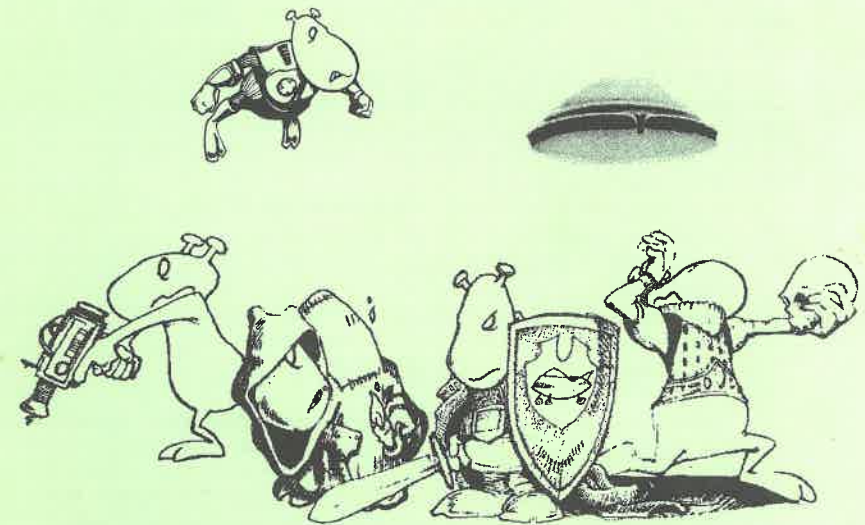


	Saturday 25 June	Sunday 26 June	Monday 27 June
9:00 - 12:00			
Lunch	Theatre Games	Seminar	Trollball
1:00 - 4:00			
4:30 - 7:30			Prize Giving
	Banquet		

'SERIOUS FUN'

PHENOMENON

A ROLEPLAYING CONVENTION



CONVENTION HANDBOOK

SATURDAY 25 TO MONDAY 27 JUNE 1994
 KARABAR HIGH SCHOOL, DONALD ROAD, QUEANBEYAN NSW



PHENOMENON SPECIAL GUESTS

- Ed GREENWOOD, designer, novelist,
 CREATOR OF TSR'S *FORGOTTEN REALMS*.
- BRIAN HUNGERFORD, playwright and
 INTERNATIONALLY ACCLAIMED STORYTELLER

PHENOMENON

President's Welcome

If you're like me, you usually never read this bit at the front, telling you all about the efforts, trials, and tribulations that went into making the con happen. I can't be bothered doing much of that, so if you're interested, you'll have to track one of us down, and pay for the drinks! For now, on with the show. So you've decided to come to Phenomenon! A good move, as there are about 250 of us here to share the fun, and being at the first Phenomenon will be something to tell the kids about. The games we've got, as you know, are wonderful. If you have the urge to play something extra, let us know, as we still have a few spaces left in some games.

Extra things to look out for are:

- Japanese animé videos (Thanks to Bruce Buckham for these.)
- The Second Hand Stall (In case you've lost one.)
- Dealers, dealers and more dealers.
- The Canteen.
- Lunch time events like Trollball, Ed Greenwood's seminar and more.
- The Banquet (for which there are still a few tickets.)
- All the other things I can't think of right now!

While you are enjoying everything that's going on, remember all the souls who put effort into making all this happen:

Roy Weissensteiner, Carl Sagan, Peter Rousell, Robert Oppenheimer, Wes Nicholson, The Old Ones, Jo Mendez, Marquis De Sade, Karl Lommerse, Noddy, Pieter Lommerse, Ingrid Jakobsen, Phillipa Hughes, John Hughes, The Dealers, Coke™, Lindsay Beaton, Big Ears, Ghengis Khan, Grant Allen, and Fugly the cat.

Enjoy!

Grant Allen
President
Phenomenon.

Special Note: Unfortunately, GRUNTS will not be running; you can blame Greg Toohey's bosses for being such ASSHOLES!!

Spellstorm

Welcome to Ed Greenwood's magical mystery tour. We're sorry, but this game is full, full, full! If you aren't on the player list and desperately want to play, see Uncle Wes about running it for you after the con some time.

To help you decide who you want to play in this one session game, here's a list of the characters. Based on this information, please be ready to tell your GM at the start of the session which character each person is playing.

Note: The characters do not know each other. Establishing personal relationships is your job, along with whatever the Baron has in mind for you.

Bralagar, a human priest of Tempus is a brawling, hearty adventurer. He collects weapons to donate to Tempus, but sometimes they find their way into his personal gear.

Brella Ifrost, a human fighter was born in Mulmaster but couldn't leave that hateful city fast enough. She doesn't really know what she's about, or where she's going.

Chandlara Flamestar, a human fighter was born to pirate parents who sold her into slavery. She escaped and has pretty much been on the run ever since.

Delthrar Dawnstorm a human ranger is always trying to serve Mielikki to the best of his abilities. He came to Amn for a rest from monster hunting.

Eithrene, a human wizard is light hearted and a bit of a joker. She doesn't suffer fools gladly and prefers the open road to the dusty old library.

Ildrem Thaln, a human thief is a Goth who went to Suzail to escape the "heat" where he was. He quickly decided to return to Amn, but a place where he wasn't known.

Lashantar, a human priest who worships Tymora, is more a church person than an adventurer. But, her goddess demands she go on the road to spread the word.

Maskar, a human wizard is a little less serious than his profession would dictate. He is irreverent and enjoys singing and whistling to pass the time.

Symbriil Cragar, a human thief who needs to lie low. She is in disguise as she's being hunted by several bands of adventurers she's ripped off.

Tashram, a human priest of Tymora is an adventure loving romantic. His grip on the harsh realities of life is not as rock solid as it could be.

Thorm Dunsheld, a human fighter thinks that a sword can solve all the world's problems. He works strictly for money, or has done until now. He never gets involved.

Zhond, a human wizard is quite haughty, even for a mage. His travels have pitted him against the Zhentarim time and again, and he loathes them. He is always on the lookout for a new spell.

Please be on time for your session, as your GM is not obliged to run overtime if you're late, although he will give you a full session if he's late. BUT, the con organisers won't let you run overtime if it's the final session of the day.

Sponsored by the RPGA

Divine Right

By Su Ogle and Dave S. Gobe

"And in times when the nations of Alpathia and Karmagia were united under the eyes of the Great God, it came to pass there was a reformation that went through the two countries and was upheld and accepted by the Karmagians. This then is how the two great nations came into being when at first they were joined as one.

"Despite their differences, the two nations lived in peace for many centuries, following their own interests and needs until a mighty calamity befell the lands. The earth was ripped asunder, the heart of the world bleeding a fiery tide over all. Alpathia, built on solid rock and rich in resources was little affected, while Karmagia, on much less stable ground, suffered a greater blow. Much of Karmagian coastal farming land was swallowed by the sea and the fiery tide.

"The second Reformation arose in this time of despair and the Karmegians adopted much darker ways. The church became corrupt and a grasping foulness, feared and despised. The priests turned from their people, turning the earth red with the blood of sacrifice.

"And it was then that the men of Alpathia turned to the Priests of Karmagia, saying 'Here, brothers, let us aid you in this time of crisis, for you are in dire need.'

"But the Karmagians were suspicious and finally replied, saying, 'Nay, we shall not take the scraps you offer. Is it perhaps, that you fear us and wish to buy us, lest we grow strong again? Know that you should fear us, for from this day Karmagia cries "War" to all those weak and decadent lands that do not look to the true faith. We do not desire to eat your scraps. Rather, shall we feast on your banquet, in your stead!'

"And thus, the first realm to fall under the fist of Karmagia was the barbarian lands of the Tunweyans, and Karmagia, sensing a quick victory sent forth its legions to the Great Forest, where the simple tribesmen dwelt.

"The Karmagian hordes assembled, but the skies above were darkened, and a huge storm such as none had before seen set upon them and halted their advance into the the forest. The storm abated at last and once more the army moved into the forest. No Tunweyans did they see, but as the first soldiers set foot amongst the trees a great chanting was heard and an ominous rumbling shook the ground. Then did a furious wail rise up and as it did the first line of soldiers was swallowed up by the earth, while those behind were smashed and beaten by the trees. Seeing this the rest of the Kamragian army did flee in terror, routed by unseen forces, and to this day no Karmagian has set foot into the Great Forest.

"The Arch Priest of Karmagia then turned their attention to their other neighbours, the Alpathians. The time of harvest was upon those lands and their preparedness was slight. The Karmagians rebuilt their forces, a terrible Armada and a mighty army. The forces of Alpathia were large, but crippled by their bureaucracy. In the end the battles resolved to stalemate and has remained so to this day.

"Throughout the generations the two nations have battled, but no lasting victory could be achieved. The priests of Karmagia became more evil in their deeds, and the priests and Bureaucrats of Alpathia more careful and secretive. The faiths of the two lands have faced each other across the gulf of war, and to my mind no Alpathian or Karmagian have ever met as brothers....."

.....being an extract from the Commentaries of Belzian.

You are in Pellon, the capital of Alpathia. Although your paths are very different they have crossed in the chambers of The Prim, the Lord High Priest of the Great God. He has offered you that which you desire most; the chance for revenge; the reclaiming of a past; a return to normalcy; promotion and a marriage to wealth and power (with sufficient funds to maintain both). You were each spoken to alone, but now have been brought together. You were permitted weapons inside the chamber of The Prime, brought as you were, virtually straight off the street.

The Prime's office is much as the man, impressive, but functional. The Prime motions for you to come forward and listen.

"I will be direct. Our generals fear that Karmagia is massing for a renewed attack on our lands. We believe that their Army has grown in strength and we may not be equipped to successfully repel them this time.

"Our recent visitor from Tunweya has rekindled research in the old writings. Information from the Commentaries of Belzian has revealed a power that we may be able to use to defend ourselves.

"In exchange for the discussed price offered to each of you I require that you travel to the Tunweyan lands and discover the nature of the power they possess. We know that they meet once a year at a tribal gathering referred to as the Convocation.

"You must travel through Karmagia to reach Tunweyan lands. Along the way I wish you to contact an agent of mine in the Karmagian town of Kael, located at the major crossroads. He has failed to report to me for the last year, so you must assess his loyalty and if he is no longer an ally you must dispose of him. He is known to me only as 'Ghost'.

"Also, just as we have agents in Karmagia, they, likewise, have their agents here. To help prevent any leakage of your mission only I will know about your departure and purpose. I will arrange for any supplies you need to be made available. You will leave here, after arranging for your equipment, and be taken in secret to the village of Wenton, near our border with Karmagia. The Convocation begins in seven days, and will last for twenty more days.

"Because of the need for secrecy, you will have to decide upon some cover acceptable to you all as to why you are travelling in both Alpathia and Karmagia. To help support this deception I will provide you with as much assistance as possible, as long as none but ourselves need know.

"Now, when you are ready, ladies and gentlemen....."

NOTE WELL:

The payers should provide their first referee with a short list of equipment they wish to carry between them, assuming they will be travelling for at least a week in the outdoors. This should include only 'mundane' items. Magical items, scrolls and only very limited potions cannot be acquired at such short notice.

They should also be ready to provide a cover story that they wish to use during the module (anything reasonable can be accommodated).

THE CHARACTERS:

VALIN: "The love of justice in most men is simply the fear of injustice"
DUC DE LE ROCHEFOUCAULD

SHAHEYLA: "Man did not weave the web-of-life, he is but a strand in it and whatever he does to the web, he does to himself"
CHIEF SEATTLE

SAXON: If a man hasn't discovered something worth dying for, then he isn't fit to live"
MARTIN LUTHER KING

WESTRAINE: "You should judge me not by my form, but rather by the degree of threat that I can be to you."
ERICA JONG

ZARIUS: "His had been an intellectual decision founded on his conviction that if a little knowledge was dangerous, then a lot was lethal."
TOM SHARPE

Sponsored by the RPGA

KAER VERGLODEN

by Australopithecus

We, the people of Sekurejo, have endure much hardship and suffering since the Horror Gulnak broke through the defences of Kaer Vergloden. Gulnak was eventually vanquished at the cost of many lies, and many more died protecting our fledgling village from various creatures and Horrors over the following thirty years. We, as a people, became very insular, concentrating our efforts on the development and safety of our village. This trait is still strong in our hearts and minds today.

Now ten of our youngsters are volunteering to reclaim the Kaer on behalf of our village, as a precursor to setting off to further explore the region. We, the Council, have decided to allow five of them to attempt the expedition into the Kaer. The five to go shall be chosen through a Council ballot.

We will not accept responsibility for the deaths of those who chose to take on the untamed outside world without understanding that which has made us what we are.

No one has entered the Kaer in nearly fifty years. It has been decided that anything they acquire from within the Kaer is theirs to do with as they wish.

Now go and prepare yourselves...the ballot is cast soon.

-Kethyr, Chief Councillor of Sekurejo, 1451TH

Kaer Vergloden is an Earthdawn single session introductory adventure for teams of five (5) players. This module will involve medium doses of combat, problem solving, characterisation and horror concepts in no particular order.

Now is the time of LEGENDS

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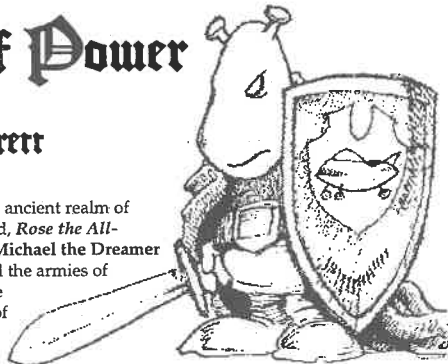
Remember - "It's not whether you win or lose, it's where you buy the game."

Just when you thought it was safe to go back into the Dungeon...

Five Words of Power

by Chris Barrett

The time was long ago, the place was the ancient realm of Hyperboria. The forces of the supreme god, *Rose the All-Mother* and her (admittedly fickle) allies *Michael the Dreamer* and *Bernard the Lost* have at last defeated the armies of the evil ones. *Kate the Healer* has seen the error of her ways and rejoined the forces of good, leaving banished forever he who had sought dominion over all Hyperboria — the Viceroy of Vice, the Duke of Depravity, the Evil One Himself, *Dark Trevor*.



All would have been well thereafter in Hyperboria, except for the entirely-to-be-expected loss of the inevitable artefact of great evil and destructive power. Yes folks, the *evil rune-carved staff* of Dark Trevor was broken asunder and scattered to the ends of the earth. As this provides an opportunity for it to be reassembled and once more employed by the servants of the Dark One, it is potentially a serious state of affairs for the people of Hyperboria. At the same time, however, it is a rare stroke of good fortune for the module designers, who would have otherwise been left without a decent *plot device*.

As this week's episode begins... we find five intrepid questers hot on the trail of the dreaded stick. Our small band of refreshingly amoral and impious adventures, inspired by the *mandatory ancient scroll of lost wisdom*, are now in possession of the first three parts. A troll, a few puzzles and a water hag were all that stood between them and a magic item of stupendous power. All seemed too good to be true, and that indeed is how matters really are. Parts four and five, according to the battered old scroll they have been following, are not going to be quite so easy. Yet without them, their three fifths of stupendous power become, in the words of the well known ancient rhyme of lore, three fifths of five eighths, etc.

There are distressing references to "the beast of fire and scale", "The Great Wyrn", and even "the eyes of evil". Even so, *Wannabea*, *Spider*, *Donald* and *Windle* are resolved to continue their mad quest. They hope to obtain the power to take spiteful *revenge* on their enemies, not to mention *wealth* beyond their wildest imaginings. The fifth member of the group, the renowned warrior *Biffostick*, can't work out why his friends are scared of a couple of worms. However, he gets to kill lots of interesting monsters, so he's pretty happy.

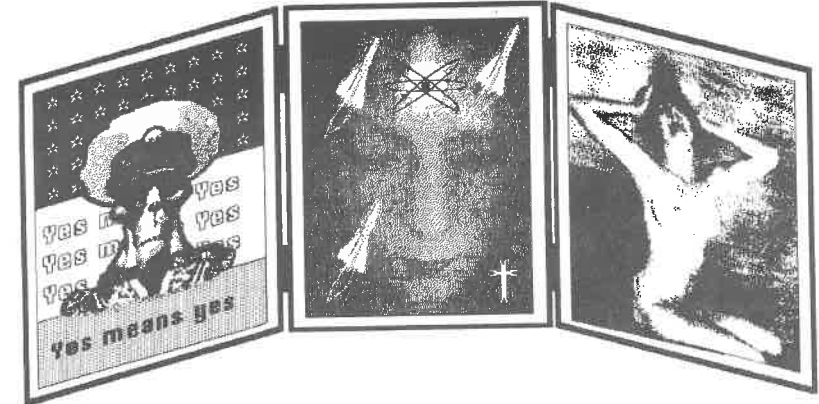
A 2 session, 2nd Edition AD&D module for five players.

Rules Knowledge: It would help, but not knowing the rules has never stopped referees in the past, so why let it stop you?

Characterisation: This stops the DM getting bored, and as such is always a good survival trait.

Combat: You might defeat the Great Wyrn in combat but I'll back the snake.

Scoring: We'd really like it if you finish the module, 'cause then we get to read out the good bits at the end. However, good roleplaying is an acceptable variation.



Ideas
in
Motion

Triptych

triptych (-k) *n.* picture or carving on three panels able to fold over centre, set of three associated works so placed, esp. as centre-piece; set of three writing tablets hinged or tied together; set of three artistic works. [f. *TRI-* after *diptych*]

Triptych — Ideas in Motion. Triptych — Ideas in Motion. Triptych — Ideas in Motion.

Phenomenon is proud to present our first *Triptych*. Every year, three experienced designers are invited to each present a single session module. Each scenario in this independent trio presents one perspective on a theme common to all three. Each is marked by innovation, intense characterisation and gritty psychological realism.

Triptych builds on the foundation of *Short Sharp Shocks* by updating the concept for the nineties. The focus is on contemporary issues and contemporary stories in a variety of different genres. Designers are encouraged to use whatever system or technique best tells their story.

Each module will be judged separately, but teams competing in all three modules will also be eligible for the *Triptych* perpetual trophy.

Sponsored by The Logical Choice



The Wyrms Footprint Presents



The Breaking

A Triptych by Ian Wanless

It was born in honest expectation.

A white dress and a black tuxedo.

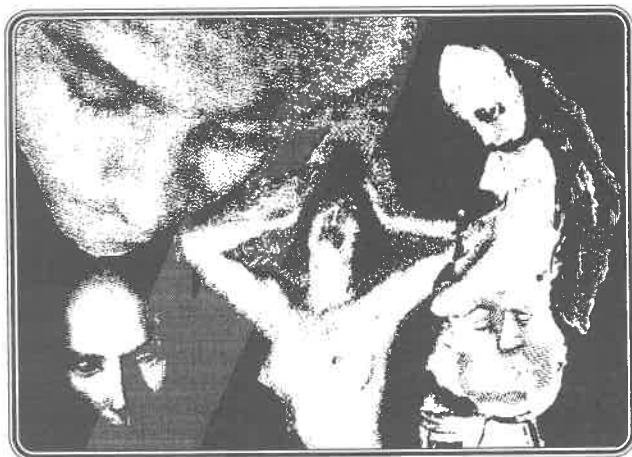
The moments between were not without colour.

But today, on the day of the dream dying

...there is only grey.

And divorce is a game the whole family can play.

Another confronting systemless drama from the author of *Lifelines*.
Teams of five. Age limit applies.



FADED GIANT

by Rob MacLean

What is Faded Giant?

Faded Giant is six months of forced inactivity in the only CES that gets CNN.

It's interviews with some of the 2,000 Russian immigrants who have entered Australia in the last 12 months.

It's an invitation to lunch with the emigre' Russian academic community at UNSW, who fortnightly gather to grill the last person off the plane.

It's hanging out with hucksters selling samovars and Orders of Lenin for hard currency at the Royal Easter Show.

It's six months of reading four newspapers a day and listening to the ABC after they think everyone is asleep.

In short, Faded Giant is a synthesis of concerns I have about the Pollyanne-ism of the early Nineties.

The big bad guy may have gone away but are we any better off?

Having stopped defining "Super Powers" in military terms, is choosing them on economic terms likely to have a different outcome?

My experience suggests the International Defence/Intelligence community went into shock, but it didn't die.

New threats are being found

- Regional Conflicts
- The resurgence of the Right
- Nationalism.

When there were only two sides you were either with us or against us - Now who can be so sure?

The players may have changed but the game remains the same.

Most importantly, all the pieces are still out there - just in the hands of different players.

Ideas
in
Motion

UNCLE JURGEN'S

HAPPY HOUR

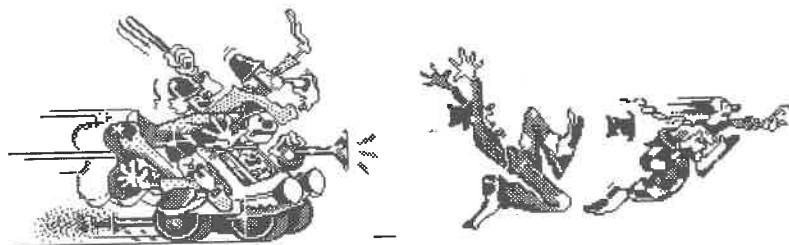


In 2016, the United Soviet States of America has harnessed the power of television to promote *correct thinking* in the nation's children. The program at the forefront of this education is —

UNCLE JURGEN'S HAPPY HOUR!

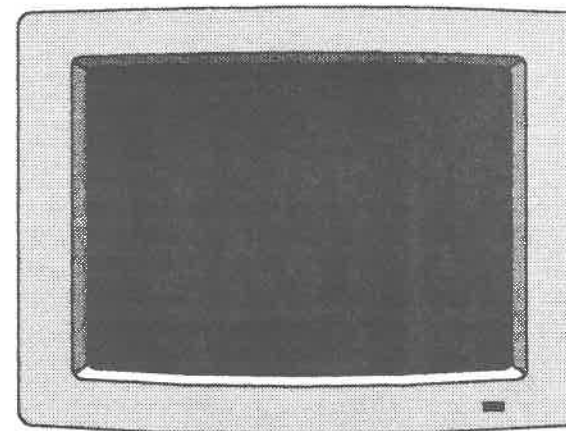
Join Uncle Jurgen and his faithful sidekick Klotski as they face their greatest challenge yet: the *Review Board*.

A single session *Triptych* for five heroes of democracy by Chris Slee



Interactive Computer Gaming

The History of Pentos



For over five hundred year the gates of the ancients have been closed. Sealed by powerful magic after a long and bloody battle, knowledge of the gates and the strange forces that created them have long passed into legend.

Now, somehow, the gates have been re-opened, and malevolent creatures from other worlds have begun to enter Pentos

Come play this 3-D, multi-player, real-time, interactive fantasy roleplay. Individual entry.

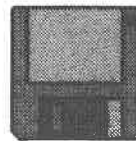
A Multi User Domain of MUD is played real time by a number of players over a computer network.

Phenomenon Storyteller Guest...

Brian Hungerford



Phenomenon welcomes **Brian Hungerford**, professional storyteller and playwright, who will be conducting a four hour **Storytelling Workshop** during the convention. Brian, a storyteller in the tradition of the Irish *seanchaí*, is a prize-winning dramatist and playwright with over one hundred stories and forty plays published. He is a regular contributor to Radio Australia, and was recently described by the ABC as "one of the world's most experienced storytellers".

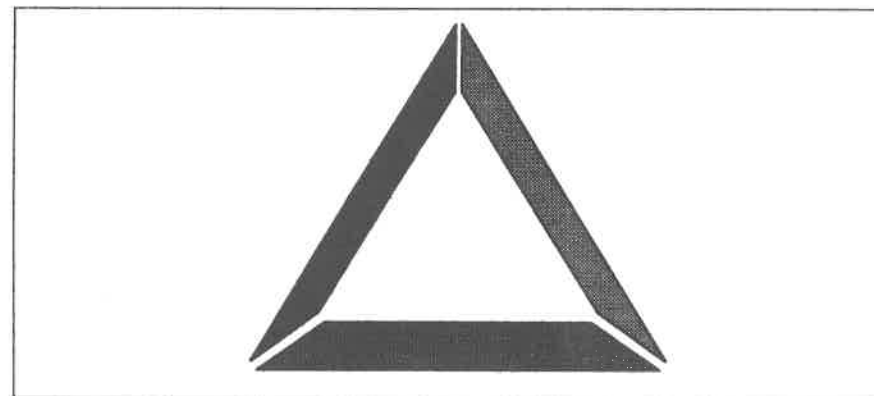


Mithril Software presents...

Bridge Crew Demo Game


Command the incredible energies of an interstellar starship in this computer driven demonstration scenario. *Bridge Crew* combines multiform roleplaying with computer hardware and software. Five player-characters operate command consoles as crew while another takes the role of Captain. This demonstration game will not be judged, and offers a choice of missions including **Convoy Escort**, **Planetary Defence**, and **Strange Phenomenon**.

Teams of Six. *Bridge Crew* is played on personal computers linked by serial ports. The software is available for purchase. *Bridge Crew* is a trademark of Mithril Software Pty Ltd.



COMICS	THE PHANTOM ZONE
THE PHANTOM ZONE	CARDS
GAMES	THE PHANTOM ZONE
THE PHANTOM ZONE	WHAT ELSE IS THERE?
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VALIANT.



SPECIAL 1

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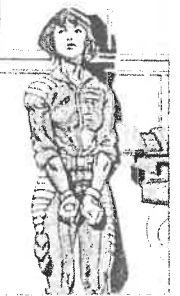
THE


H.A.R.D. CORPS

MISSION: FREEDOM

The Corps was created for the sole purpose of combatting the Harbinger Foundation, through which it's owner / controller Toyo Harada aims to shape the Human race into his view of how the world should be ruled - By him for the 'betterment' of Mankind. [Ofcourse, that was not what they told you when you volunteered. But then again, you had no real choice.....either join the Corps, or go back into an irreversible coma.]

After more run-ins with Harbinger Foundation Troops than you care to remember, or battles with their Elite Eggbreakers, you didn't mind so much that the implants that brought you out of a coma gave you access to Harbinger 'powers'. It sorta helps being able to turn Invulnerable at will, or hurl cars around and even fly, even if you can do only one at a time. It means you can match the Eggbreakers one-on-one in the 'powers' stakes. [...even if their average age is only 17, and only just because so of them are in their early 20s...]





The latest Mission is like most before, strike a Harbinger Foundation Databunker [Office] in Halifax, Canada, destroy all onsite resistance, raid the computer system and find out what the Foundation is really doing there and stop it. [It better not be an Eggbreaker staging area, but you know the Intelligence Unit, it probably is going by their record.]

Let's hope nobody dies this time round... [like Maniac or Superstar have, due to poor Intel or 'unexplained' power failures at inoportune times...]

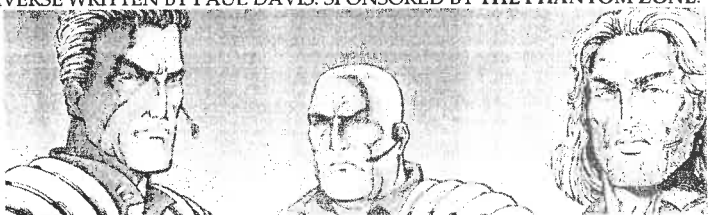
Good luck. [we'll probably need it...Again.]

[But what you didn't want to happen is now slowly slipping into Omen Enterprises orders. The Corps is slowly becoming more and more like corporate terrorists, hitmen and soldiers...told to obey orders without question, or else..Just like Harada's

Maybe what Gunslinger said is right, maybe it's time the H.A.R.D. Corps stopped working for Omen Enterprises, and do what we are supposed to do - keep the peace - throughout the world.

But How?]

A SINGLE SESSION MILLENNIUM'S END GAME SET IN THE VALIANT COMIC UNIVERSE WRITTEN BY PAUL DAVIS. SPONSORED BY THE PHANTOM ZONE.



• GHOSTDANCING •

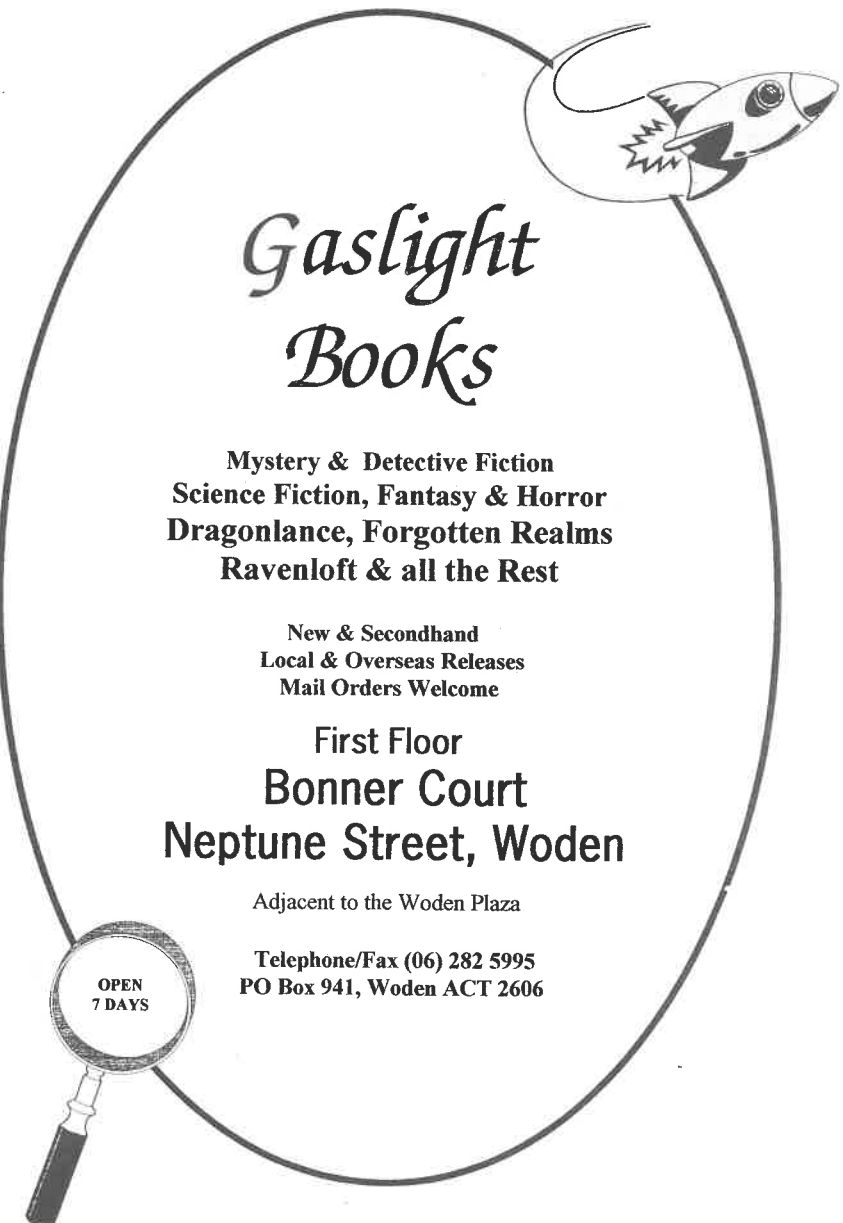
Say "Hoi" to Wildcat Security !! Officially formed two years ago, this group consists of a bunch of runners operating under the cover of a legitimate security firm. OK, so they owe the yaks a few favours for the fake IDs, but these things happen. It's gotten them into and out of more trouble than they'd care to mention. At least the pay's good.

Anyhow, here's the team ...

- Angel** 27 years old. The very lovely public face of the team. A skilled negotiator and good at using her looks to her advantage. Master (or is that mistress?) of the monofilament whip. She has an aversion to cyberware uncommon in the shadows.
- Black Lights** Age? An initiated elf Snake shaman. He is a secretive and cold hearted individual whose hobby seems to be prying into the secrets of others. He never forgets an insult and can be obsessive and vindictive.
- Duges** 22 years old. Part time decker, part time street samurai - full time hard case. Preferred weapon of choice: assault cannon. Meetings usually start behind schedule on account of his deliberate lateness.
- El Matadoré** 26 years old. A veneer of latin charm and stylish sophistication hides his tendency for violence. Formerly a bodyguard, he now prefers to initiate rather than anticipate attacks.
- Flash** 25 years old. A really nice lady in a dirty line of work. She's everyone's friend. The only magician in the group with a master's degree to prove her abilities. She has a propensity towards shapechanging into dangerous animals.
- Kat** 18 years old. The team's latest addition, she's a hermetic mage. A young woman who still believes it's exciting and romantic to be shadowrunning. Although learning fast, she tends to blunder in where others fear (or refuse) to tread.
- Mace** 37 years old. Initiated physical adept. A chain smoking, heavy drinking, paranoid cynic. He looks washed up but, being a physical adept, is in peak condition and can kill with his bare hands.
- Silk** 25 years old. A mercenary combat mage, the common opinion is that this lady would sell her soul to the devil if the price was right. She is living proof that you don't have to be a man to be a tough nasty bastard.
- Whisper** 26 years old. An initiated Cat shaman, originally from Salish-Sidhe. A compulsive womaniser, he has more female contacts than anyone else in the team. An all round sorcerer and a good friend of the spirits. He's cool. He's hip. He knows it.
- Worm** 17 years old. An attractive cosmetically altered troll who studies law and does runs to support herself. Bright and charismatic, she is the antithesis of the typical dumb ugly trog. Her knowledge of the law gives her the ability to use it to the team's advantage.

So what are these guys up to these days? Well, not long ago the team was contacted by a trusted fixer regarding, of all things, a haunted house. Given the number of magically active members in Wildcat Security it's not surprising that their talents were sought. A haunted house may not sound too tough but they know that in the shadowrunning business you can't take anything for granted.

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PORTAL ... a Post War Dreaming

Antti Roppola

*Be there when I feed the Tree
Belly.*

- Henry "Hank" Galloway, Surveyor.
- Alois Ritter, Survey Assistant
- Andre Jesselwicz, Survey chainman
- Lek Krisel, Survey chainman
- Archie Smith, Field Assistant & camp cook.

The month is June, the year is 1953. Five years ago, one of the world's largest engineering projects was initiated, the Snowy Mountains Scheme.

The Snowy Scheme is ambitious and daring. "The scheme" is a huge network of dams, tunnels and power stations that will eventually provide Mega-Watts of electricity, and water for irrigation. The enormous forces of nature are being re-directed to suit the whim of mere humans.

Due to a shortage of skilled labour, workers were sought far from Australia; in the ruins of post war Europe. Recruiters had no trouble finding men eager to leave the certain squalor of a ruined land for the uncertainty of a strange new land. These workers; others from places such as Canada and the United States, as well as Australians, found themselves isolated in the as yet undeveloped mountains.

Advance survey group 1953/23 is a small group including a surveyor and general workers charged with investigating and setting out the possible route for one of the huge tunnels that will eventually cross mountains. Already, crews are hard at work, cutting through the very heart of enormous mountains and records for hard rock tunnelling are set daily. Survey work continues at fever pitch to keep up with the flow of labour and materials.

The survey groups are among the elite of the SMA. While everyone else lives in the flimsy cabins that comprise the small SMA townships, you must last out vicious winter storms with canvas tents your only protection. While the conditions may be poor, the pay makes the hardship endurable.

The snows came early in 1953. One day you were slowly picking your way home over the Ramsgate range, the next, you found yourself pushing and digging your Landrover across deep drifts of snow.

Men have died in freak weather changes such as this, and by rights you are all apprehensive. The road is dark, and the wind is laden with snow. The snow gums leer over the road, branches and twigs reaching out to scratch like bony fingers. The mountains are angry. Fortunately, you have food and fuel, and there is a work camp nearby.

P.S. Thanks to whoever mis-spelled my name in the entry form - twice.

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The Games Cupboard

Specializing in a wide variety of Roleplaying games, as well as a range of Wargames, suitable for the novice to the expert.

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Join The Games Cupboard Phone Club, where we will notify registered customers on new arrivals in their specific areas of interest.

We aim to satisfy. If we do not have it on our shelves we will try our best to get it in for you.



Shop L33A Clock Court Woden Plaza

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Excerpt from the diary discovered with the body of Vinson Massif:

October 14, 1920: *Only two weeks now before we set out. The winter has been long and hard. But all of the problems which seemed insurmountable but a month ago have now been forgotten with the excitement of the preparations. Casten says that the dogs are in good health, and seem as eager as the rest of us to be off.*

October 15, 1920: *Casten has decided that it would be a good idea to take the dogs for a run. They have had little exercise during the winter, and the route we will take will be hard on them.*

October 16, 1920: *Casten and Bjorn have taken out half of the dogs for a run to Berkner Island and back. The round trip should only take them seven days.*

October 20, 1920: *Only one more week before we leave. The weather has been exceptionally good so far. However, we are still being cautious. The example of Scott's expedition is never far from anyone's mind. The weather when he set off was good as well. At least we are not going to the Pole. The dogs will also make a difference. If anything, our trip should be reminiscent of Amundsen's.*

October 21, 1920: *Our caution has been justified. A blizzard has come out of nowhere. Casten and Bjorn have not yet returned. We can only hope that the storm passes quickly. While they are experienced, a long storm will stretch their resources dangerously.*

October 24, 1920: *The blizzard has passed. All we can do now is wait. The storm was short, so Casten and Bjorn should not have had any trouble.*

October 26, 1920: *There is still no sign of the men or dogs. They should have returned by now. We will give them a little more time, but then we must go looking. I can not believe that we could get so close, and then miss our chance. If they do not make it back, then we will have to change our plans. With only half the dogs, it means that some of us will have to stay behind.*

October 27, 1920: *Thank God. They have returned, and in good health. The dogs do seem better for the exercise. We will have to delay our departure briefly, but we will be away before the end of the week. Tonight, we celebrate.*

October 29, 1920: *We leave tomorrow. Today feels special somehow. The last few weeks we have all been busy, preparing for the journey. Tomorrow, we will be leaving, and starting a bold new chapter in history. Today, with the preparations complete, it is like being poised on a precipice. Until this point, our future has been clear, mapped out. But from tomorrow? What will we find out there. Will it be what we have come looking for, or will we leave this barren land disappointed? Who knows what strange things we may find lurking in the heart of Antarctica?*

The Shadows Know

Sponsored by The Games Cupboard

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MON - THUR 10.00AM - 5.30 PM
FRI - 10.00AM - 7.00PM
SAT - 9.30AM - 4.00PM

Lighthouse Games Present

Sons of Turenn

by Gerry Huntman



It took only a few heartbeats to destroy a nation. The Redcoat cannonade and bayonette lines cut a thousand Highlanders to bloody pieces. The panic-stricken survivors, the remnant, fled in all directions from the Moor called *Culloden*.

Our Bonny Prince was last seen fleeing northwards, though we have heard naught of him for several weeks. May God Almighty protect him from the English foe, and if He be uncaring on the matter, may the ancient gods of our land protect him instead.

For all our dreams have come to *this*. Hounded for weeks, without leader or future, and now trapped like rats in an ancient ruin.

'Do not be affeared, my Celtish brethren', whispered the old wise one, 'do you not know tomorrow is Bealtain?'

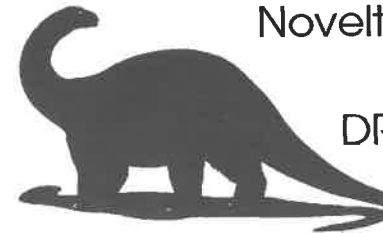
A magical tale of survival against the odds in C18th Scotland. Single session, *Cthulhu* rules, but that is as far as it goes. For five players who should wear tartan.

Sponsored by Dees Book and Comic Shop

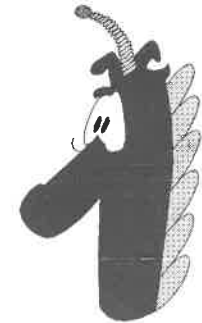
COME VISIT GERDUREICH PARK!!!!

Amusements

Novelties



DRAGON



DINOSAURS

Admission only 1 Gold per Adult, 5 Silver per child. Children not permitted unless accompanied by a responsible Adult. Children under the age of 5 free.

Uncle Dickies Souvenir Shop

This week only at Uncle Dickies we are pleased to announce that stuffed Triceratops* are 10% off.

*Purple only.

Come and see us at the Park!

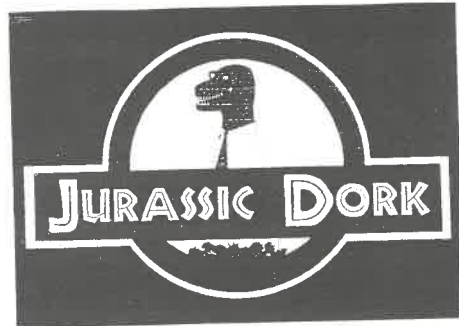
WIN A HOLIDAY

Every Person Riding the Super Whirley Gig receives a chance to win a free holiday to Reichfrandt Hotel¹

Free Gingerpop*

*With every Sycracorn if you present this Voucher at Sally's Pop & Rock Shop. Limit of 3 per Customer.

¹Only one entry per person, only valid during the month of Moonlight.



An
Evil Game Designers
Module

Some Reviews for Jurassic Dork

Stephen Spielberg

"I thought it was quite true to the book. It was much better than my version, I must say. I can't wait to see their version of "Schindler's List"."

Michael Crichton

"These *%&@!*% bastards. What the %&@* have they done to my book!"

Prince Charles

"One believes that this book has many uses. As an example, one used pages from it yesterday to wipe one's bottom."

Nelson Mandela

"What do you lot want! Don't you realise I've got better things to do than talk to you people. I'm trying to run a country here. Get a mullet up you."

Winston Churchill

"We shall fight them on the beaches!"

The Late, Great Peter Sellers

"EEE ARRR NICKIE NOOO!"

Ramses III

<Nothing, the old codger carked it a couple of thousand years ago>

Sponsored by the RPGA

Our Christmas Adventure

A single session systemless '50s sci-fi adventure for five earthlings
by James Smith.



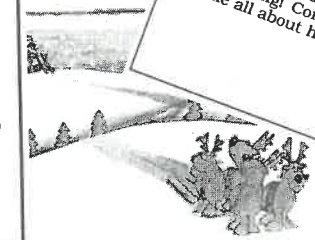
"It will be cold tonight," said Boris, starting morosely at the thick layer of snow that covered the airfield.
"And you would much rather be at home in the arms of your young bride than here guarding the new flying machine." Ivan smiled. "History is being made here tonight, my young friend, and we in our own small way are a part of it. Does that not excite you?"

Ivan's smile faded as he turned to see his companion's body collapse into the snow, the warm red from his freshly slit throat flowing out across the icy whiteness. A cry for help rose to his throat, only to be met by the cold steel of a swiftly thrown knife. As he fell, his dying fingers clutched at the trigger of his submachine gun. Its staccato roar beating out the rhythm of his death.

The dark figure swore as he recovered his knife and faded back into the shadows. Soon the area would be swarming with guards: no hope now of photographs or stolen documents. All he could do was retrace his steps and hope that what he had would be enough.



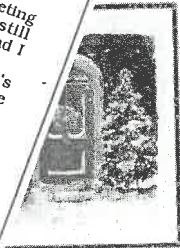
Guns don't kill people. People kill people. With guns.



"Peg! It's so good to see you again." She threw her arms around her sister, feeling the warm glow of hugging a long lost friend.
"Don't fuss so, dear! You're making my eyes water."
"It's been too long. How are you? You're looking good."
"I'm keeping well, dear, keeping well. And I can see you've still the warm blush of health. And so pretty! Who's this with you?"
"That's Bran, our new sister. I've brought her to meet you. Bran, this is Peg."
"Close your mouth dear before the wind blows something into it. Did you not suspect that you had an older sister?"
"I don't think she expected you to be as old as you are."
"Neither did I, dear, neither did I. Come and I'll buy you both tea and cakes, and we can have a long talk. How is father?"
"Just the same as always. Still forgetting where he put his socks. John and I are forever looking for his socks."
"He never changes, does he? And who's this John, dear? Why, I do believe you are blushing! Come and drink some tea and tell me all about him."

37

24



*You've played with all sorts of trains
but have you ever tried to*

PLAY WITH PAPER TRAINS

Dynamic Games

is Australia's largest Play By Mail company. We run many games for many people. Our youngest player is 10 and the oldest won't say.

If you love trains and you want to run a railroad then **Iron & Steam** is for you. Just send your name and address and we'll tell you about it.

What is Play By Mail?

Briefly, it is just like playing chess by mail. You play a game with lots of people but you never meet them. You mail your moves (turn sheet) to the Games Master (GM) who processes it and sends it back to you. The results depend on the decisions you make and the moves made by the other players in the game.

Thousands of people play. Why don't you?

Write, Fax
or Phone
NOW
for more
information

Never heard of Iron & Steam?

I'm not surprised since it's a brand new game.

You don't need a computer and it won't help if you do own one.

No!

You are not too old to play games, but don't tell the kids you are playing in case they join in and beat you!

How Much?

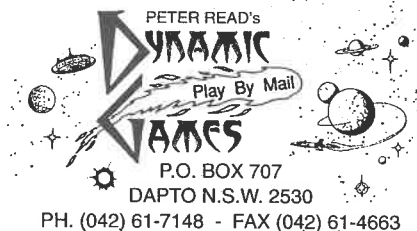
Only \$2 a week for a whole lot of fun

Sure!

Please phone, we enjoy talking about our games.

Iron & Steam is a game you could learn to love.

Why not try it?



Are you still here? I thought you would have been at the Post Office with your letter requesting more information

Redemption

You can smell his fear, it excites you unlike any drug. He turns, as if somehow sensing your presence. His naive eyes see nothing. The night is your domain, it hides and shelters you unlike any mother this world has ever produced. He resumes his journey, his over-imaginative mind bringing forth images of mortal violence. Even his wildest nightmares could not foresee the truth.

In his anxiety and fear he stumbles, your hearts pounds with anticipation as you float from the shadows. As you grasp his frail, mortal body, you can feel the blood flowing through his veins, the staccato hammering of his heart. He looks into your eyes in terror, for mirrored behind them is the beast. He tries to scream as you fangs sink into his neck, but his body and soul are overridden with the ultimate combination of pleasure and pain.

The first spurt of his warm, vibrant blood hits the back of your throat and the beast is released. The initial firm, yet gentle incision is replaced by the frenzied ripping of his throat as you feast on his blood. All humanity is lost in the fleeting moment of sheer ecstasy. The blood flows through your own veins now, you can feel it in your very soul, damned that it is.

Sated you wipe the mortals life blood from your lips, his dead body lying at your feet like an accusation of evil. With a renewed vigour, you disappear into the shadows as swiftly as you appeared. The night is still young.

Deep within the ground another feeds. His realm is not the night, but that of a pristine laboratory, His prey is not human, it is far less satiating. A soldier, armed with a flamethrower ushers in a sheep, then quickly moves into a titanium steel airlock.

The vampyre moves towards the sheep, a series of electrodes and monitoring devices cover his naked body. The animal does not even know that it's dead as he cloys the Hunger. The scientist, behind a viewing portal, scratches madly upon the notepad in his hand. He leans forward and touches the intercom button once the vampyre has finished his frenzy.

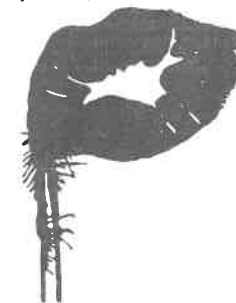
"We will begin the second phase of the tests now."

The vampyre looks up into the portal from his crouched position, blood dripping from his fangs.

"Proceed, Einstien. My Sire wishes your kind to learn everything," he replied with a malevolent grin.

The Night will never be the same again. The Masquerade has been shattered irrevocably. Does it herald the coming of the Second Inquisition? If so, does this leave the Kindred of the world with only two options, those of Redemption or Final Death? Will they accept?

By Glen O'Brian



Sponsored by Peter Read's

Dynamic Games

Bridge of Dawn

What is the Bridge of Dawn?

A crowd of lunatics, if you ask me.

What is the Bridge of Dawn?

Some sort of occult society isn't it? Such things are very popular now I believe, but not really my cup of tea.

What is the Bridge of Dawn?

Very exclusive group, that, very fashionable among the "fast" set.

What is the Bridge of Dawn?

All to do with seances and ghosts and such. Young Alexander and his sister Lucille are the leaders, I believe. Lord Alexander and Lady Lucille I should say, neither of them are that young I suppose. Nice people, but I wouldn't allow either of them to run a bath, let only a society. Inherited it from their parents. Anyway, there's Alexander. Over there. Why don't you ask him yourself?

What is the Bridge of Dawn?

Do you mean the society or as a metaphysical concept? Sorry, getting a bit ahead of you I think. Are you interested in joining? Yes? Well, not all who apply are accepted. No, it isn't based on social standing. We test an applicant's ability and attitude. Let me tell you about our guiding principles.

We believe that a person can work towards their own spiritual development, in harmony with all creation. We follow a spiritual path towards self-realisation. Transcendent spiritual development, you might say. Divinity exists within the self as well as without.

Each of us aims to prosecute the Great Work, which is to obtain control of the nature and power of our own being. Our methods include ritual, contemplation and meditation. It has been our experience that ritual, and working as a group, can be of great assistance and lead to faster development than the solitary techniques. But they have their place. Rituals help one to define oneself in relation to the cosmos, and to mark one's progress through life and one's spiritual unfoldment. Some might call it magic, but that is misleading. Magic, if it exists at all, is at best a side effect of, and at worst an impediment to, true spiritual development. We also study the great works of the mystical tradition, such as the Kabbalah, the works of Hindu mystics and more recent works, such as those of Crowley (despite his personal failings).

We do not try to understand the Universe, only our own place therein. Ultimate reality is an omnipresent, transcendent principle beyond the reach of thought. We attempt to understand our selves, realise our true potentials and place ourselves in harmony with the Universe.

Will you cross the Bridge of Dawn?

Sponsored by Peter Read's Dynamic Games

BLACK DEATH

by R2CD

Last night, you celebrated the 54th Birthday of William P. Black. This morning, his dead body was found lying in bed, his hot breakfast cooling beside him. The main suspects are:

MADLINE BLACK - *The grieving wife. But just how much of her grief is real?*

DOCTOR TERRENCE GREEN - *Environmental Scientist, and active member of Greenpeace. He will save the planet from mankind's mistreatment ... at any cost.*

REVEREND GRANT GREY - *A leading evangelist, who can supply anyone with a one way ticket to Heaven.*

COLONEL DANIEL MUSTARD - *The family lawyer. Respected, trusted, he handled ALL of William Black's affairs.*

MRS DOROTHY PEACOCK - *A leading figure in High Society. She always conducts herself in a proper manner, and is above reproach ... well, almost.*

PROFESSOR PHILLIPA PLUM - *The World Renowned Computer Scientist, who can make a Computer system do ANYTHING!*

MISS TIFFANY SCARLET - *The latest Hollywood Sensation! Her meteoric rise from mediocrity is astounding, but just where do her true talents lie?*

MR CHARLES SHADE - *The famous Mystery Novelist. An expert in ... MURDER.*

MR JASON 'FLASH' STEELE - *The successful photographer. But just what has his camera seen lately?*

WADSWORTH - *Butler & Valet to William Black, a true gentlemans gentleman. After all, how could the Butler do it?*

MRS ALICE WHITE - *The cook, who has served the Black family for many years. A senile, old woman, or perhaps she just seems that way.*

YVETTE - *The young, attractive, French Maid. In what way did she serve William Black?*

With friends like these, who needs enemies?

A single session freeform, located on an isolated manor house on a small island, for 12 people with something to hide. Loosely based on the board game *Cluedo*, and the movie *Clue*. Adult concepts are included.

Sponsored by the RPGA

The Australian Women's Weekly

Reunions: Claxton-Jones

All members of the extended Claxton-Jones clan are invited to a family reunion on the anniversary of the arrival in Australia of our illustrious ancestor Mr. Zebediah Claxton-Jones. This gala social event is to be held at 1.00 pm, 26 June 1994 at Rosebay Sailing Club. RSVP to Mr. P. Rousell, Social Secretary for Mrs. Cynthia Claxton-Jones, on 06) 288 1359.



THE REUNION

A single session comedy freeform for

25 members of a clan that takes itself

seriously.

by *DIANE LEITHHEAD*

Sponsored by Peter Read's Dynamic Games

Morph Name Suggestions

Vote for the name you'd like our morph to have by placing your mark in the adjacent block and put your preference in the box at the registration box.

- | | | |
|---|---|---|
| <input type="checkbox"/> Alb (Annoying little bear) | <input type="checkbox"/> Grover | <input type="checkbox"/> Nerf |
| <input type="checkbox"/> Anomaly | <input type="checkbox"/> Gweedo | <input type="checkbox"/> Nonemonehp |
| <input type="checkbox"/> Arabella | <input type="checkbox"/> Hermoine | <input type="checkbox"/> Pheebee |
| <input type="checkbox"/> Athanasius | <input type="checkbox"/> Hierotodous | <input type="checkbox"/> Phen |
| <input type="checkbox"/> Barney | <input type="checkbox"/> Il-marè | <input type="checkbox"/> Pheno |
| <input type="checkbox"/> Bleepet | <input type="checkbox"/> Ingrid "I am not an organiser" | <input type="checkbox"/> Phenoa |
| <input type="checkbox"/> Bob | <input type="checkbox"/> Ivon von Egotoothe | <input type="checkbox"/> Phenotype |
| <input type="checkbox"/> Bruce | <input type="checkbox"/> Jynx | <input type="checkbox"/> Phenworth |
| <input type="checkbox"/> Bucholic | <input type="checkbox"/> Julius | <input type="checkbox"/> Pistachio |
| <input type="checkbox"/> Coke Ana Marsbar | <input type="checkbox"/> Kelki | <input type="checkbox"/> Polly |
| <input type="checkbox"/> Cryil | <input type="checkbox"/> Lady Kewdepye | <input type="checkbox"/> Poly Persona |
| <input type="checkbox"/> Dierdre | <input type="checkbox"/> Maggie | <input type="checkbox"/> Sarbo |
| <input type="checkbox"/> Do-Do-Do-Do-Do | <input type="checkbox"/> Malistra the Morph | <input type="checkbox"/> Smerphornoam |
| <input type="checkbox"/> Doodle Bug | <input type="checkbox"/> Marshmellow | <input type="checkbox"/> Soggle-frog-pocket-90210 |
| <input type="checkbox"/> Dot | <input type="checkbox"/> Marvin | <input type="checkbox"/> Spud |
| <input type="checkbox"/> Elvis | <input type="checkbox"/> Mascot | <input type="checkbox"/> Strange little alien thingy |
| <input type="checkbox"/> Eric the Alien | <input type="checkbox"/> Mass | <input type="checkbox"/> Swackit |
| <input type="checkbox"/> Fabulous (Fab for short) | <input type="checkbox"/> Mel | <input type="checkbox"/> Trevor the silent but eloquent |
| <input type="checkbox"/> Floyd | <input type="checkbox"/> Molieva | <input type="checkbox"/> Twerp |
| <input type="checkbox"/> Fnord | <input type="checkbox"/> Montgomery | <input type="checkbox"/> Wodger |
| <input type="checkbox"/> Fred | <input type="checkbox"/> Monty | <input type="checkbox"/> Woody Woodhunter |
| <input type="checkbox"/> Fyall | <input type="checkbox"/> Moomintroll Mama | <input type="checkbox"/> Zig Wigge |
| <input type="checkbox"/> Galooka | <input type="checkbox"/> Morphena | <input type="checkbox"/> Zooropa |
| <input type="checkbox"/> George | <input type="checkbox"/> Morphine | <input type="checkbox"/> Zuzz |
| <input type="checkbox"/> Glopotomus | <input type="checkbox"/> Morphine the Heroine | |
| <input type="checkbox"/> Grippen | | |

Anime

Over the three days of Phenomenon, Anime (Japanese Animation) will be showing almost non-stop (the presenter - the guy who presses play on the video - does get a twenty minute break once each day). All of the videos are either subtitled or dubbed in English. New releases of note are Bubblegum Crash (sequel to the ever popular Bubblegum Crisis) and Macross II. For the diehard Robotech fans, Robotech II - The Sentinels will be showing late Saturday afternoon. All videos are rated M or less, and look, I'm not showing Fist of the North Star. Note: There is no cost incurred in watching the videos, it's **FREE**. There may be no such thing as a free lunch, but three *free* days of almost non-stop Anime is a reality (not virtual reality, I mean reality reality).

Saturday

9:00am	Gunbuster - Volume 1	(Subtitled)
9:55am	Bubblegum Crisis 1	(Subtitled)
10:50am	Domintion Tank Police - Acts I & II	(Dubbed)
12:00pm	Macross II - Episodes 1 & 2	(Dubbed)
12:55pm	Bubblegum Crisis 2 : Born to Kill	(Subtitled)
1:25pm	Ultimate Teacher	(Dubbed)
2:20pm	<i>Everyone leaves the room while I have a 15 minute lunch break.</i>	
2:35pm	Bubblegum Crisis 3 : Blow Up	(Subtitled)
3:05pm	Aiita - Battle Angel	(Dubbed)
4:00pm	Bubblegum Crisis 4 : Revenge Road	(Subtitled)
4:40pm	Project A-KO	(Dubbed)
6:05pm	Robotech II - The Sentinels	(Produced in English)
7:20pm	<i>End - Everyone goes to the Phenomenon dinner.</i>	

Sunday

9:00am	Gunbuster - Volume 2	(Subtitled)
10:00am	Bubblegum Crisis 5 : Moonlight Rambler	(Subtitled)
10:45am	The Guyver - Data 1	(Dubbed)
11:15am	Bubblegum Crisis 6 : Red Eyes	(Subtitled)
12:00pm	Macross II - Episodes 3 & 4	(Dubbed)
12:55pm	Bubblegum Crisis 7 : Double Vision	(Subtitled)
1:40pm	Domintion Tank Police - Acts III & IV	(Dubbed)
2:50pm	<i>Everyone leaves the room while I have a 20 minute lunch break.</i>	
3:10pm	Bubblegum Crisis 8 : Scoop Chase	(Subtitled)
4:00pm	Bubblegum Crash 1 : Illegal Army	(Subtitled)
4:45pm	Venus Wars	(Dubbed)
6:30pm	<i>End - Everyone goes home, out, whatever.</i>	

Monday

9:00am	Gunbuster - Volume 3	(Subtitled)
10:00am	Applesseed	(Subtitled)
11:10am	Project A-KO 3 : Cinderella Rhapsody	(Subtitled)
12:00pm	Macross II - Episodes 5 & 6	(Dubbed)
12:55pm	Bubblegum Crash 2 : Geo Climbers	(Subtitled)
1:40pm	<i>Everyone leaves the room while I have a 20 minute lunch break.</i>	
2:00pm	Uresai Yatsura - TV Series 1	(Subtitled)
3:40pm	Bubblegum Crash 3 : Meltdown	(Subtitled)
4:25pm	<i>End - Everyone goes to the Phenomenon Prizegiving Ceremony.</i>	

PHENOMENON
95

SEE
YA
THERE!