR OF ARMY:.....

7th Ed 15mm ARMY LIST NAME:.....

Proudly Sponsored by Essex Miniatures Australia

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

15mm Renaissance - DBR

The Gentlemen Pensioners group of the Canberra Games Society presents the third CANCON DBR competition. All trophies generously provided by Ray Compton of Essex Miniatures Australia.

Competition: A minimum of six rounds (two each day) commencing 9.00 am Saturday 23 January and concluding Monday 25 January. Rounds will closely follow the Ancients DBM schedule. DBR players may enter *teams* with DBM and 7th Edition Ancients players on Saturday morning.

Army Lists: A single list of **400 AP**, by Commands, with a supplement including options to cope with terrain, such as Pontooners or Naval elements if allowed by your specific chosen list. Armies to be composed from WRG Books 1, 2 or 3 only. Lists must be specific, eg. *WRG Book 1 Army No. 44 Old Irish - Only in 1601 AD*. Please include the Book and Army Number on your Entry Form, eg. *Book 1, Army 44*.

List Lodgement: As for Ancients Competition.

Terrain: All terrain supplied and expressively set by the organisers.

Organiser: Craig McGarty (02) 6247 4626 (hm)
(06) 6249 5102 (wk)
Craig.McGarty@anu.edu.au
(put CANCON in the subject line)

Entry Form Requirements *VERY IMPORTANT*

Write your information on the entry form as follows:

"15mm Renaissance - DBR Competition [*Book No _ Army No _*],....."

Proudly Sponsored by Essex Miniatures Australia



From all over the known world they came. Man, dwarf, elf, and ... others.
Arrayed in distinctive patterned wargear of terrible design.
Shouting war cries that rend the mind and freeze the soul.
Their goal... The NecroBowl play offs.

Another year, another host.
This time lizards that walk like men.
And green people as small as toast.
As before their goal is the NecroBowl.

The NecroBowl returns to 'sunny' Mousillon for another frenzy of mass destruction with a pig's bladder (alas poor Babe). Standard teams and rules from the Blood Bowl and Death Zone rule books apply. New teams allowed are the Norse (with star players from the Citadel Journal), Lizardmen, and Snotlings.

Up to date information on the rules, restrictions, teams and players is available online at <http://users.interact.net.au/~pwia/bloodbowl.htm>.

Be there and be mangled.

The league commissioner can be contacted on (02) 6216 4483 (bh), or send e-mail to aahzmodeus@interact.net.au.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

GAMES WORKSHOP

PRESENTS THE
WARHAMMER 40,000
TOURNAMENT AT
CANCON 21



Wars rage over airless moons, in the dark, twisted depths of hive worlds and in the cold wastes between stars. From the immaterial realm of warp space, malicious entities send their unspeakable minions to slaughter the Emperor's chosen. Everywhere, soulless spectres and slaving monsters are poised to extinguish the life of humanity.

CANCON 21 will be the first time that Games Workshop is running the Warhammer 40,000 tournament. We are looking for 50 hobbyists who want to play lots of great games over some exciting terrain for some excellent prizes. If you are interested in playing over the four days of CANCON 21 please contact me for more information.

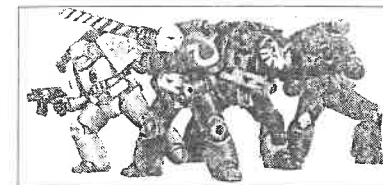
Entry fee will be \$45 for 8 -10 sessions of gaming.

ALL MINIATURES MUST BE PAINTED

Contact details

Dave Taylor:

BH: (02) 9829 6000
Fax: (02) 9829 6060
E-mail: nork@ozemail.com.au
Address: Dave Taylor
PO Box 576
Ingleburn NSW 1890



Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

CUMBERLAND SOCIETY 25mm HORSE & MUSKET COMPETITION CANCON 21

The 1999 Horse & Musket competition will be run over the three days of CANCON 21. The event will consist of three 750pt games on the first day followed by three 1200 pt games, two on Sunday and one on Monday.

Rules: WRG 1685 - 1845 (with Canberra Cumberland Society amendments)

Format: 3 x 750 point battles and
3 x 1200 point battles

Rules: Standard WRG rules with Canberra Cumberland amendments
A unit surrenders only in its' movement phase.
All armies must include artillery.
Commanding Generals are free.
Armies must be "balanced" with a mix of infantry, cavalry and artillery.

Entry Fee \$35
Please provide an army list with your entry. All figures must be painted please.

Any queries please contact George Stosic on Hm (02) 6231 1854 or E-mail gstosic@aucom.com.au

WARHAMMER ANCIENT BATTLES



25mm Ancients using the new Warhammer Ancient Battles rules.

Armies of 2000 pts. Any army list not published by the time of the comp will be supplied.

Prizes will be awarded for 1st, 2nd & 3rd based on gaming, presentation and sportsmanship.

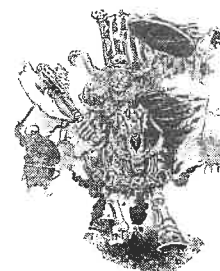
Please note: armies based for WRG 6th/7th/DBM will be suitable to use, so dig them out of retirement!

Organiser Andrew Bishop ph 02 9688 7276 (AH), Email: bishbec@one.net.au

Remember -- no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

WARHAMMER



WARHAMMER FANTASY

returns to CANCON '99, bigger, bolder and even more brilliant than ever before, with:

- * 2000 pt armies;
- * A veritable plethora of prizes for PLAYERS;
- * A Power gamer free zone; plus
- * 8 (count ,em- EIGHT !!!) rounds of fabulous fantasy warGAMES!

Contact: Richard Naco

(02) 9153 9698 (before 9:30 pm)

for more essential information.

ANOTHER FLAMING FROG FANTASY PRODUCTION

FULL THRUST

Two fleets circle each other in the depths of space, tracking systems reaching out through the infinite searching for targets. Suddenly the orders are given. "All ships close to engagement range and begin fleet bombardment." Beams of raw power arc out between the circling behemoths as missiles and fighters dance a deadly duet.

"Captain, engineering reports all forward batteries are down! Shields at 25% and falling! Heavy casualties reported on all decks! Sensors show 3 Vandenburg T Class Heavy Cruisers closing on bearing 251! Sir, incoming Plasma Torpedoes!"

"DAMN THEIR TORPEDOES, GIVE ME RAMMING SPEED!!!!..."

A three-day Full-Thrust competition with three sessions per day using the new rules from the Full Thrust : Fleet Book 1. Players are to select one nationality and provide the following:

Attack Fleet of 2,750 points (no more than 50% in Capitals)

Defence Fleet of 1,800 points (no more than 50% in Capitals)

Patrol Fleet of 1,200 points (no Capitals; no more than 50% in Cruisers)

For more information, please contact the Organiser (Adam Karabalic) by the following methods or check out the CANCON 21 Full Thrust Page at [HTTP://WWW2.DYNAMITE.COM.AU/BUDDA/FULTHRST.HTML](http://WWW2.DYNAMITE.COM.AU/BUDDA/FULTHRST.HTML)

Phone : (02) 62588319 (Between 7.00pm and 8.30pm) Email : budda@dynamite.com.au

Remember -- no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

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Roleplaying

Triptych

Triptych (trip-tick) n. picture or carving on three panels able to fold over centre; set of three associated works so placed esp. as a centre piece; set of three writing tablets hinged or tied together; a set of three artistic works; such used as an alter piece;

a treatise in three parts

CANCON 21 is proud to present the SIXTH ANNUAL

Triptych

Each year, three RESPECTED designers are invited to present a systemless single session module. Each scenario emphasises

characterisation, psychological realism and drama

Each module will be judged separately, but teams competing in all three modules will also be eligible for the

Triptych Perpetual Trophy.

Memory Lost

by Richard Canning

It began as an idea.

Then it was a concept, then an outline, then a plan, then a scheme, then a project.

Eventually it was a world within a universe.

You were there for it all, and when it was complete, you wrote yourselves into its history.

You were never aware of the plot.

How do you repair a broken Universe?

How do you find the flaws in creation?

A single session triptych for 5 players.

Updates on this game will be posted on the Web Site:
www.labyrinth.net.au/~elindal/

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

SIGNOUR JACEMO'S CIRCUS OF WONDER

High up in an office that looks down on the sprawling mass of glass and steel and grime, is a picture. This picture is very old. So old that high res glass had to be used to make the images clearer, and to halt the inevitable fading. The buzz of the vid phone, the constant hum of the micro com and the persistent stock market information that flashed past the picture seemed to try and defeat this aging relic with a barrage of technology. But the picture remained. Takehiko Aoki had his feet up on the desk, his picture hid in the shadows behind him, he couldn't see it but the knowledge that it was there was just as comforting and familiar as the figures in the picture. The strong man with his curling moustache, the beautiful lady in a sequin strewn confectionary skirt, the trapeze artist hanging upside down and smiling in the face of danger, and the clown with a red nose. These figures all stood around the central figure. The ringmaster, the king of the Circus. Resplendent in his now fading red jacket and black riding book, his whip curling above his head. Takehiko threw rolled up balls of enviro paper into the recycler, and every time he made one of the grey balls fly effortlessly into the direct centre of the passive receptacle, he would whistle to himself softly and if he listened really hard, he almost thought he could hear the roar of a watching crowd.

But...he was in his office, and not off world where he belonged, next shuttle, next shuttle... it was always going to be the next shuttle.

The vid phone blinked to life, the unsmiling and colourless face of his director loomed like a corporate ghost over his desk.

"Aoki, we have a problem. And you are just the man to fix it."

A dark future/sci fi Triptych module for five people with their eyes firmly fixed on the stars.

By Jo Elleri

Redemption.

In the cold dank darkness of 3am, you finally began to put the case to rest.; The five of you had spent the last three months of your lives searching for this one man, the serial killer who'd dared to murder the daughter of the most powerful man in New Melbourne. Eight others died before her and another 4 since. Yet it was only considered worth bringing in the authorities after someone 'important' died.; As far as the authorities were concerned, the case was insoluble.; You proved otherwise. Five mismatched misfits, brought in as a last ditch attempt. Five people with unique talents who've succeeded where hundreds of police failed.

You brought in Damien Edwards. Now you're attending his execution.

Smile. It's over.

A cyber-noir thriller for five tired, talented and redeemable investigators by Morgan Morningstar.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

BOOK OF KRESH

AD&D 2nd Edition
by Tony Calder

Legends tell of an ancient evil deity named Kresh. When he was last on your world there was great devastation and immense loss of life before he was banished.

It was thought that all of his worshippers had been wiped out, but rumours have been heard indicating that this may not be the case. Worse still, reports have arrived that a means of ending Kresh's banishment has been discovered - an artefact called the Book of Kresh.

The Church of Sabbathiel of has asked you to investigate and recover or destroy this accursed tome. Unfortunately, they have no idea of its whereabouts.

Book of Kresh is a 3 session 2nd ed AD&D adventure for medium level characters. Characterisation is important, but there is combat involved. This module was originally run CANCON 1991.

Sponsored by **The Logical Choice**

Gothic Street Trash presents

Silver, Tears and Ashes

A death. A mystery. A threat.

Night time in a cemetery. Who would be there? Amidst the tombstones and the silence of the dead?

Perhaps those who must be. Who take care of this place, trim the weeds and remove the dead garlands. Send the flowers to their own cemetery.

Perhaps those who feel at home here. Who find this place and time suited to them. Who play with the signs and symbols of death and laugh at the rest of humanity as they run in fear of their own mortality.

And perhaps those who would turn the power of death to their own ends. Would call to the darkness and the shadows. Rent the border between here and the beyond. Desecrate the corpses. Summon what should not be. Play Judas to the natural order of life.

Five friends visiting a recent grave. Trying to grieve and then forget. Finding that others seek to move beyond human ken. Trying to ignore what they saw and being hunted by those who fear they know too much. Learning that they must turn hunter. Pierce the mystery. Defeat those who seek power without thought for the consequences. Those who would loose ancient evil on the world. Or find their own graves.

A two session Call of Cthulhu set in modern times. For five who play with the signs of death but would protect life.

By Michael Hitchens

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

Lighthouse Games Presents:

A BLAST FROM THE PAST! THE VERY *FIRST* EVYNTYDE MODULE

A Pilgrimage to Sanctum

(Presented in two parts)

A group of five intrepid pilgrims will make the long trek from Lakemere to Sanctum to participate in the festivities of the new religion of Saint Rasadan. This is a long journey, where many of the faithful fall by the wayside, and where threats come from both Evyntyders and the natives.

This module is presented in two parts: "The Journey" and "At Sanctum". Players may participate in either module or both. Each module is self contained but linked to provide a continuous theme. Previous attendees (are any still kicking?!?) should be warned that strategic changes have been made and that they risk still being entertained!

(ORIGINALLY DESIGNED BY GERRY HUNTMAN, TONY LLOYD, CRAIG FELLOWS AND STEPHEN MCCRACKEN)

(Revised by Gerry Huntman, Murray Norwood and Stephen McCracken)

This is the first of a series of "comeback" modules from the Chronicles of Evyntyde, which we will periodically be bringing to you.

Hidden Treasures

By Sharon and Shane Dowling.

The Dragon Wars have been over for a thousand years.

Many dragons died.

*Every dragon had a hoard,
and while most were found, some still wait.*

A one session Council of Wyrms game for 5 greedy young dragons.

Contacts: sharon.dowling@hr-m.b-m.defence.gov.au or
shane.dowling@deetya.gov.au

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999



LONDON'S FOGGY STREETS

Written By: Claire Hoffman
Presented By: Craig Walker

April 1890:

Great Britain is briskly Spring, proper and romantic. Late and early fogs shroud the London Streets, welling up from the Thames, causing gaslights to glow and shadows to deepen to inky blackness. If you're not working, a time in Great Britain means vacation, yet memories linger of the White Rose Society, their sincerity, the truth they showed you lurking deep within the fabric of life, and what you can do to stave off evil seeping into the world. Evil, Red, and full of Death, which clutches and permeates, much like the Fog.

Your vacation, as short as it has been, is interrupted by a note, properly delivered at the appropriate early evening hour. The White Rose appears to need your services and invites you to an Inn in Northampton, England. There is no reason given, but the Society has said that they would not call upon you frivolously. It appears to be a matter of great import.

LONDON'S FOGGY STREETS
A 'Living Death' Module for 5-6 Players

'Living Death' is TSR's ongoing Horror-based Convention-Campaign based on a Gothic Earth of the 1890's.

Characters Must be pre-generated before the session. Time will not be given for pre-generation during the session. Pre-generation rules and guidelines available from:
<http://drycas.club.cc.cmu.edu/~jae/rpga/ld/chargen.html>
Craig Walker: (02) 95500815; (02) 92286698;
Email: genre@tig.com.au; cwalker@lto.nsw.gov.au

HOME

Viet Nam. 1969.

Five Australians are looking for home,
And Australia has never seemed so far
away. A single session systemless
Cthulhu by Antti Roppola



Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

What happens when two Avestites, a Sister of Battle, an Orthodox priest, a Decados noblewoman [with entourage...] and a nobleman of The Hazat find themselves sharing suites on the most luxurious liner in the Known Worlds?

Strange Bedfellows

Murder!... Mayhem!... Mystery!... Intrigue!.. Betrayal!... and a touch of naughtiness...

"Sumbotty Guna Hav Tu Burn!!!"

A one session Fading Suns™ adventure for five characters on the Leagueship "Empyrean".

By Bruce Buckham and Peter Rousell.

Limited to 14 Teams, so enter early!

A Plague of Angels



A missing girl.

A stolen idol.

Angel sightings in cyberspace.

A girl going missing in Seattle is no new thing, but the repercussions of this disappearance could be of biblical proportions.

A mother wants her daughter back and 'Hell hath no fury, as a woman scorned'.

But, in a city of three million people, how do you find one missing girl? It would take a miracle.

A plague of angels. A Single Session Shadowrun for 5 Lost Souls.

By Mark Ashcroft and Jim Dulhunty.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

A Paladin's Tears

by
Tony Guyot

The 'Tears' series of modules were originally AD&D stories designed as stepping stones into systemless Roleplaying.

They have evolved an exploration into another side of epic heroism using tragedy & distinct characterisation.

They are suitable & rewarding for all types of player.

Where are the Gods?

We know that they still exist -

They offer glory for those that still believe, blood for those who will always crave & of course hope.

They still promise hope, even after all this time. They always will - because we make them.

I have heard that there are just 3 types of true power.

Magic of Lore - One must be devout

Magic of the Gods - One must have faith.

Magic of the Spirit - One must contend with the plain & simple hearts of the common Man.

- by an unknown Knight of the Realm.

Found on the walls of his execution cell

A 1 session AD&D / Systemless Story

For 5 brave souls in an unhappy land that condemns it's heroes to darkness & obscurity

X



ARACHNOPHOBIA By Matt Woods

(with heaps of help from his wonderful friends)

"For millennia the Elves ruled, and all races dwelled in peace."

You are Elven. Dominion over Aedelphi is your Right – the Code

"Now, the blind hatred of the Humans could bring us to the edge of extinction"

Fear and ignorance will keep the lesser beings in line – the Code

"You are our best and brightest hope. Our future goes with you. May the roads beneath your feet be even, and the sunshine warm on your face."

There is no penalty for failure. An Elf never fails – the Code

An adventure for five (four and a half) Elves whose actions will decide the fate of their race.

ARACHNOPHOBIA is a high fantasy multiform set in the World of Aedelphi.

Characterisation: lots, no rules knowledge needed.

Beta v 0.01

```
bool scrubBot :: eliminate_taget (thing_base & target) {
for (::) { //ever
speaker -play_sound (speech_sound ("Eeeeeeeep!"));
right_arm-start rotating ( );
left_gripper-spin ( ); // The Computer is your Friend
Wheels-turn_to_face (target);
Wheels-roll (442);
}return false;}
*error*
*error*
*error*
```

A 5 player multiform in a Dark Paranoia Universe.

Inspired by too many late nights, Mage:the Ascension™, and Paranoia Bought to you by Neef and Renee ---- A Scanner Lightly productions.

:) ender@amphetamine.com

X



Lion's Head
Christian Gamer's Association

The Garden of Hope

By
RUTH and ANDREW CARTER.

Lord Andon Merchantson, First Chancellor of Quellburn, sits in his new place of residence. "The once mighty city of Quellburn will rise again!" thinks Andon, not really knowing why. "This first small band of new settlers is slowly growing and coping well in the cold alpine conditions. A small village is even now taking shape in what once was a place of the dead. Where once forces of the unlife roamed unchecked, a Holy and Magic City is now starting to rise once more. Why did Bishop Carlmund feel so strongly drawn to this wasted place in this god forsaken climate? Why did Carlmund have to die so tragically in battle with a mighty demon only minutes after reading the Holy Proclamation? The question which burns me to the very soul is what to do now the Bishop has gone. Dq we stay, as I know He would have wanted, in this frigid hell and if so, for what reason?"

At that moment Sir Edwood, Bishop Carlmund's First Knight, bursts into the Chancellor's office. He too feels drawn here and doesn't know why. "Haven't you heard of knocking, my good Knight!" bellows Andon, unaccustomed to such intrusions. "But, my Lord I think I have something here" protests Edwood. "This may be an answer to our dilemma. The death of our beloved Bishop may not be in vain. I have found a reference in an ancient tome which miraculously was only slightly damaged in the ransacking 200 years ago. It has survived the ravages of time but still is extremely fragile. We had to get the Rune Adepts to decipher it." "Well stop talking about it Edwood and tell me what it says!" demands Andon. "It mentions this poem:" replies the Knight.

*"When the Tree is done and Death inflamed;
When the Two become one and the Darkness enchained
When the Stone from on high is placed down below;
And the hooves of destiny destroy all foe
She who points to All who is All
Will reveal all things to all who are all.*

It also mentions a garden and a vague location. "Where in this frozen hell can a garden be even contemplated to exist" responds the Chancellor curly?" "Not above, but below, my Lord." Edwood's tone changes. "In the tunnels under this plateau. We both have 'visited them' along with the good Bishop" Edwood nervously replies. Andon's face becomes ashen white.

The Year is 6,050 Third Era. A few months after the liberation of Quellburn.

A One session **DRAGONQUEST** Adventure set in **SHADOW WORLD** for 5-6 **puzzle solving** players who don't mind a good **fight**. Good communication skills can be helpful although a sword or bow does get the message across nicely at times.

NO RULES KNOWLEDGE REQUIRED.

Role-playing: Heaps. **Multi Forming:** It will be there.

Combat: How else can you kill the bad guys dummy! Poetry at ten paces?

Puzzle/Plot solving: Plenty of opportunity.

Interested? Ring Andon, I mean Andrew "Arch Ensorceler and Enchanter" Carter, on (02) 96259613 before 9.00 p.m. and look at our website: <http://www.geocities.com/TimesSquare/Castle/7044/>

Sponsored by Iron Crown Enterprises

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

SO WHO'S YOUR FAVOURITE BOND?
CONNERY LAZENBY MOORE DALTON BROSAN

Exotic locations ... Beautiful women ... Breathtaking action ... Deadly foes ... Alcohol ... Five Bonds ...

A single session James Bond™ adventure for five drunken louts on a Buck's Night.
By Jon Naughton & Mark Somers

Down in the Badlands

"Passage on the trader's airship sounded like a good offer - a couple of days rest, seeing the sights, and then we'd be home. The first day went smoothly enough, but a few hours before sunrise the ship was torn open and cast upon the dark, barren earth."

"There are five of us, in varying states of injury. I pray to Garlen that we might find a healer and safety before nightfall."

An EarthDawn adventure for 5 survivors of an air disaster
By Graham Dolby

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

Silver Spires

by Mike Walker

"Beyond the River of the Blessed, there we sat down, yea, we wept, when we remembered Avalon. Our swords were shattered in our hands and we hung our shields on the oak tree. The silver towers were fallen, into a sea of blood. How many miles to Avalon? None, I say, and all. The silver towers are fallen."

Corwin, from Guns of Avalon

At the beginning of time King Corwin created the universe by drawing the Pattern. He founded the beautiful city of Avalon, where silver towers reach for the stars...

Underneath the silver spires, inner turmoil is tearing the royal family apart. Corwin has been missing for years. The coronation day of the eldest brother looms closer, and the mysterious threat of the Dark Tower approaches. The royal family possess godlike powers, but consists of individuals who lack the wisdom necessary to prevent the coming cataclysm. They must find themselves before they can save the kingdom...

A look at power, identity and personal transformation...

A rebel with no dreams,
An explorer with no frontier,
An heir with no tears,
A romantic with no passion,
and an artist with no hope.

A one session multiform for five members of the royal family of Avalon
Based loosely on the Amber Diceless Role Playing Game System
and concepts presented in Roger Zelazny's Amber Chronicles
Knowledge of the books not necessary (or useful)
This is a cathartic multiform and covers mature subjects

A Pegasus Unlimited Production

Limited to 13 teams, so enter early!

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The Art of Succession

By Fuzzy and The Smurf

*"Through swirling mists, grave omens see;
And no more Myster Nice Guy be."
Macbeth.*

Cawdor: Jewel in the crown of Human Civilisation

Succession was once a matter of birth, but in this brave new world things are no longer quite so simple. Now 5 powers meet to practice the Art of Succession.

A single session, dark future game for five - who each see themselves as the **ONLY** possible choice.

CARSON'S FOLLY

Carson's Folly was settled late in humanity's diaspora to the stars, in the late 29th century. As humanity grew and expanded on the planet its progress was closely monitored by the overarching power of the Eco Service and in 2944 the Service lowered the boom. The population of Carson's Folly were told that they were in breach of Eco Service Guidelines and if they did not immediately modify their development plans the planet of Carson's Folly would be returned to its pristine state. Three months later Eco Service reconstruction teams moved onto the planet and proceeded to wipe all traces of humanity's occupation off the world. At the same time all residents of the planet who were off planet were tracked down and disposed of. The only survivors of a population of 48 million were seven youngsters out bound on a tramp freighter for schooling elsewhere. The best and brightest of their generation, they changed their surnames to Seven to keep the memory alive, and set out to survive in a galaxy where their very origin was deadly.

This is chronologically the first of six games set in the Eco Service universe, and it is intended to run them in sequence over a number of Cons. At the end of the sequence I will be awarding a special trophy to the best overall player. The first game, but the second chronologically, "Waves of Joy", ran at CANCON 97 (and will be run again in sequential order), and participants in that game will have their performance taken into account in the overall scheme of things.

A single session systemless module for five players.

By LARRY

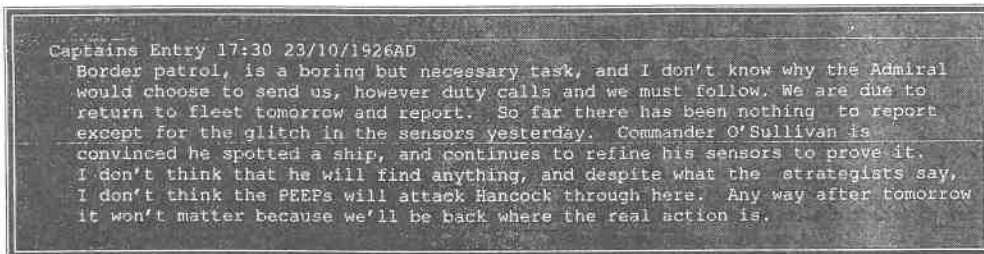
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To Fly With Honor – Part 1



Excerpt from the log of the RMS Edward ...



A one session BridgeCrew adventure for 8 fearless officers set in the in the worlds of David Weber's Honor Harrington. You do not need to have played BridgeCrew nor is knowledge of the Honor Harrington universe required.

Limited to 12 teams, so enter early!

For more information contact Barbara Kearins on 02 6242 7500 or email on rodbarb@netinfo.com.au

Note: The freeform associated with this game is optional, but recommended for increased enjoyment

Spawn Reborn presents:

EBONHEART

The trinity of needs part 2

By Scott Walton and Daniel Wilks

I see these marvels of human invention

These towering Monoliths

Great buildings in themselves

Great monuments to civilised man

Yet in their eclipse

In the darkness and decay

Lurks a much different point of view

The shadows within shadows

The ever watchful rats

Oh, if only the vermin could tell their story to us

Educate us

Then again ...

One day ...

The Rats may rise

A single session Cthulhu/Theatreform for five players.

The second in the trilogy that commenced with SPAZMO at Phenomenon 1998.

You do not need to have played SPAZMO to play EBONHEART.

Limited to 14 teams, so enter early!

This game has an <R> Rating, and should be avoided by "fragiles".

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

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BACK TO BASICS

A High Fantasy Adventure for the Soothsayer Narrative Adventure System

The King, the Princess, the play-write and the dragon...

King Bungo and his court were recently enjoying the theatre of Silliam Wakesphere and his troop of performing poets. But while every teary eye and waxy ear in Bungo's court was fixed upon the adored play-write, his none-to-sylphlike daughter Brotunda was whisked away to Thunderclap Mountain, where she will apparently make a decent sized meal for the foul tempered Dragon of those parts.

The knight, the priest, the mage and the thief...

Sadly, no heroes presented themselves when King Bungo offered Brotunda's hand in marriage to whoever could rescue her from the dragon's jaws. With no heroes, Bungo grudgingly had to resort to adventurers. And that, according to the Amended Rules of Adventure Participation (Act 44c), meant finding a knight, a priest, a mage, and a thief.

But even that wasn't as easy as Bungo would have liked. Paladins weren't growing on trees in those days, so King Bungo was forced to knight a reluctant soldier for the occasion. And the only priest that The Church could spare was recently the subject of a rather surly investigation by the Department of Lecherous Behaviour. At least King Bungo was able to find a legitimate mage, who apparently caused a wart to appear on old man Wilson's nose last year. And, of course, once word was out that King Bungo was hunting for a thief, all criminal activity seemed to vanish overnight. But Bungo's constables finally managed to catch a young rascal swiping a loaf of bread. And so the Amened Rules of Adventure Participation (Act 44c) were fully satisfied, and Bungo was content that his assembled adventurers could not possibly fail. Besides, if they dared to return without Brotunda, he'd have their heads lopped off.

A Soothsayer adventure for four light-hearted, ordinary mortals.

Adult Content: BYO

Rules Knowledge: None (learn the basics as you play)

Characterisation: Loads

Seriousness: Not much

Presented by Critical Mass Studios

PO Box 252 Kent Town South Australia 5071

Tel/Fax: (08) 8296 0385

Written and run by sjb, Contact details as above.

Prizes for the best player of each character (based on Soothsayer's role playing award system). Prizes include posters, Soothsayer rule books and supplements galore.

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

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THOUGH I WALK THROUGH THE VALLEY OF DEATH



The young monk walks through the candlelit halls, oblivious to all except the studies that occupy his mind. The shadows on the walls and in the corners move and twist with the flicker of the candles as the student turns the corner.

For a time nothing moves. Not a sound is heard. It is too quiet. Suddenly a piercing scream rips through the peace and tranquility that seemingly resides in this place, a scream of horror, pain, and death...

For many years the Wandering Jew has fought against evil, sacrificing his sanity to guarantee the Second Coming of the Lord. But now, evil has decided to fight back.

England 1666. Recently returned from travels abroad, Cartophilus has decided to take up the mantle of leadership in The Library of St John the Beheaded for a time. But this time, something has followed him home.

Something that stalks the halls, murdering the keepers of forbidden lore. Something with a dark purpose...

A single session Call of Cthulhu adventure set during the life of the Wandering Jew for 4-5 monks who protect the secrets of the ages.

This is the third module of an open series. Knowledge of previous modules not required. Rules knowledge not required. Period knowledge is not necessary but can help.

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Freeforms and Live Roleplaying

The making of **THE EYE OF ARGON**

The Movie

The Freeform

WANTED: ACTORS

This is your opportunity to star alongside Arnold Schwarzenegger (“Grignr”) and Pamela Anderson (“Carthena”) in the upcoming film, “THE EYE OF ARGON”! Perform human sacrifice as a ruthless high priest! Play an elaborately-dressed palace guard who gets two lines before the heroic barbarian slaughters him with a rat’s pelvis! Utter such immortal words as “Damn you, barbarian!” “Away with the slut!” and “Rhubarb, rhubarb, ceremonial rhubarb!” Work for a pittance in the hope that you’ll be ‘discovered’!

Oh, yeah. We need film crew, too. It’s not glamorous, but we’ll pay you better than most of the actors.

A two-session freeform for 20 to 40 players.

Director: Mel the Redcap. Assistant script editor: Robert Barbetti.

Costumes? Yes!

Dress as your favourite fantasy cliché! (Whatever you wear, we’re going to miscast you...)

Blazing Guns and Schoolmarms

Will the railway make it through Apache territory?

Will the Cattle rustler be caught?

Will the schoolmarm marry the gunslinger?

Will the cattle Baron squeeze out the poor widow?

Will the Mexican finally accept a badge?

These and more stereotypical questions will be answered when...
the old west comes to town!

A 1 session freeform

By Robert Prior

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

Apartment Block B5.

"The Babylon apartment was our last best place to hang out. A badly maintained building 3 stories tall, located half way down the street. It's a port of call, home away from home for yuppies, students, hippies and the unemployed. Humans and fungus wrapped in two million bricks, all alone in the street. The Babylon apartment was a dream given form. It's goal to get us the hell off the streets at night. It can be a bogus place, but it's our last, best hope for a place to crash.

It was the dawn of the Age of Aquarius. This is the story of the last of the Babylon apartments. The year is 1960 something I think. The name of the place is Apartment block B5."

(Opening narration by Lou Monnari.)

A silly freeform based loosely on the TV show Babylon 5. Knowledge of the show is not needed to play, but it will help you understand the jokes. Contains Adult themes, Drug references. I'm not expecting violence but you never know. Nudity is up to the players, I didn't write any in. Course language, naturally, and yes it will be cut badly when it comes to television.

For character bookings or hints on costumes call Jim Vinton on (03) 9580 5993, between 7PM and 10PM Monday to Thursdays. You are not entered into the game until you submit your entry form to CANCON – booking a character is subject to your entry being received.

Please note this game is not meant to infringe the copyright of Babylon 5 and if anyone shows this to JMS, I'd just like to say it's a joke.

This game has been brought to you today by Blue Rose productions, The Adventurer's Guild, and the letter H.

The Hunt For Pink July - The Director's Cut

By Jessica Brisbane and a Pack of Idiots

Silently beneath the chill Atlantic waters, Russia's obsolete Whisky III submarine, the Pink July, is heading west.

The Americans want her. So do the Scots Nationalists. Not to mention the People's Liberation Army of Lower Ampere, various spooks, and assorted animal liberationists. As for the South Africans, well...

With total confusion only seconds away, the characters race across the Outer Hebrides on the most bizarre mission of a lifetime. The most incredible chase in history is on...

Now with new footage! Characters and scenes restored from the cutting-room floor! Digitally enhanced effects! And an all-new THX soundtrack! (And lots of irritating exclamation marks!!)

A single session freeform for 35 players, each representing a variable number of loonies. (Previously run at CANCON 95; the designer has jumped at the chance to make some improvements.)

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

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To Fly With Honor – Part 2

Message begins....

TO: Rear Admiral Mark Sarnow (For your Eyes only)

FROM: Vice Admiral of the Green Yancey Parks

By order of Vice Admiral of the Green Yancey Parks, you are to present yourself, your Flag Captain and executive staff aboard RMS Gryphon at 21.00, to discuss planning and tactics against the enemies of the Star Kingdom.

God Save the Queen.

Decode 4000.122.ok

Message ends...

INTER SHIP

A single session systemless freeform for 20 officers of the Manticoran Star Kingdom, meeting to discuss strategy and tactics. A meeting which will determine the future not only of the Star Kingdom, but also your own....

For more information contact Barbara Kearins on 6242 7500 or by email rodbarb@netinfo.com.au

Note: The Bridgecrew session associated with this game is optional, but recommended for increased enjoyment

On the 15th of August, 1885, an unofficial engagement party is being held in Paris for Sophia von Graetz, the Crown Princess of Pontevedro, and the Marquis Paul de Renard.

The evening promises to be memorable, with romance, royalty, magic, mad cousins, faerie, foreign dignitaries, intrigue, intriguing clockwork contrivances, countesses, champagne, mysteries, mistaken identities, polite conversation and a professional heraldic beast.

All that is missing is one of the guests of honour...

The Downcast Fiancé

A single session Castle Falkenstein Freeform
for 12 players

by Leanne Dempsey & Victoria Leaver

Knowledge of rules, setting or light opera unnecessary.

19th Century formal costumes nice but optional. Characters will be available at Registration, we recommend that you read them before the session.



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BY A RIVERBANK, WAITING

The last war saw the breaking of a centuries old empire, this one could see the victors of that war dissolve in the welter of a Jihad. The fanatical Shiites have been stirred into a frenzy by an ancient prophecy that speaks of the fall of empire as the time to rise up and destroy the infidels and backsliders, and bring the Prophet's true words to the ignorant of the world.

The armies are gathering on the border, old comrades reunited, new ones being found. As the storm cloud gathers on the plains to the west the burning question remains. When? And Where? But tonight the campfires are burning high, the beer and wine is flowing freely, old yarns and lies are being spun, and it is just a matter of waiting on a riverbank. Waiting for the scouts to come back with the time and place.

A single session Freeform for 25 warriors young and old.

(This is the 5th in the series that began with "A Very Gentle Man" and has continued through "Rose of Chivalry", "Wings of Blazing Silver", and "Slumbering Dragon".)

By Eric Henry and Larry

Sponsored by Dee's Comic Shop



For Whom the Wedding Bell Tolls

A Wyvern's Lair production

Twelve months ago, wealthy socialite Cynthia Lincoln-Vandersley was found dead... murdered, whilst the house was filled with her family and friends, there to celebrate her birthday. That same weekend, against her wishes, her son Douglas Lincoln Jr announced his engagement to his girlfriend Danielle Moreton. It was a weekend of intrigue, romance, and death. Surely it couldn't, wouldn't happen again?

*You are cordially invited to attend the wedding of
Danielle Jane Moreton
and Douglas Paul Lincoln Jr
at the Vandersley Family Chapel, Vandersley Manor,
Vandersley Island, Maine USA on July 10, 1986.
RSVP Vandersley Manor, June*

For Whom the Wedding Bell Tolls is a single session High Society Gathering/Wedding Freeform for 26 players. The game is based on events portrayed in The Vandersley Affair (formerly titled Black Death: Through the Looking Glass). Players need not have played that game to enter this freeform.

For Mature players only, as some concepts may offend.

Previously run at Conquest 98

For further details or character reservations (after you have entered), contact Richard Dennis on 03 9776 8992 or via e-mail wyvern@labyrinth.net.au

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999



**This space
intentionally
left blank**

An Egyptian tomb discovered recently in the Eastern Delta poses many questions. Whose is the sarcophagus carefully sealed in a burial chamber with the name meticulously erased from every reference? Is there any significance to the cat 'honour guard' in the ante-chamber? There may be clues and revelations in the 'Valley of the Cats' exhibit.

A one session live role play game for 10-15 players using White Wolf's World of Darkness system

a SHAL Production, previously play tested by members of Shadowkin
Contacts Ali Lawrie & Susan Hryckiewicz

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The Last Resort

A Wyvern's Lair Production

Life in the 21st Century is fast and furious. Buildings are bigger, aircraft are larger and faster, and the disasters are greater. For example, when the moon was blasted out of orbit back in 1999, or when the Empire State Building collapsed, or when the Thompson Tower became a column of fire. Oil rigs exploding, mine cave-ins; they are all bigger and would cause more loss of life and damage than any in the 20th Century, if not for the intervention of organisations such as International Rescue and the World Aquanaut Security Patrol (WASP).



When life gets to be too much to bear; when all the pressures of business and society in general become too great; people try to "get away from it all". And where, you may ask, do they go to escape from it all? On holiday of course! The wealthy go to luxury resorts on tropical island paradises, the French Riviera, and the Swiss Alps.

You have decided to take a two week break from the rat-race. Your destination - The Last Resort - the latest ski chalet resort (and the last ever to be built) in the Swiss Alps. Fully automated, you can ski, party, or just relax in the luxurious, comfortable

atmosphere that The Last Resort provides. Of course, there will be others like you (the rich and famous) also in attendance - but remember, this is a holiday! You have promised yourself that you will leave all the business talk, all the scandal and intrigue behind you, and just have a fun, relaxing time.

Of course, you always keep your promises, don't you?

A single session freeform full of intrigue, scandal, romance, heroes, villains, and just plain gossip. Set in a 21st Century luxury ski-resort in the Swiss Alps, for 19 wealthy patrons.

Based on characters and situations from The Thunderbirds (created by Gerry Anderson).

For costume ideas (no International Rescue uniforms required) and character reservation, contact Richard Dennis on 03 9776 8992 / 0417 529 906 / wyvern@labyrinth.net.au
Previously run at CANCON '93 and Conquest '93. Some Adult Concepts included.

SPLIT INFINITY

by Mike Walker

For the crew of Red Dwarf, a bad day is about to become worse...

The crew were horrified at meeting evil future versions of themselves. The crew unanimously decided to die rather than let destiny run its course. Their future selves obliged by firing on Starbug, killing everyone on board.

This still leaves a few questions unexplained. Why do both groups wake up stranded on a derelict spaceship surrounded by a field of unreality pockets? Who is the idiot that fired a bazookoid at the time drive and damaged it? More importantly, where did all the alternate versions of themselves come from? As Cat would put it, they look oddly familiar. Ace Rimmer, and the female crew of Red Dwarf are from alternate universes. But even Holly would have difficulty explaining the existence of the time anomalous, filthy rich Dave Lister, or the tangible hallucination of Dwayne Dibbley. So how the smeg can they get off this dump and reunite with Red Dwarf?

Perhaps not even time will tell...

A one session freeform for thirty desperate crew members
Based on the many versions of the characters from the TV series
Set between Red Dwarf VI and Red Dwarf VII

Knowledge of the TV series is not essential (But then what planet have you been living on?)

Health Warning: This freeform contains more than one Rimmer!

Pegasus Unlimited Production
(Previously run at Phenomenon 1998). Runs ONE TIME ONLY.



Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

Enter early for your chance to win a trip to Gen Con 1999

20 years on, and it's the Muppet reunion show, with our very special guest star Mr. Leonardo Decaprio. Raaayyyyyy.

THE MUPPET MURDER MYSTERY...

A single session freeform for 20 somewhat crumpled Muppets.

Contains Violence, Drug Use and Adult Concepts.

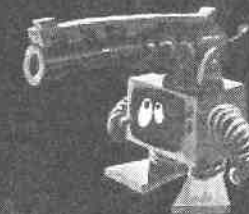
A Game by Four Fat Bastards.

(Adrian Regan, Andrew Smith, Graham Ramsay and Robert Young)

WELCOME TO THE WIDGET FACTORY, TWONKY. WE'VE A NEW ASSIGNMENT FOR YOU.

RoboRally: The Annihilation

WHO
WILL
BE
THE
LAST
'BOT
STANDING?



RoboRally as you've never played it before. Two teams engaged in 3-D, live-action 'bot warfare. Four 'bots per team, one Master Controller each, one full-sized factory floor board. Scream as your 'bot is falls into a pit, exult when you spill the motor oil of your adversary on across the conveyor belt. Quiver with the RoboRally twitch. You've never seen the face of fear until you've seen a grown man dressed as a cardboard robot.

Conceptual Design: ChaosBot XZ-121
Facilitation and Programing: PeteBot 120Y

Contact: Peter.Chen@anu.edu.au

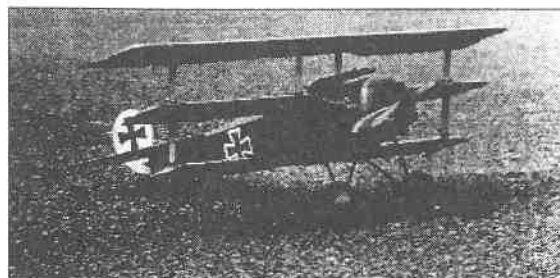
Violent Themes - Adult Language - Imposed Costumes

Remember – no weapons, real or otherwise. No smoking indoors, or within 10m of the doors

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Board games

FLOCK OF FOKKERS



"The sun bore down on the lone Sopwith Camel as it droned over no man's land. The plane was tattered from AA hits received during the escort mission. The mission had been a failure with the rest of the flight shot down in flames along with the Bristol fighters assigned to photograph the German supply dumps.

The Germans had jumped the flight as it neared the target. The novice allied pilots had been slaughtered."

Flock of Fokkers is a simple fast game recreating the mayhem of aerial combat over the trenches in World War I. The rules emphasise the feeling rather than the detailed mechanics of aerial warfare. To play, you need yourself and courage to fly against the Hun (or against the English if that's your inclination). No prior experience required.

Note: this is not a competition, but a free public participation game.

There are no prizes, just plenty of fun.

Games will run from approximately 10:00am through to 4:00pm on Saturday and Sunday.

No bookings required.



**DEALERS!
DEALERS!
DEALERS!**



Alternate Worlds



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Essex**



The Logical Choice

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Vampire players know

**our shop
sucks!**

AD&D players know we aren't **Dragon** the chain.
Warhammer® players know we are **Goblin** the competition.
Magic players know we **tap** the best cards.

Check out our stores or we'll publish more puns like these!

Logical Choice

Fun & Games

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Advanced Squad Leader (ASL)

A complex, tactical level micro-simulation board game which represents land combats in WWII. Using a wide array of boards with varied terrain and an overlaid hex-grid, 2 players confront each other as the overall commanders of small group forces in scenarios that are drawn from a rich variety of settings from the frozen wastes of the Russian steppes in winter, through the blazing heat of North African deserts to the steamy jungles of New Guinea. From tank duels in Kursk to street fighting in Berlin, from bocage to bamboo thickets, ASL allows players to challenge each other in a realistic game of manoeuvre, strategy and determination.

The 1999 ASL competition at CANCON will be run over four days (Sat-Tues) in two sections each of 2 days. Section 1 (Sat/Sun) will have four, half-day rounds and Section 2 (Mon/Tues) will have three rounds. Section 1 results will be used to select 8 finalists who will enter Section 2 in the finals play-offs. Those ranked 9 or below, will play in a 'repechage' competition in Section 2. (Players unable to attend for the full four days of the competition may be able to take part in Section 1 or Section 2 only, depending upon numbers who enrol.)

Play will be based upon some new and some pre-published scenarios, across a wide range of year/theatre combinations. Players who register in advance will be informed of the board, overlay and counter mixes needed for each day's play.

As usual, a variety of titles and prizes will be up for grabs, including the national individual title and the coveted State of Origin trophy.
Cost \$30 per player.



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"Josephine herself used to play some of these with Napoleon on cold winter nights."
Pierre Le Blonk (Retired Palace Guard.)

Games to be included are:

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| * History of the World | Settlers of Catan | Age of Renaissance |
| * Atlantic Storm | Britannia | And many others. |

This event costs \$30 per player.
For more information, please contact:

Mr Tony White
C/o Napoleon's Military Bookshop
358 George Street,
Brisbane 4000 QLD
Ph (bh) (07) 3229 1903

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Europa

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as well.

Join us at CANCON 21 to view these remarkably detailed and playable simulations and be part of recreating or changing WWI and WWII with our demonstration and teaching game.

We invite all to join us at our EUROPAFEST Barbecue on Saturday night.

Contact **Mike Tapper (02) 9626 6953** or **Steve Joske (02) 6295 1885**
for more details

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Balkan Front
First to Fight
A Winter War
For Whom the Bell Tolls
Second Front



War in the Desert
Narvik
Fire in the East
Lightning War
Scorched Earth

Europa

A/NZ EUROPA PRIZE LIST
CANCON 1999

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21st Australian Open Boardgames Championships

Organiser: Avi Solomon Ph: (02) 62812173 ah (02) 62037523 bh
Ph: (02) 93714481 Dec 25 to Jan 1

Event cost: \$39 per player

The 1999 Championships will last for 7 rounds of 4 hours each at 9.30 a.m. and 1.30 p.m. There will be a briefing at 9 a.m. on the 23rd and the Prize-giving at 2 p.m. on the 26th. All entrants will be included in all rounds (unless there is a bye). The draw for each round will be in accordance with a modified Chess Swiss System.

Entrants may vote on the game selection list below for up to 18 games. Games may be included if not on the list, but may not be included unless a balanced scenario is provided at the time of voting. For your vote to count to choose the 12 games and to be eligible for the \$50 cash Handicap Prize ensure your entry is received by the CGS by Monday 5 January 1999. From the voting, the 12 most popular games from different systems will be selected, scenarios of which will be posted to entrants as soon as possible. Entrants need to be prepared to play only 7 of the 12 games, and usually end up playing their top 4 games, which are ranked after the briefing. If you need a billet please contact me direct asap.

PLEASE DETACH AND RETURN WITH YOUR ENTRY FORM:

GAME SELECTION LIST

NAPOLEONIC

Eylau S&T 75
La Belle Alliance TSR
Ney vs Wellington S&T 74
Wagram S&T
.....

AMERICAN CIVIL WAR

A House Divided GDW
Chickamauga TSR
Glory
South Mountain WEG
.....

MODERN

Fifth Fleet VG
Fortress America MB
Korean War VG
NATO VG
Persian Gulf GDW
Second Fleet VG
Seventh Fleet VG
Sixth Fleet VG
Wurzberg SPI
.....

WORLD WAR TWO

Axis and Allies JEDKO
Cobra TSR
88 YAQ
Europe at War JEDKO
Krieg 3W
Leningrad 3W
Onslaught TSR
Panzer YAQ
Rise of the Luftwaffe GMT
St. Vith TSR
Squad Leader TAHGC
Storm Over Amhem TAHGC
The Russian Campaign TAHGC
Turning Point Stalingrad TAHGC
Victory in the Pacific TAHGC
World in Flames ADG
.....

OTHER

Cromwell's Victory S&T 101
Great Battles of Alexander GMT
Great War in Europe Comm.
Kaiser's Battle S&T 83
Lobositz GDW
SPQR GMT
.....

Name: _____

Phone: _____

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Card Games

STARWARS CUSTOMIZABLE CARD GAME

OFFICIAL TOURNAMENT

What to bring: 2 x 60 card decks, LIGHT AND DARK sides. Runs on Tuesday only.

Please note:

- Official tournament.
- Swiss system.
- NON-ELIMINATION.
- Games are a minimum of 1 hour duration.
- Great Prizes.

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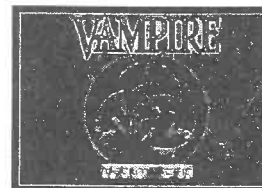
For more information, please contact the organiser:

Tim Sleigh
 AH (02) 6258 3470
 FX (02) 6259 2328
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The 1999

Vampire: The Eternal Struggle

Australian Championships.

5 rounds of struggling eternally to earn the right to involve yourself in the final round of the Jyhad, the winner of which shall be declared the VTES Australian Champion for 1999. (and there will also be prizes. We all love prizes.)

Runs Monday 9AM to 7 PM

For details contact the Prince of Canberra: k9405156@bohm.anu.edu.au

Or visit the Domain: Canberra homepage at: <http://www.geocities.com/SunsetStrip/Stage/5848/vtes.htm>

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People are already reserving their spaces for the famous Jedko auction.

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Alternate Worlds

is pleased to bring you
a plethora of card games:

Wyvern

Saturday 9 AM to 3 PM

Wyvern is a game of mythical dragons, treasure and dragon slayers, where players attempt to destroy their opponent's six zone battlefield positions.

Swiss style open tournament using the standard rules and restrictions as per **Wyvern Shadow #5**.

Babylon 5

Saturday, Noon to 5 PM

Babylon 5 is the last best hope for peace in the Universe. Each player represents a race in the struggle for galactic supremacy. Each race has their own agenda, whether it be peace, military conquest, diplomatic or psychic subterfuge. However, depending who controls the race (player) any option is available to each race.

Open tournament. Standard rules and FAQ's apply. Players may have a sideboard reserve of 20 cards, which they can use to modify their decks between rounds. There will be 3 qualifying rounds of 4 players, with the highest scoring players of each race going into a final round. Each round will have a 60 minutes time limit, (no time limit on the final).

Star Trek: The Next Generation

Sunday 9 AM to 3 PM

Star Trek: Next Generation is a game where players attempt to complete missions, whilst thwarting their opponent's attempts. Battle is always an option, but a last resort for the Federation!

Open tournament, with standard rules and FAQ's.

Legend of the Five Rings

Monday 9 AM to 3 PM

Legend of the Five Rings is a game set in a medieval mythical Japan. Various clans vie for imperial favour though both diplomacy and heroic deeds. Players can win in a number of ways, either by achieving a military victory and thereby eliminating the other clans, an honourable victory (diplomacy) or an enlightenment victory where a clan manages to retrieve all five rings.

Standard rules and FAQ's. Double elimination, alternating 1 on 1 rounds followed by 4 player multiplayer rounds.

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Highlander

Tuesday 9 AM to 3 PM

Highlander is a card game of swashbuckling sword fighting skill and devious subterfuge. Players assume the role of an immortal with their own unique abilities. The gathering is near, as all immortals battle for "the ultimate prize", to the death. The game takes minutes to learn but longer to master. Don't lose your head.

Open tournament, double elimination format. Each player can lose one game and still be in the running, unless you lose your head, from a head shot attack. Standard rules and FAQ's will apply. Nexus members will gain a world ranking and bonus prizes. (Players can join Nexus at the convention).

Card Bonanza

A number of demonstration card games, L5R, B5, Highlander, Dragon Hunt, Wyvern, Wizard, and Star Trek: The Next Generation will be held throughout the Convention in a variety of formats to teach all who are interested in learning any of these fantastic games.

A charge for purchase of cards may be incurred.

Sponsored by Alternate Worlds

For details on any of the above tournaments, contact

Joe Italiano

Alternate Worlds

76 Chapel Street, Windsor, 3181, Vic

(03) 9529 2255 ph (03) 9529 2040 (fx)

Email: aworld@labyrinth.net.au:

Mythos

Mythos is the collectible trading card game designed and published by the makers of Call of Cthulhu, Chaosium. It features horror elements and an involving investigator based style of play which is often appreciated by roleplayers. The Mythos events at CANCON are pitched to attract roleplayers who dabble in card games rather than hardened card sharks. We are looking for absorbing, exciting play, rather than carefully designed "killer" decks.

Sealed Deck Event – Sunday 9AM to 3:30 PM

Participants obtain a starter deck (and perhaps some boosters) of Mythos cards. As only these cards may be used there is no disadvantage for those who do not have an extensive Mythos collection already, indeed this event offers an opportunity to play the game and obtain some cards cheaply. The details of exactly which cards will be used, and the full cost involved will be available at the convention (Sealed decks will be at least 20% off RRP, but with the dollar the way it is at the moment, the RRP will not be known until the convention). New and inexperienced players are welcome.

Open Deck Event – Monday 9AM to 3:30 PM

Participants must provide their own complete Mythos decks of 60 or more cards (containing 20 points of adventures which can be completed). While standard tournament rules will reward the overall winner as usual, additional awards will be given for the most interesting deck and for the most enjoyable player. A special award will be given for the most extreme adventure completed (Save the World, anyone?) and particularly cool card play will be similarly rewarded on the spot!

Both tournaments will be scheduled 6 hours blocks. Rounds will be 50 mins, with an hour to prepare the sealed deck. Organised by Karl Lommerse. Phone (02) 6286 5599 6-10pm for enquiries

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1999 Magic: The Gathering at CANCON

Formats

Saturday

Urza's Saga Constructed
70 minute rounds

Sunday

Standard Constructed
70 minute rounds

Information

9:00am Start on Saturday and Sunday.

No elimination finals, number of modified Swiss Chess rounds will be determined by attendance.

Rules Enforcement Level 4

DCI Sanctioned.

Decklists will be required on both days.

For further information please contact me at czantides@ozemail.com.au or phone during office hours at 02 9599 0531.

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ACCOMMODATION LISTING

As a service to interstate attendees to CANCON, here is a listing of participating accommodation options, covering all price ranges. Bookings would be necessary, as it is still school holidays. Prices are correct at time of printing, but check on booking. Mention you are attending CANCON, and you might get a special rate. Please think about supporting those who have supported us by buying advertising space.

Camping on-site at Exhibition Park - \$12 per night per powered site. On site caravans (4 berth) \$40
For further details, bookings and possible tent hire, contact Tim Sleight AH (02) 6258 3470.

Carotel Federal Highway Watson 6241 1377
Budget chain 2 ½ ☆ motel units \$55, cabins \$50 (+\$5 pp up to 4), caravans \$30.
One of the closest to Exhibition Park. Book early

Yowani Country Club cnr Federal and Barton Highways 6241 3377
fully booked Sat 23/1/99 but available rest of time. Cabin units at a good golfing venue.
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a Flag Inn 4 ☆ Check their ad for CANCON special deals!

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Kythera Motel 98-100 Northbourne Ave Civic 1800 680 020
single/double or twin \$77, deluxe \$87 add \$10 per extra person

City Walk Hotel cnr City Walk and Mort Street Civic 6257 0124
dormstyle \$18 pp to double \$57 \$10 per extra. One suite sleeps up to 8, other 5 or 6
Can't get closer to Pancake Parlour Book early

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