

An artist's impression of Sydney during the closing ceremony of the Olympics.



Avoid the mess. Come to Canberra for PHENOMENON.

Phenomenon would like to thank:

The Logical Choice
RPGA South Pacific Branch
Vurt.Net
Wizards of the Coast
Wormhole Games

Phenomenon 2000 is brought to you by:

Helen Brinsmead
Karl Lommerse
Stuart McLaren
Tracey Peart

You can contact Phenomenon on:

Mail: PO Box 308, Belconnen, ACT, 2616
Web: www.vurt.net/phenomenon
email: phenomenon@dingoblue.net.au
phone: Karl on (02) 6286 5599 (6-10pm)
karll@dingoblue.net.au

Phenomenon 2000 Banquet:

The banquet will be held in Sullivans, at the ANU, on the Monday night after Prize Giving. Tickets are \$15, but free if you are paying \$45 in registration.

ANURPS AND PHENOMENON PROUDLY PRESENT

PHENOMENON 2000



September 29 – October 2
Australian National University
Canberra, ACT

See us on the web at: www.vurt.net/phenomenon

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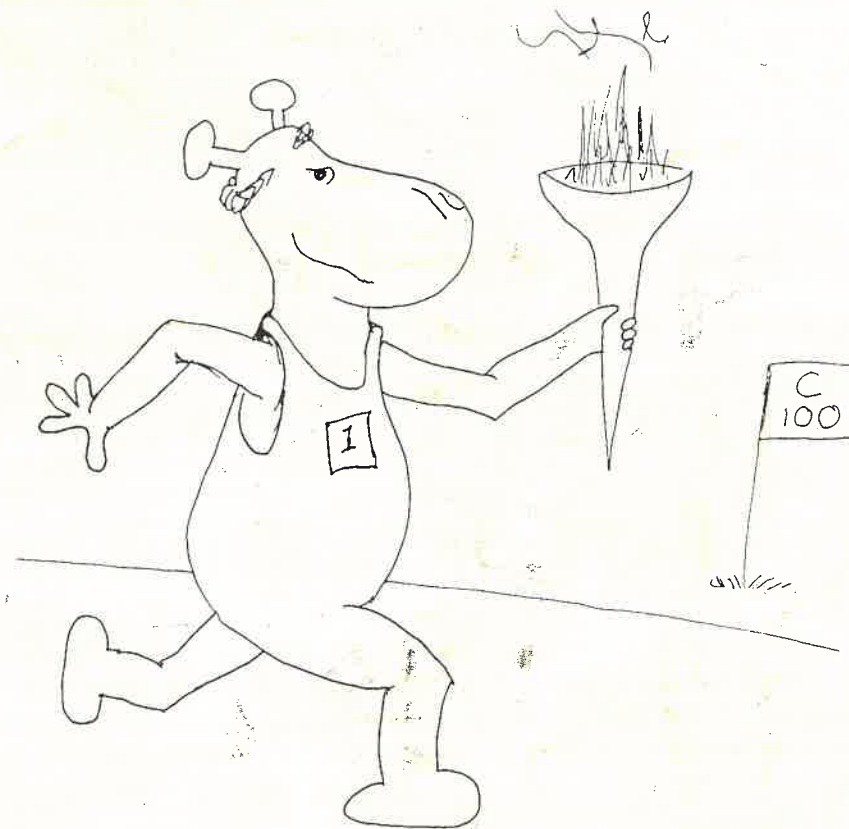
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Rules

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

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

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

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.

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

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.

Enter Early to WIN!

LATE DATE: 15 September 2000

As we've done in the past, Phenomenon is again giving you the chance to win if you enter before the late date. All the money paid as late fees will be raffled off to someone who has entered the con early. So make sure you get your entry forms in before the late date to avoid the late fee and give yourself a chance to win!

Note that designers of games at Phenomenon 2000 will be entered into the late fees raffle.

LATE DATE: 15 September 2000

Welcome to Phenomenon 2000!

It's been a while since I've written one of these, and the convention scene has changed quite a lot since I did. Phenomenon last ran as part of CANCON 21, in January 1999. Given when the introduction for CANCON 21 was written, it's been about 21 months since I wrote an introduction.

The convention scene, at least on the East Coast of Australia, has changed a bit in that time. Conclave ran twice and has now disappeared. Sydcon took 2000 off so that Necronomicon could run at Easter, but will be back in 2001. Necro moved to Easter to avoid the Olympics. ANURPS ran a roleplaying Festival in March of 1999, but was unable to run again in March of 2000. CANCON celebrated its 21st birthday in style, but for it's 22nd running decided to limit the type of roleplaying available at the con. And Arcanacon, which has long been running in July in Melbourne, has announced that in 2001 it will be running in January, at the same time as CANCON.

Phenomenon has itself gone through some changes. Some of the organisers of previous Pheno's have left, and new organisers have joined the committee. Together we've been working over the last few months to bring you the best convention we can.

Wizards of the Coast, the new owners of TSR, this year publishes Dungeons and Dragons 3rd Edition. Phenomenon is proud to be the official Australian launch for D&D 3e, and you'll see we have a number of D&D games, as well as other fantasy games. Our special guest this is Robert Wiese, the head of RPGA Headquarters in Seattle.

Phenomenon 2000 sees the return of the New Designers' Award, and as usual we have the Triptych award. We have a broad collection of games across a number of systems, as well as a mix of systemless games, from comedy to horror.

I expect Phenomenon 2000 to be as good as any in the past, so come along and enjoy yourself! I hope to see you all there.

Karl Lommerse

Any questions? Contact me on Email karll@dingoblue.net.au
or phone on (02) 6286 5599 (6-10pm weekdays only)

As part of our commitment to the development of the role-playing hobby and to encourage new writers to contribute their talent to the hobby, **Phenomenon 2000** proudly presents the

New Designers' Award.

Phenomenon is proud to offer an award for new designers. Anyone who submits a module for Phenomenon as either their first or second module for a convention is eligible to enter the **New Designer Award**. Australia has an innovative and experimental tradition in gaming. It should be noted that Freeforming and Systemless styles are Australian inventions. We urge all players to look to these writers and give them a try.

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

PHENOMENON 2000 is proud to present the seventh

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.**

You are Number 4,
I am Number 6

There are two pieces of cake left on a plate.
You choose the one on the right.
Why?

There are three empty seats on a train.
You choose the one near the front.
Why?

Two attractive people.
You choose the red head over the brunette.
Why?

A dead friend leaves you a mystery.
You choose to investigate.
Why?

You are Number 4, I am Number 6
A five player, one session module of self-doubt by Michael Hitchens

What is Honour? by Caitlin May

"...candidates will be required to answer a minimum of five questions during the course of the examination.

No texts or learning aids will be allowed into the assessment area.

Candidates will be examined on the accumulated learning they have retained throughout their years of study and not merely on their ability to regurgitate pieces of well-established information.

Some flexibility of thought and adaptability of action will be required and the candidates' successful application will depend to a high degree on their ability to do so.

Those candidates who do not successfully master the elements of the examination will be deemed unsatisfactory and will suffer the attendant penalties of failure.

Anything less than a Distinction level pass will be seen as immediate grounds for dismissal from the Cycle in its entirety.

A single session assessment for five applicants. Systemless.

Characterisation: 5 Rules Knowledge: 0 Adult Content: 5 Seriousness: 5

Citius Altius Fortius

- 2000AD

"It is frightening, to think how little we know about those who really have influence over us in this life."

Baron Pierre de Coubertin - 1929

"With the publishing of the Human Genome next year it has at last become possible to complete one of our core long-term projects."

The Bilderberg Council - 1999

"The important thing in life is to take part, irrespective of whether you succeed."

Representative of the Peoples Republic of China Olympic Committee - 2000

A one session systemless story -
Of 5 participants confronted with a future
in the new world order
by Tony Guyot



"The Swamp Continues" by **ANDREW D. CARTER.**

High above Kelfour's Landing lies the large Mountain Lake, the Keltarn. Because of its height, it is one of the few places on Quellbourne where rain falls freely. This has created vast swamps around some of its boarders. To some this cold, dismal place promises great wealth in the form of resources. Rumours abound of gold, eog and laen. But as always, great wealth only comes at great risk.

Many have set off from Kelfour's Landing in search of these riches. The few that have returned talk of only tragedy and heartbreak. Now the 'Council of the Magi' from the city of Quellburn has turned their attention to this god-forsaken area. A small-fortified outpost has been established. The Council has now cautiously set about exploring this harsh swampland. Gathering reports by all means possible, a disturbing pattern is arising. There are reports of giant creatures, hideous experiments, bandits, sohleugir (lizardmen), vampires, demons and stargazers. Most disturbing, however, is the evidence that some sort of mastermind is behind the horror of this place.

Now Lord Carlmund from Quellburn, First Bishop of Quellbourne is hiring hand picked brave souls to solve this 'riddle of the swamp'. Is this you?

The Year is 6,051 Third Era. Just over a year after the liberation of Quellburn.

Another **"ISAIAH 61"** Game.

A 'Quellburn Living City' game for many puzzle-solving players who don't mind a good fight. Good communication skills can be helpful but a sword or bow does get the message across nicely at times.

ALWAYS A NEW CHAPTER: 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.

DOWNLOAD CHARACTERS & INFO EARLY from our WEBSITE: <http://www.geocities.com/TimesSquare/Castle/7044/>



Chapter III: "The Flight of the Hudvaarks" by **Andrew D. Carter.**

After the defeat (again) of the Demon in the Garden, the heroes find themselves left alone in this shadowy foreboding dank underground cavern. The entities performing the dark ritual to free the demon have now been banished. The Demon itself dissipated and was forced back to it's own plane.

But what of this shiny door which now has been discovered? Chancellor Andon Merchantson looks at the strange etchings around the side with great interest. "They look to me like those ungainly hudvaarks. Those seabirds are all over the place back home in Quellburn!" interjects Beorn the Orphan Maker. "Well my friend, if you would only let me concentrate, we may find out" answers Andon, just a little frustrated. Lady Morgana the Enchantress, Andon's wife, leans forward touching the etchings and the area around them. "Stop!" shouts Andon angrily "Who knows what wards you may trigger?" "Well none so far" answers Morgana curtly, "and what are these feint runes, my darling, which you seemed to have missed which are around them mean?" Only Morgana's trained keen senses could have found such hidden clues. Andon looks again even more puzzled.

"Anyway, let's have a look behind this locked door" muses the Chancellor as he does the magical incantations to cast a Wizard's Eye. The eye forms and floats through the door easily. Sir Edwood the True, Sister Milfreyas the Gentle and her husband Brother Egur the Breaker now come forward. "Well there's light on the other side of it" says Andon. "What do you see" ask the others excitedly moving forward again. "There's chambers here with lots of weird...by the gods, there HUGE". "He's obviously not talking about his Wife's breasts now is he?" laughs Egur. Morgana tries to ignore him, as her husband just stands there speechless. Andon is jolted back to reality as the eye is suddenly snuffed out long before the spell should have finished. He turns to Bishop Carlmund who is also on this expedition, "My Lord, we must speak. I know not what I saw". The Chancellor's visage is grave.

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

Another **"ISAIAH 61"** Game.

THERE IS NO NEED TO HAVE PLAYED THE PREVIOUS TO ENTER!

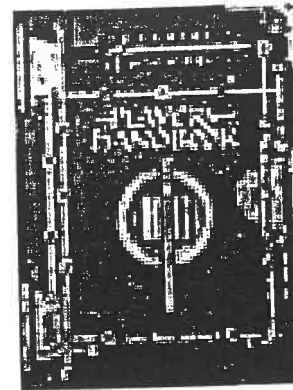
A One session DRAGONQUEST Adventure set in SHADOW WORLD for 5-6 puzzle solving players who don't mind a good fight. Good communication skills can be helpful although a sword or bow does get the message across nicely at times. **NO RULES KNOWLEDGE REQUIRED.**

Role-playing: Heaps. **Multi Forming:** It will be there. **Puzzle/Plot solving:** Plenty of opportunity.

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

Interested? Ring Andon, I mean Andrew "Arch Ensorceler and Enchanter" Carter, on (02) 96259613 before 9.00 p.m.

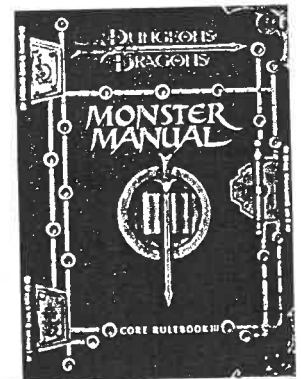
and look at our Website. **DOWNLOAD CHARACTERS & GAME INFO EARLY** from <http://www.geocities.com/TimesSquare/Castle/7044/>



Player's Handbook
August 10th, 2000

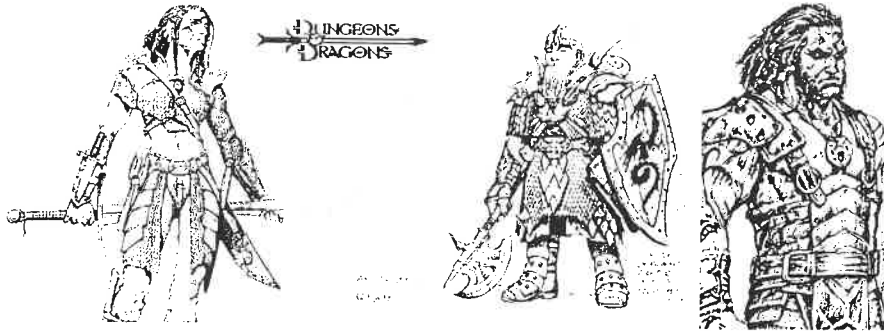


Monster Manual
October 16th 2000





August 2000 brings the long-anticipated release of Dungeons & Dragons, 3rd Edition. For many of us D&D gave us our first experiences at roleplaying, and the thought of a new version brings with it a sense of anticipation. But will it be any different? Will it be worth the wait, or will it just sap the wallet without much benefit?



PHENOMENON is proud to be the official Australian launch of Dungeons & Dragons 3rd Edition. Come along and try the new version of the rules yourself. Enroll in the 3rd Edition game written for Gencon, where the worldwide release of Dungeon & Dragons will occur, or create your own character for one of the ongoing Dungeons & Dragons campaigns – Living Greyhawk or Living Death.

Phenomenon and the RPGA present Special Guest Robert Wiese

Robert Wiese was the only RPGA staffer to survive the TSR layoffs prior to the WotC takeover. He is now the head of RPGA HQ in Seattle.

Robert is coming to Phenomenon to run some 3rd edition D&D, help with the introduction of Living Greyhawk to Australia and to answer any questions he can about the RPGA and D&D.

But more than that, Robert wants to take the time to socialise and talk with as many gamers as he can and to PLAY some of OUR games so he can see for himself how Australian gaming differs from North American gaming. Please make him feel welcome.



Cat's Meow

A single session 3rd Edition D&D game by Steve Hardinger
Organised by Geoff Skellams

Children of merchants of Waterdeep are being turned into zombies as they sleep. Ransom demands have been made. Is it a nefarious plot or just the usual rivalry between merchants?

An adventure for characters of approximately 7th level, characters provided.

For interested RPGA members, this game will be offered as a Masters game in at least one session depending on numbers.



The Reckoning

A single session Living Greyhawk game
by John Richardson and Sean Flaherty
Organised by Mark Somers

A local merchant asks you make a simple trip to retrieve an heirloom from his family farm just north the city of Greyhawk in the Cairn Hills. What awaits is more than you had bargained for. An adventure for beginning characters.

Uses 3rd edition D&D rules.

Character creation help will be available at the con (but BEFORE you start your session).

GENRE MANIPULATIONS &



PRESENTS

LIVING DEATH – PHENOMENON 2000

Ring Around

A one-session Living Death™ Adventure, for 4-6 heroes by Claire Hoffman
A "World's Fair" Module

1893 – Early July – Chicago, Illinois

An exhibition of grand magnitude set in a world that teeters on the brink of financial chaos. The Columbian World Exhibition, otherwise known as The Chicago World's Fair of 1893. A melting pot of humanity and a exhibition of much that is technologically advanced, and much which is culturally unique to various areas of the world. The problem with moving artefacts from one part of the world to another is that there are some who don't like artefacts being moved, and there are those would stop at nothing to ensure that those who move them are punished. There are also things, which are awakened by such a move. Things of fiery disposition and seeking vengeance.

A postcard of a building at the Fair, with tickets to the Exhibition, was delivered in the early mail. The letter was scented with a cloying perfume, that of wild roses:

*"Cousin,
Looking forward to your arrival Sat. I know how important tea time is to you, so I found the perfect place, the French Bakery!"*

Richard R. Finch"



The 1893 World's Fair: Where some things old are new again.

Living Death™ is the RPGA's Convention-based Horror Campaign
Characters are pre-generated and should be arranged before the start of the game
Character Pre-Generation system is available from:

Craig Walker (genre@tig.com.au – 02-95500815) and John Grierson (research@tig.com.au)



Carpe Tigris

By Chris and Mark



Somethin' seems to be buggin' Claudia Tyger. But null perspiration, chummers. She's chilled and she's organised a meet with you to discuss a job she's scored.

Carpe Tigris is a two round Virtual Seattle game for 4–7 (preferably 5) skilful shadowrunners.

This game is brought to you by The EGD and Naughty Weasels.



Another Day at the "Office"

SHADOWRUN

GM: What would you call a Shadowrun that doesn't involve "Shadowrunners"?
Player: Normal Life?

GM: There's nothing 'Normal' about this day...
It's 9am, Tuesday October 12 2062!

Do you know where you are?

...as you come around you can hear a beeping sound, this place smells very clean - sterile in fact, you feel stiff and sore all over... You slowly open your eyes and discover you are on a hospital bed, there are curtains on three sides and a wall behind. The beeping sound is coming from the bed's monitor panel near your right shoulder. From what you can see you would guess you have been in a fairly major accident of some form... Within a minute or two of your coming around, the curtain at the foot of the bed opens and a Nurse steps to the side of your bed. He checks the panel and shuts off the monitors audio functions...

Well now you know where you are...

But the big question is...

Why are you here?

A five player simplified 'Shadowrun' set in a ward of The Canberra Hospital.
Little to no rules knowledge required but some 'world' knowledge would be helpful.

Brought to you by: **CrashWerx**
Written by: **CypherFox** (Rick Clery)
evilrick@dingoblu.net.au

Phenomenon 2000 Entry Form

Player 1

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

1	2	3	4	5	6	7	8	9

Player 2

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

1	2	3	4	5	6	7	8	9

Player 3

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

1	2	3	4	5	6	7	8	9

Session Availability: If a player is unavailable for a session mark the grid under their address block with their unavailability.

Friday	Saturday	Sunday	Monday
	9am-12pm Session 2	9am-12pm Session 5	10:30am-1:30pm Session 8
6pm-7 pm Registration	1pm-4pm Session 3	1pm-4pm Session 6	2:30pm-5:30pm Session 9
7:30pm-10:30pm Session 1	4:30pm-7:30 pm Session 4*	4:30pm-7:30pm Session 7	6pm Onwards – Prizing and Banquet

*"Blood is thicker than water" may finish later than 7:30pm.

Team Name: _____

Player 4

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

1	2	3	4	5	6	7	8	9

Player 5

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

1	2	3	4	5	6	7	8	9

Player 6

Name: _____

Address: _____

Phone: () _____ (a/h) Email: _____

Signature: _____

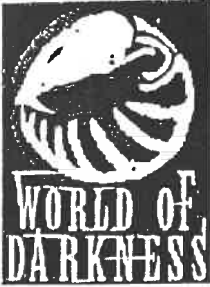
1	2	3	4	5	6	7	8	9

If this entry form does not contain your full team, please attach a sheet with the names of the other team members. All teams will be filled with individual entrants UNLESS YOU TELL US!

Note: if Phenomenon needs to contact your team we will start with Player 1, then 2 etc, until we contact someone.

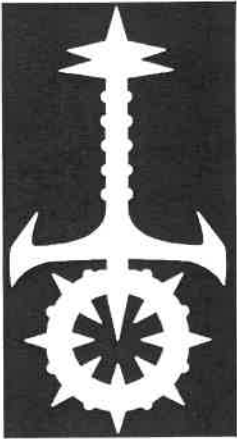
Cheques payable to Phenomenon Labs - PO Box 308, Belconnen, ACT, 2616

WORLD OF DARKNESS



The release of White Wolf's World of Darkness birthed a new age of roleplaying. Few games, if any, had attempted to bring the angst into a game that Vampire: The Masquerade, or Werewolf: The Apocalypse did. Not all gamers like the style of game that World of Darkness supplies, but there are many who did. And White Wolf made a lot of money from the games, making it a very well known roleplaying company in very short order.

Phenomenon 2000 has a trio of World of Darkness games to present to you, including White Wolf's most recent addition - Hunter: The Awakening.

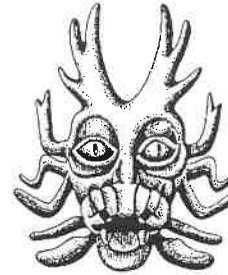


Délvidék

Summer AD 2000...stymied in Kosovo by NATO interference, Serbian President Slobodan Milosevic still needs further military victories to placate his ultra-nationalist allies. He looks north, to the province of Vojvodina and its ethnic Hungarian minority population. It's the same old story, as old as the Balkans themselves.

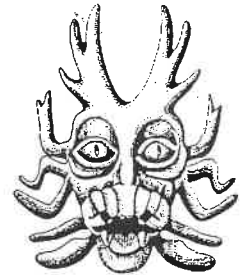
Beings also as old as the Balkans look on with displeasure as the Serbian army moves into their ancient territory. But even they may not be strong enough to stand against the cruel tyrant of historical inevitability. Or Serbian tanks...

A single-session *Vampire: The Masquerade* (3ed) game for 5 Balkan vampires, by Andrew Smith



Palliative Care

*Oft, in the stilly night,
Ere Slumber's chain has bound me,
Fond Memory brings the light,
Of other days around me.*
Thomas Moore, 1815



Nothing much changes here. During the day, if you are lucky, you might get to watch TV or read a newspaper, not that that makes much sense any more. At night, secure in your ward, you only have the smell of Lysol, the hum of generators and the occasional distant sound of the outside world to keep you company.

Recently, however, you've been troubled by strange visions and queer notions – something has upset your ordered wait in the departure lounge. Some of the staff seem, if that's possible, less friendly...less human. You mentioned it to the Doctor on your weekly visit, but all she suggested was more pills. Perhaps it's time you got involved in an activity that wasn't scheduled or monitored.

A 5 player simplified Hunter game set amongst the residents of a nursing home. Loosely based on some of the ideas of Phillip K. Dick and Ian Watson. Some adult concepts, but no graphic violence, sex or that awful racket they call music these days. Whatever happened to a nice tune anyway?

Not a great deal of game mechanical knowledge necessary.

For further information e-mail Peter Johnston: sluagh@dynamite.com.au.

Paradise Lost

Once, it was a true paradise.....

Now, Terror stalks the streets

and past sins have returned

to haunt the citizens of Paradise

A single-session *Werewolf: The Wild West* game for five brave champions of Gaia.

By Stuart McLaren

Other Side of the Rainbow

by Mike Walker

Why are there so many songs about rainbows
 And what's on the other side?
 Rainbows are visions, but only illusions,
 And rainbows have nothing to hide.
 So we've been told and some choose to believe it
 I know they're wrong, wait and see.
 Someday we'll find it, the rainbow connection,
 The lovers, the dreamers and me.
 Kermit the Frog, The Rainbow Connection, The Muppet Movie

When a young princess falls from a prismatic rainbow in the sky, the peaceful muppet kingdom of Embria is thrown into confusion. She claims to be Alanna, crown princess of the mythical realm of Amber, and in hiding from her wicked Aunt Fiona. Alanna brings knowledge of a reality beyond Embria, and her arrival poses a number of questions. Is the wise King Kermit actually a puppet king, controlled by dark and secretive forces? Are unseen hands manipulating the destiny of every muppet in Embria? Is it possible that they are all only a figment of someone else's twisted imagination? And if so, does freedom lie on the other side of the rainbow?

A humorous look at the nature and perception of reality...

Princess Alanna, King Kermit, Lady Piggy, Prince Robin the Brave and General Sam Eagle
 An intense one session multiform for five players
 Based loosely on the Amber Diceless Role Playing Game System,
 Concepts presented in Roger Zelazny's Amber Chronicles,
 And characters from Jim Henson's Muppets
 Knowledge of the books or characters is not necessary

A Pegasus Unlimited Production

YΔ80ΛΔ|||WΔH-X'0X6●□0▽LJY†X≡⊕†Y

Three Lunar Teenagers from Prax take the holiday of a life time to the Pentian frontier. But there are greater dangers than outlaw Orlanthe lurking in the night.



A SINGLE SESSION FROM DUCKS
 GLORANTHA 2020 TILL DAWN
 FOR FIVE BY ANTTI

2 † 40

YΔ80ΛΔ|||WΔH-X'0X6●□0▽LJY†X≡⊕†Y

Ezekial Ch34 v 16. "I will search for the lost..."

MEMO:

TO: Brother Micah, New England Chapter.
 FROM: Brother Charles, London Chapter.
 SUBJECT: The recent upheaval.

As you are no doubt aware Our inestimable leader has disappeared after recent near cataclysmic events. As he had the last contact with your Chapter we ask that a search be commenced urgently to ascertain his current whereabouts. As you would know, standing orders require that unless our leader contacts one of the chapters within a two month time period from a nexus event he must be assumed missing or in difficulty.. You are requested to undertake an immediate search for his whereabouts and status. Use all the facilities at your disposal.

A private memo.

Micah, you are aware that our brother was in difficult spirits just before this last event. We suspect he may have succumbed to the demons within. The trail will be cold but you must do your best. He is at his weakest in these dark hours and portents reveal that another nexus is fast approaching. Go with God.

A single session 1890s Cthulhu by Michael Corbin for five players.

Through Mortal Eyes

In the streets of Canberra, something lurks in the darkness.

The citizens of the city scuttle to safety, all too aware that tonight something stalks them.

Something evil, something sinister, something...

That is *very* hungry.

A single session systemless game for two to eight players.

A game that involves the concept of Vampyres, but from a human point of view
 Player discretion is advised as this is a horror genre where

Vampyres are not nice creatures.

Rated: M (Horror, Violence, Course language, Potential "Adult Themes")

Written by Chaedy Ritherdon

For more information: (02) 955 00 815 or (0416) 248 901
mortal-eyes@goplay.com or <http://people.goplay.com/mortal-eyes>

Bad Reception

Is AUNTY Glenda talking to AUNTY Beryl, after what was said at Shane's wedding?

Will UNCLE Alfred get DRUNK and embarrass the bride?

Is the bride PREGNANT with another man's child?

Will the alcohol hold out?

Welcome to Bad Reception, a 1 session freeform for 25 players, written by Emma Coen and Peter Eisler.

For costuming and character reservations please email emmacoen@hotmail.com

Previously run at Sydcon '99 and by invitation at Newcastle University Gaming Society.

ONE NIGHT IN BAGHDAD

The swirl of a veil, the shifting sands, the cries of the marketplace.

These are the sounds of the mystical east.

A 15 player freeform for Visiers, Harem girls, Eunuchs, Favourite wives, Beggars and ten thousand Elephants.

Written by Emma Coen and Peter Eisler.

For costuming & character reservations, please email emmacoen@hotmail.com

Armageddon? Outta Here.

Sender: god@heaven.org
27/02/99 21:45:42

Luke,

Good point. I'll get Michael to draft something suitable to go out over both our signatures.
Yahveh

Sender: satan@hell.com
27/02/99 21:44:47

Yeah, I'm happy to have Buddha chair the meetings. He doesn't have any particular axe to grind. Might be an idea to get the other interested parties involved, too. We should be able to snow them without too much trouble, but if we leave them out they'll make waves later on.
Luke

Sender: god@heaven.org
27/02/99 21:37:46

Luke, it's good to hear from you after all this time. An excellent idea. However, I'm sure it's going to take some heated discussion before all the details are agreed to our mutual satisfaction. I think we may want to appoint a neutral chair. I suggest Buddha.
Yahveh

Sender: satan@hell.com
27/02/99 21:34:48

Hi Yahveh, how's tricks? Listen, god, the deadline for this Armageddon gig is getting pretty close, you know. How about you get your people to talk to my people and start sorting out some details?
Ciao baby
Lucifer

A comedy freeform for 25 deities, demiurges, and anthropomorphic personifications. By Jessica Brisbane and a Pack of Idiots.

All things Great and Small

In the golden age of peace and prosperity, what is there for men of action to do...but to clean up the mess of others. Their sewers have been a dumping ground for generations. The time for purification has come.

Meanwhile, elsewhere in the city, rival religious factions have despaired of talk – action speaks louder than words.

A 1 session Ravensnest for Demigogues, fighters, priests, and anyone else who doesn't mind treading through sh_t (i.e., 20 players)

By Greg Rickards, Robert Prior and Antony Fletcher

Return to Hanging Rock

On Saturday 14th February 1900 a party of schoolgirls from Appleyard College picnicked at Hanging Rock near Mt. Macedon in the state of Victoria. During the afternoon several members of the party disappeared without a trace.....

Three weeks ago, you received a letter from Charlton & Cook Enterprises inviting you to a function at Hanging Rock on Monday 14th February 2000. You have always had a morbid curiosity concerning the events that unfolded 100 years ago - why wouldn't you?

You have heard the stories since you were in primary school, usually at family gatherings when no-one thought you were still awake. So you accepted the invitation, and now you are on your way to the very place that changed your family and rocked a community.

Return to Hanging Rock: a Systemless Freeform for 15 people.

Characterisation: 3/4/4/4

Supernatural themes: 3/4/4

Please feel free to contact the GM (Ali Lawrie) in advance for characters on:
als_happyplace@hotmail.com



Blood is thicker than Water

The Year is 1975.

The Vietnam War has ended...

And our soldiers return home, unwelcomed and unwanted...

But the Battle is far from over.

For the nights have grown long in the city of Canberra...

Restless shades have been playing havoc upon the fears and hatreds of the city's predators.

And now from the shadows stir claws seeking ancient foes

whilst polished shells of the finest silver are placed one by one into shiny black clips and a small handful of mortals stumble onto a far darker truth than they could ever imagine.

This is a game been run under the auspices of the International Live Action Role Playing White Wolf Fan Club, The Camarilla. They will be running a Troupe Game designed for a White Wolf "World of Darkness" crossover between Vampires, Werewolves, and Mortals. Mature themes will be dealt with in the game, and characterisation is valued highly. Costuming is also desirable. All characters will be pre-generated and will be given out at registration. Game designed for 20 to 40 players.

Note: This event will be scheduled to run on Saturday 30th September, in the last slot of the day (4:30-7:30), however it may run longer than the 3 hours allocated (up to 5 hours). This session is priced differently to other sessions, in that it costs \$7.50 to enter, but each entrant who enters before the late date may play in a World of Darkness tabletop game for free.



Busy Bees

A single session Dawn Patrol game
organised by Wes Nicholson

Missions galore and lots of chances to shoot down the other guy. A festival of bullets in the last session of the con.

Existing pilots and rookies are equally welcome. Rules knowledge is not required. This game counts towards the Australian Dawn Patrol Championship.

HOIST THE JOLLY ROGER

For Centuries the Ring Islands have been a haven for piracy in Yttaria. A place where the only law is that of the strong, and every man and woman is free to find their own destiny, or die trying. Where all you need is a fast ship and a loyal crew and untold riches are yours for the plucking.

But times are changing. The world is becoming more civilised, and the maritime nations will no longer stand the depredation on the their merchant fleets. The navies are making a concerted effort to stamp out piracy once and for all.

The Ring Islands are still safe, but for how long.

In the Islands' only permanent settlement, Port Blood, a Council of the Brotherhood has been called for the first time in decades. Its purpose is to decide what to do about the current threat. Will the pirates stand and fight as a united force, or will it be every man for himself?

This promises to be a night to remember. A night to meet old friends and old enemies. A night to forge new alliances and to settle old scores. One thing is for certain: when the sun rises on Port Blood tomorrow, one way or another, life on the high seas will never be the same again.

A single session Freeform for 27 assorted pirates, buccaneers, cut-throats, corsairs, freebooters, and various scum of the civilised world. This is the latest in a series of fantasy freeforms run at every Phenomenon since Pheno 2. Knowledge of the previous games will not help in the slightest (for plot purposes). Costuming is encouraged and will be greatly appreciated.

by Eric Henry and Larry

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Second-hand Stall

There will be a second-hand stall running at Phenomenon. Bring along your old roleplaying books (or whatever you think may sell), with a price list, and for a small percentage your stuff can be on the stall all weekend.

For more details email wes@dynamite.com.au