

THE FINE PRINT

Phenomenon is organised by **Phenomenon Labs Inc.**, a non-profit community organisation. All time, effort, blood, sweat and tears are donated voluntarily.

The Gang: Grant Allen, Lindsay Beaton, John Hughes, Karl Lommerse, Jo Mendez, Wes Nicholson, Peter Rouseil, Roy Weissensteiner.

Entry form compiled by John & The Gang, with special thanx to Pieter Lommerse.

Thanks to: our sponsors, Ed Greenwood, Brian Hungerford, all of the designers and potential GMs, Karabar High School, the Toads for hidden messages, Wes — who did much while somehow also balancing the organisation of CANCON, Fuggly (for being there *always*), the Bilby with the chainsaw and the pickled onions, Philippa G. Snugglebunny (who came up with 'Phenomenon'), Ingrid (who came up with 'Triptych', explained it, and taught us to spell and pronounce it properly (last syllable as a 'k')), Peter and his *killer* salad dressing, Grant and his beef strog, Roy for the partridge, Karl for artistic liaison and losing his voice, John for desktopping doggerel, Tori Amos for keeping the editor awake, and not to forget that mysterious blue-tinted young woman who has seen *Hot Dog: The Movie* six times.

**PHENOMENON HAS BEEN SEEDED FROM THE MONIES
RAISED FROM NECRONOMICONS I-V.**

Morph artwork by Pieter Lommerse. Original Computer Artwork by John Hughes. Trolls by William Church.

REGISTRATION

Phenomenon will be held at Karabar High School, Donald Road, Quenbeyan (*Gregory's 9th Edition*, Map 52, Reference L3.)

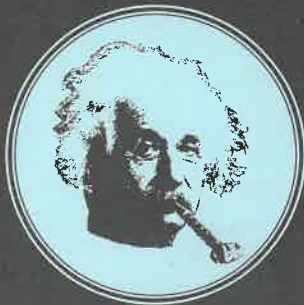
Registration will be held between 6.00 and 9.00 pm on **Friday 24 June**. If you cannot attend on the Friday Night, please arrive on Saturday at 8.00 am. Games and workshops begin promptly at 9.00 am.

PHENOMENON

ENQUIRIES

PHONE GRANT OR LINDSAY ON
06) 288 1359, OR PLTLR ON
06) 251 3515.

INTERNET ENQUIRIES:
JOHN.HUGHES@ANU.EDU.AU
WLS@DALE.CANBERRA.EDU.AU

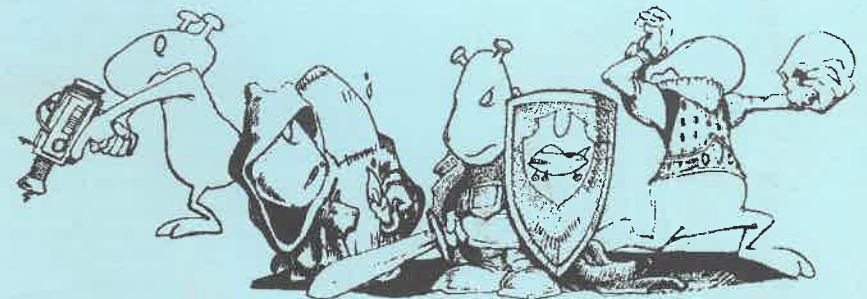


CANBERRA'S VERY OWN...

'SERIOUS FUN'

PHENOMENON

A ROLEPLAYING CONVENTION



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 — Serious Fun!

Welcome to the very first *Phenomenon*, a roleplaying convention dedicated to **serious fun**. We have some exponentially-groovy (great) games on offer for you, including five systemless, four freeforms, three D&D's, two special guests, and a partridge in a pear tree.

Phenomenon is a *community* event. Our goal is to provide exciting, creative, imaginatively-challenging and thoroughly play-tested games from every point on the roleplaying spectrum. We'll also conduct some light-hearted exploration of roleplaying's links to storytelling and amateur theatre. We're aiming for a con atmosphere in which you can relax, chat, make new friends, play games familiar and unfamiliar, and try out some new ideas along the way.

CONVENTION ACTIVITIES

We are proud of the range and quality of games on offer at *Phenomenon*. The designers and gamesmasters supporting the convention have provided twenty three high-quality tournaments. These games represent a diverse cross-section of our hobby. Whatever your taste in gaming, *Phenomenon* has something for you. If you've never played a freeform, a multiform, or a dungeon adventure, *Phenomenon* is the place to try!

There will also be a variety of support activities — Brian Hungerford's Storytelling Workshop, Ed Greenwood's seminars, Roleplaying Theatre and associated games, Trollball, the Storytelling Evening, Con Banquet, a roleplaying trivia quiz, and some *Manga* vids. We are always open to suggestions for additional events, so if you have a game, demo, or activity you'd like to run at *Phenomenon*, contact one of the organisers.

And yes, we *encourage* costumes!

ARE YOU NEW TO CONVENTIONS?

Roleplaying Conventions offer us all a chance to try different styles of games and different systems, to swap ideas and meet other people who share our interests. If you're new to roleplaying or to the convention scene, and you're not sure what an event such as *Phenomenon* involves, please ring the organisers. We'd be happy to answer any

questions you might have about the convention or the hobby.

THE VENUE

Phenomenon will be held at Karabah High School, which is on Donald Road in Queanbeyan, about ten minutes from Canberra city. There are shops, and a hotel opposite the school, and for those seeking inexpensive accommodation, the *Crestview Caravan Park* is a leisurely three minute stroll away. There will be a **car pool** for those that are staying in Canberra, so please tick the appropriate box in the entry form if you need a lift or are happy to offer one. There will be *incentives* given to registered drivers who help with the car pool.

THE CON BANQUET

The *Phenomenon* banquet will be held at the Queanbeyan RSL Club, Crawford St, QBN. The Storytelling Competition will be held concurrently in the same building. A buffet Chinese banquet will be provided, and full bar facilities are available. Cost for *the* Con social event is \$14.00 (drinks extra).

GAMESMASTERS REQUIRED

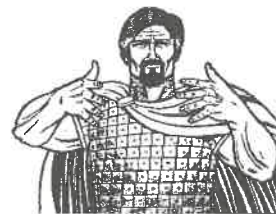
There are always vacancies for potential gamesmasters. Gamesmasters who referee get to play sessions at a discount, meet new friends, and survive encounters with caffeine-addicted organisers. Those who referee four sessions or more receive a *Phenomenon* coffee mug. However, it is convention policy that all gamesmasters *playtest* the modules before they run them, so it will be too late if you announce yourself at registration. Contact us now!

THE FUTURE

It's been only two months since the decision to run *Phenomenon*, and the organisers are very grateful for the overwhelming support we've received from the roleplaying community, especially the designers who've been asked for game ideas and blurbs on very short notice. In future years, we hope to offer an expanded *Phenomenon*, probably over a long weekend at a less chilly time of the year.

So see you at *Phenomenon*!

SPELLSTORM



By Ed Greenwood, creator of
AD&D's 'Forgotten Realms'

Everyone thought the "Bloodshed Baron" had retired from a life of swording miscreants and evil beasts, but now he wants a trustworthy band of adventurers to aid him in solving 'a delicate problem'. There's a rumour that strange magic is involved.

Your host failed to turn up for your appointment this evening. As the dinner got cold, the major domo took you to the Baron's locked study door. Do you dare open it?

A single session AD&D game for six players.



No bewitch in your witch.

Phenomenon Special Guest

Ed Greenwood

Ed hails from Canada, and is best known as the creator of the **Forgotten Realms** fantasy setting for *Advanced Dungeons and Dragons*. *Dragon* Magazine's original **Elminster**, Ed has also authored a plethora of game adventures and accessories, including *Ruins of Undermountain* and *Lost Ships (Spelljammer)*. His novels include the best-selling *Spellfire* and its sequel *Crown of Fire*.

Ed joins us at **Phenomenon** to run one of his games, sample our local gaming culture, and meet Australian roleplayers. He will also present a lunchtime seminar, exploring the secrets and future plans for **Forgotten Realms**, and providing us with an insight into the mysteries of TSR and the American gaming industry.



Kaer Vergloden

by Australopithecus

We live in an age of legend.

The long centuries of The Scourge are past. The first stone of our village was laid fifty years ago.

The time has come for the brave to reclaim the world.

To reach out and contact those who may also have survived.

To reach out and destroy the Horrors who have devastated our world.



Kaer Vergloden is a five player, single session adventure introducing the *Earthdawn* roleplaying system. The module will *not* be judged.



*We'll tell my riddle nuts and send me to Alaska. I do believe it's the Bolivian Navy on manoeuvres.



Divine Right



A 2nd Edition(ish) AD&D* by
Su Nicholson and David Gove

The Generals will tell you that the God is on your side, that your side is *Right*, and that your leaders are the *Chosen Ones*. But when it comes to the mission, who can tell *what* the God thinks, and by what right the generals and priests command?

After all, *they're* a long way from the frying pan, and *you're* the one facing the fire.

The trouble with priests is that they expect miracles. The only problem is — where do you get one?

A two session adventure for five souls, tarnished or otherwise.

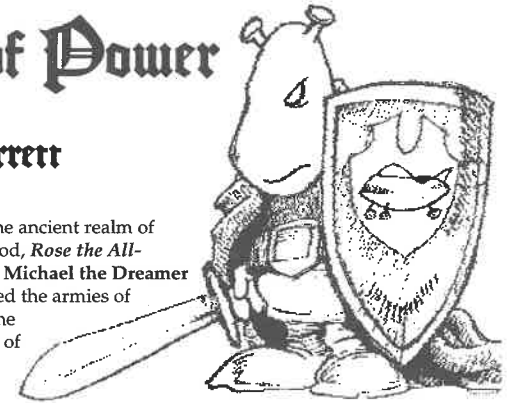


* (Alternatively, you can think of it as 1st edition(ish))

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 Wyrms", 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?

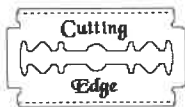
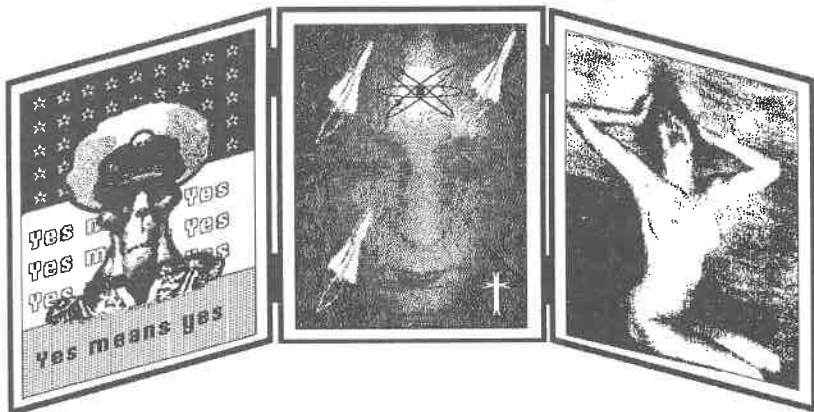
Characterisation: This stops the DM getting bored, and as such is always a good survival trait.

Combat: You might defeat the Great Wyrms 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.

Warning: Mood, atmosphere and intensity are often the key to these chilling scenarios. The Monsters are within. *Triptych* is designed to challenge. They are generally not suitable for players under the age of sixteen, and, at the discretion of module organisers, entrants under this age may not be permitted to play.

Triptych

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.

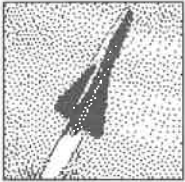
And divorce is a game the whole family can play.

Another confronting systemless drama from the author of *Lifelines*.
Teams of five. Age limit applies. Enquiries: 06) 248 5068.



Triptych

FADED



GIANT

"There is a silence on the World Stage; one of the Great Players has departed. The Soviet Union is a *Faded Giant*."

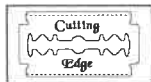
Ronald Reagan to the graduating class of West Point, 1992.

Cost of the Manhattan Project (1993 dollars): \$US 13,000,000,000

Annual Pay, Commonwealth of Independent States Strategic Rocket Force Major: \$ US 1,200

Broken Arrow, Bent Spear, Faded Giant... NATO code names for the theft of a Nuclear Weapon.

A single session, five player political *Triptych* concerning the "Nuclear Club" by Robert MacLean



Ideas In Motion

UNCLE JURGEN'S



HAPPY HOUR

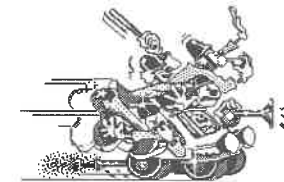


In 2016, the United Soviet States of America has harnessed the power of television to promote *correct thinking* in the nation's children. The program at the forefront of this education is —

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



Note: this game is similar in style to *Kathy Ho* and *Mark Grundy's* radio plays.



Right, left: from all you can think of: Bob Pentagoneff

Interactive Computer Gaming



The History of Pentos

For over five hundred years, 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 reopened, and malevolent creatures from other worlds have begun to enter Pentos.

Come Play this 3-D, multiplayer, real-time, interactive fantasy roleplay. Individual Entry. For information contact Mark Hoath on 03) 859 5879 or 018) 031 149.



A **Mull User-Domain** or MUD is played real time by a number of players over a computer network.

In Ireland about International Terrorism, mass murder, and a legend of supernatural horror that goes back two hundred years.



Live-Action Trollball!

On the twelfth day of trollball, the giant referee kicked...

Twelve Sons of Karg, eleven Umbar mindlinks, ten giant maggots, nine Spi-der Masters, eight jars of POWZIE, seven trollkin burgers, six Homboboboms... "I Fought We Won" ... four Gor-a-kiki, three Uzko blockers, two scrawny Enlo, and a berserk Zorak Zorani.



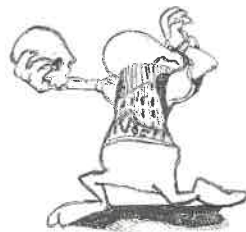
Bring a change of clothes, inflatable weapons and water-bombs to discover the true poetry that dwells in the heart of an Uz. A lunchtime, live-action rolesport based on Greg Stafford's *RuneQuest*, with lots of chanting and spectator violence. Full rules are given in **Tales of The Reaching Moon #8**. Rubber chickens recommended but not essential. (A Phenomenon organiser is rumoured to have bought an inflatable merino especially for the big event).

Trolls (including "Dark Troll boring a hole") drawn by William Church.

When in doubt, have two guys come through the door with guns in their fists.

Roleplaying Theatre

Phenomenon will feature a variety of spontaneous and formal Roleplaying Theatre events. Silly walks, performance games, *Bears of Potiers*, *Strasburg Vampires*, even a gnome-hunt. Or, a little more seriously, some characterisation and creation imagery exercises. Then of course there's the pre-prizegiving **Roleplaying Theatre Showdown**, with fabulous prizes. Join in the fun!



Phenomenon Special Guest...

Brian Hungerford

• Seanchai • Storyteller • Piper • Jongler

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 *seanchai*, 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".



Storytelling Evening

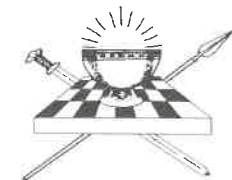


There will be a **Storytelling Competition** on the Saturday evening in conjunction with (but in a separate room to) the Con Banquet. Settle yourself down to enjoy a roleplayers selection of ghost stories, myths, and heroic tales. Attendees are invited to present (in costume if possible) a five to ten minute story in their favourite genre, either as bard or roleplaying character. Brian, as host, will award prizes and provide feedback and a few stories of his own.

It is **not** necessary to attend the workshop to enter the storytelling contest.

Storytelling Workshop

Brian will conduct a four hour Workshop on the first morning of *Phenomenon*. Its \$5.00 cost includes printed reference and workshop materials. The workshop will cover the theory and practice of storytelling, situation and incident, proportion, viewpoint, the nature of myth and the hero, structure, inversion and dramatic action. The presentation will be 'hands on', with lots of stories, exercises and groupwork. The workshop is highly recommended to anyone, player or GM alike, who is interested in improving their storytelling ability. Numbers will be restricted, so be sure to enter early.



NECESSARY BUT BORING BITS

Scheduling

Your timetable for *Phenomenon* will be prescheduled in the CANCON style, so if you don't want to face scheduling yourself, get your entries in before **June 3rd**, and we'll do it for you. (Of course, you have the option to do your own scheduling at registration, but we can't guarantee that you'll be fitted into everything you want to play). Places in some games are *strictly limited* (so enter now...), especially Ed Greenwood's *Forgotten Realms* Spectacular and Brian Hungerford's Storytelling Workshop.

CONVENTION FEES

There is no registration fee for *Phenomenon*. You pay on a session by session basis. **All fees are per person, not per team.**

The Storytelling Workshop and *Bridge Crew* cost **\$5.00**, and **do not** award prizes.

Normal games and freeforms (with prizes) cost **\$5.00 per session**.

Other games that do not award prizes (*Kaer Vergloden*, *History of Pentos*, *Our Christmas Adventure*) are **\$2.00 per session**.

Out of session events (seminars, trollball, Roleplaying Theatre, Storytelling Competition) are **free**.

Entry to the Con Banquet is **\$14.00 per person**.

You may enter up to eight sessions during the convention. There is a **maximum cost of \$36.00** (plus late fee, if applicable).

Referees are entitled to a discount of \$1.00 per session played, to a maximum of **\$5.00**. Gamesmasters who referee four sessions or more are entitled to a specially crafted **Phenomenon coffee mug**.

Entries received after 3 June pay a **late fee of \$5.00**. As numbers for some competitions are strictly limited, its in your interest to enter early.

GAME SCHEDULING

All entries to **Phenomenon** received by 3 June will be prescheduled by the organisers, *unless you specifically ask not to be*. If you are unavailable at certain times over the weekend, please attach a note to your entry form clearly stating the times or sessions you cannot play. If you have other special entry requirements, please note them on your entry — we'll do our very best to make appropriate arrangements.

REGISTRATION

You can pick up your playing schedules (or schedule yourself) and enter extra events at Registration. This will be held at Karabar High School on Friday 24 June from 6.00 to 9.00 pm.

If you can't attend on the Friday night, please arrive at 8.00 on the Saturday morning.

THE ENTRY FORM

Everyone attending **Phenomenon** must fill out an entry form (*this means you!*). You can enter as an individual or as part of a team. As far as possible, team entries should be submitted together.

Please make cheques or money orders payable to **Phenomenon**.

Address entries to:

Phenomenon,
PO Box 308
Belconnen ACT 2616.

Registration: Friday 6.00-9.00 pm.

Storytelling Workshop: Saturday 9.00 - 1.00.

	Saturday	Sunday	Monday
9-12	Session 1	Session 4	Session 7
Lunch	Theatre Games	Seminar	Trollball
1-4	Session 2	Session 5	Session 8
4.30-7.30	Session 3	Session 6	Prizegiving

Random Bits

Where did you get this entry form? _____

Do you intend to give a story at the Storytelling Evening? (No charge) **YES / NO**

Do you intend to play trollball? (No Charge) **YES / NO**

Name the Alien

What name do you suggest we should give our mascot? _____

Event Name	System	Team Size	Sessions	No. in your team	Cost per player
Spellstorm	AD&D	6	1	_____	\$5.00
Kaer Vergloden	Earthdawn	5	1	_____	\$2.00
Divine Right	AD&D	5	2	_____	\$10.00
5 Words of Power	AD&D	5	2	_____	\$10.00
The Brecking	Systemless	5	1	_____	\$5.00
Faded Giant	Systemless	5	1	_____	\$5.00
Uncle Jurgen...	Systemless	5	1	_____	\$5.00
History of Pentos	MUD	*	1	_____	\$2.00
Storytelling Workshop		*	1	_____	\$5.00
Bridge Crew Computer roleplay		6	1	_____	\$5.00
H.A.R.D. Corps	Millenium's End	5	1	_____	\$5.00
Grunts	?????	5	1	_____	\$5.00
Ghostdancing	Shadowrun	5	2	_____	\$10.00

print no. strength no. Ladder structure cluster with fear of height. down height. Write in a fire. represent the seven games in a government for hire
it'll do. Save yourself. serve yourself. World serves its own needs. Listen to your heart bleed. Tell me with the capture and the revertent in the

PHENOMENON

The Entry Form (Trial by Paper)

Name: _____

Phone (Day): _____ Phone (Evening): _____

Address: _____

Postcode: _____ Age: _____

Team Name: _____

(Note: there will be a suitable prize for the best team name).

I hereby apply for entry to **Phenomenon**, to be held between 25 and 27 June 1994. I enclose the applicable fee as set out on the **reverse** of this form, and agree to abide by all the rules and conditions set by the organisers, and by the decisions as to the interpretation of those rules and conditions made by the organisers or their representatives or delegates. I also agree that I have no claim against any of the organisers for any loss, damage or injury incurred by me as a result of attending **Phenomenon**.

Note: No entry will be prescheduled if it has been received after **3 June**. Postal entries must be received by **18 June**.

Signed: _____ (Parent or Guardian if under 18).

Please tick this box if you do **not** wish to be on our mailing list for future **Phenomenons**.

Return completed forms to **Phenomenon, PO Box 308, Belconnen ACT 2616**.

Make cheques payable to **Phenomenon**.

The Car Pool

Please tick this box if you wish to **offer** places in your car. (There will be some form of *incentive* for participants).

How many places? _____

Please tick this box if you wish a daily lift to Phenomenon from Canberra or Queanbeyan.

If you ticked either of the above boxes - In what suburb of Canberra or Queanbeyan will you be staying over the the Phenomenon weekend? _____

Please note: the organisers cannot arrange interstate transport to the ACT. Sorry.

Scheduling

You wish your entry to be prescheduled? If NO, you must preschedule yourself at registration using the Arcanacon system. **YES / NO**

Note: No entries received after 3rd June will be prescheduled.

Gamesmastering

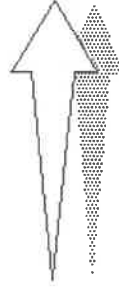
Will you be gamesmastering at Phenomenon? (i.e. you have already been approached by a designer). **YES / NO**

If so, What Game(s)? _____ How many sessions? _____

Are you willing to GM at Phenomenon for a particular game or system if required? **YES / NO**

What Game or System? _____ How many sessions? _____

Turn to other side - Yes Really!



ENQUIRIES

If you have any enquiries about **Phenomenon**, please call Lindsay or Grant on **(06) 288 1359** or Peter on **(06) 251 3515**. Electronic mail enquiries (including requests for electronic entry forms) should be directed to John at

john.hughes@anu.edu.au

or Wes at

wes@dale.canberra.edu.au

SESSION TIMES

Phenomenon runs over 8 sessions on three days.

Morning Sessions run from 9.00 am to 12.00 pm. Lunch runs from 12.00 pm to 1.00 pm, with the scheduled lunch-time events (seminars, theatre games, trollball) starting at 12.15 pm. Afternoon sessions start at 1.00 pm and finish at 4.00 pm. Evening sessions start at 4.30 pm and finish at 7.30 pm.

Saturday and Sunday have morning, afternoon and evening sessions. Monday has a morning & afternoon session, followed by the prizegiving.

Please note that the storytelling workshop runs on Saturday from 9.00 to 1.00, with only a short break for lunch.

CONVENTION RULES

We want Phenomenon to be a fun weekend for *everyone*. The following rules are just common sense, but we present them now so we can all get on with having a good time.

- No Weapons, fake or otherwise. Legitimate props must be cleared with the organisers and displayed *only* during sessions.
- No 20th Century military or police uniforms unless you are a serving member on duty.
- No drugs or alcohol on school grounds, either on you or in you; if you have to rely on chemicals to escape from reality you will be wasting your time at this con.
- No smoking on school premises.
- Section 6g: "We are to ensure that no game of chance, gambling of any kind, or any illegal activity whatsoever is carried out upon school premises."
- No cardboard umbrellas unless accompanied by an adult cardboard thunderstorm and a note from Philomena.

Linguistic Phenomenon

If you're not sure of some of the technical terms used to describe the modules in this entry form, check out the following list...

FREEFORM

Theatrical roleplaying events in which a large number of roleplayers (usually between twenty and fifty, but up to two hundred and fifty!) simultaneously interact in a single area with minimal external plot events or GM intervention. In a freeform, one assumes a character and goes for broke!

Freeforms are characterised by a low GM to player ratio and by a large degree of player independence — participants being free to characterise, plot, scheme or generally wheel and deal according to simple character sheets or game mechanics.

Freeforms are an Australian invention. The world's first freeform was run in Canberra in October 1981.

MULTIFORM

A gaming style that moves away from a seated tabletop to allow players to act and move as if 'on stage'. Multiforms explore body language, scene construction and basic theatrical technique. Multiforming places much emphasis on team trust and mutual storytelling, and provides time and freedom for players to explore characters, interrelationships and situations. It is an Australian innovation usually associated with **Systemless Gaming**.

SYSTEMLESS MODULE

A module that does not use dice to determine outcomes, or uses a very simple system known and used only by the GM. Obviously, these modules emphasise characterisation and mood over scaling tall buildings or fighting orc hordes. Most systemless modules concentrate on relationships between people or inner terrors.

TABLETOP

Roleplaying conducted seated around a table. The traditional form of roleplaying.

Portrai	Cthulhu	2	1				
The Shadows...	Cthulhu	5	2				\$10.00
Sons of Turen	Cthulhu	5	1				\$5.00
Greich Park	Systemless	5	1				\$5.00
Jurassic Dork	TMNT	5	1				\$5.00
Dawn Patrol	Boardgame	*	1		*		\$5.00
Christmas...	Systemless	5	1				\$2.00
Redemption	Freeform	*	1		*		\$5.00
Bridge of Dawn	Freeform	*	1		*		\$5.00
Black Death	Freeform	*	1				\$5.00
Reunion	Freeform	*	1				\$5.00
* = individual entry							
SUBTOTAL:							\$

Con Banquet

Phenomenon Dinner (Saturday 8.00pm) \$14.00 per person

Qty: _____ Banquet Total: _____

Name of Guest(s) _____

Late Fee. If your entry is unlikely to arrive by 3 June, add \$5.00.

Total Fee (max \$36.00, excluding late fee and banquet tickets) \$ _____

You can enter up to 8 sessions. If you are unavailable for some sessions and wish to be prescheduled, please tell us when. Cheques should be made out to **Phenomenon**. Do not send cash through the mail.

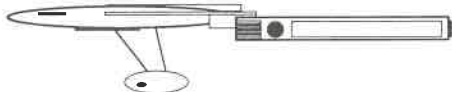
That's great, it starts with an earthquake, birds and snakes, an aeroplane - Lenny Bruce is not afraid. Eye of a hurricane, listen to yourself churn - world serves its own needs, don't misserve your own needs. Feed it up a knock, spot, and a combat site. Left her, wasn't coming in a hurry with the Juries breathing down your neck. Team by team reporters baffled, trump, tethered crop. Look at that, low plane! Fine then. Uh oh, overflow, population, common group, right - right. You vitriolic, patriotic, slam, fight, bright light, feeling pretty psyched.

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**.

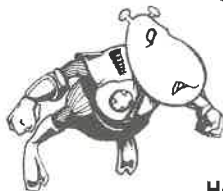
Teams of Six. *Bridge Crew* is played on personal computers linked by serial ports. The software is available for purchase. *Bridge Crew* is a trademark of Mithril Software Pty Ltd.



"If she can stand it, I can. Play it... Play 'As Time Goes By..."

Super Soldiers of the 21st Century*

* Some Assembly Required



The H.A.R.D. Corps

Harbinger Active Resistance Division
of Omen Enterprises

VALIANT.



A Valiant Comic Universe Adventure by Paul Davis

A new breed walk among us — harbingers of the next step in human evolution. Are these paranormal 'Harbingers' the hope of the future, or heralds of doom? The most powerful of these is Toyo Harada, wielder of vast psionic abilities. With this 'Omega Power' he has created the Harbinger Foundation to further his ambitions — shaping the human race to his own ends via subtle world control. Harada is living proof that the road to hell is paved with good intentions. Using other harbingers, mere children, he has gained enormous power. Yet this power has been purchased at the cost of innocent lives — children's lives.

To combat this menace, Omen Enterprises used 'volunteers' in their PSI-borg programs. People who had no use in society — coma victims. To live again, with tremendous powers, all it cost such volunteers was their freedom...

Corporate warfare at its deadliest. Intrigue at its highest. A world that seems intent on ignoring the truth.

SURVIVAL COMES AT A HIGH PRICE.

This isn't super heroics — it's real life... H.A.R.D.E.R.

A single session adventure for five players using the *Millenium's End* system. Full briefing provided at registration. For information contact Paul on (044) 460078 (AH weekdays). Sponsored by Phantom Zone.



GRUNTS!!



Colonial Marine
File number = 1287 rule
IQ = 12
Attitude: questionable

by GREG TOOHEY

Hooray! You (that is, the five of you) have defeated the evil dark lord Upyachufta. On a one-way suicide ship with a thousand other colonial marines you have fought through his legions of slime aliens, hacked past his battalions of plasma ghosts, toasted the quarterback, head-butted his pet trolloid and blasted all two hundred and thirty four of his clones, plus the original, to bits. Now the five survivors stand triumphant amidst the carnage as the central computer announces, "This planet will self-destruct in two hours and thirty minutes. Have a nice day."

Can our intrepid heroes escape with no ship, less time than it takes watch *Dances With Wolves* (the short version) and a collective IQ of 47? **Naww!!**

But they can try.

A single session game for five players with a death wish. System: none or any you like, cause it won't make any difference.



ex-or-cise, ex-or-cize (ek'sôr siz') *vt.* -cised 'or -cized', -cis'ing or -ciz'ing [< LL. < Gr. < ex-, out + horkizein, to make one swear < horkos, an oath] 1. to drive (an evil spirit) out or away by ritual prayers, incantations etc. 2. to free from such a spirit >>>>[3. a dyslexic's workout.] >>>> — Dr Lexicon (04:03:35/09-15-53) — **ex'or-cis'er, ex'or-ciz'er n.**

ex-or-cism (-siz'm) *n.* 1. the act of exorcising. 2. a formula or ritual used in exorcising — **ex'or-cist n.**

Extract from a Fifth World dictionary, 1994.

ex-or-cism (-siz'm) *n.* 1. network on a spirit. 2. something you don't do at home.

Extract from the Neo-Anarchists Sixth World Dictionary, 2053.



A two session Second Edition *Shadowrun* for five players.
Sponsored by the RPGA, bless their little hearts.

**A Serious Evil Game
Designers Module**

"Designing modules gives us something to do when we aren't Elevating Toads."



Portal

A Post War Dreaming...

Post World War Two Australia. In the Australian Alps, one of the world's greatest hydroelectric projects attempts to divert the mighty Snowy River. Mountains are torn down and rebuilt, miles of tunnel driven through ancient rock. Hundreds of men arrive from all over the world to join in the dream. Thousands more join to escape war-shattered lives; seeking a new start and a chance to forget the nightmare-filled past.

But has the reckless driving of tunnels through ancient strata awakened far older, and even more sinister memories?

Rules: GM's whim with *Call of Cthulhu* characters. 5 Players, single session.

Australian Horror by Antti Roppolo



N.B. This adventure was written before a certain (irritating) mini-series.

At a small geological survey base in Antarctica, a gruesome discovery is made. The body of a man, perfectly preserved in the ice. Who is he, and where is he from? Perhaps the answer lies in the journal found in his frozen hand.

Yet time is short, for even now an ancient darkness stirs. Something older than memory. Something whose very existence is anathema to mankind. Something that conjures up all our darkest nightmares. For who knows what fear lies in the hearts of men?

The Shadows Know

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.

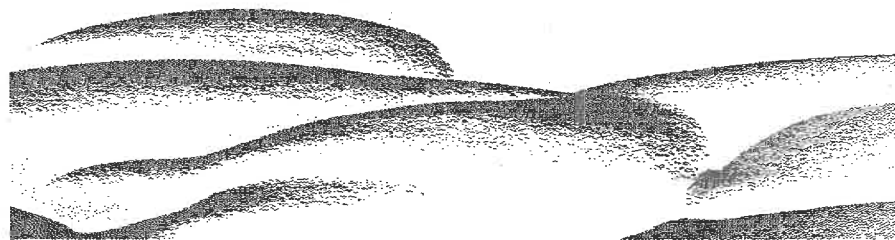
For all our dreams have come to *this*. Hounded for weeks, without leader or future, and now trapped like rats in an ancient ruin.

'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.



A two session Call of Cthulhu for Five players



By Paul Eccleston



AN EXCURSION TO Gerdureich Park

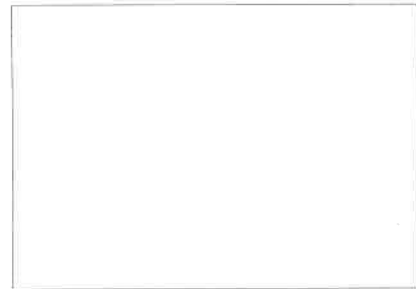
A FIVE PLAYER, SINGLE SESSION
ST. TYRANTS ADVENTURE
by Barbara Dunster

"So you rescued the Mayor's Daughter and the reward money had to be spent on damages. I hear that there was just enough money left for you to be able to go to Gerdureich Park. What do you plan to do there?"

- Leesa, 14:** "I want to make sure the animals are nicely treated and pet the unicorns."
Dehira, 15: "I want to find an eligible bachelor."
Stuart, 15: "I want to see the dinosaurs."
Piemore, 15: "Eat lots of pies."
Frederick, 13: "Find out if it's a Nazi Front."
Teacher (NPC): "Keep down the damages bill."



A full range of Gerdureich Park and Jester's Diner stuffed toys, unsealed plastic figures, lunchboxes and life insurance policies are available in the foyer for your purchasing pleasure.



An Evil Game Designers Module

"Designing Modules gives us something to do when we aren't elevating toads."

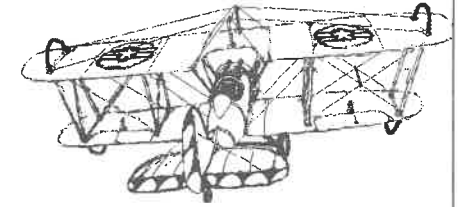


A single session module set in Jurassic Park, but from the point of view of five dinosaurs that didn't make it to the movie, using Palladium's Teenage Mutant Ninja Turtle system. An RPGA event.

A small, greeny-brown dinosaur sticks his head through a hole in the electric fence...
 "BRILLIANT! The fences are down! The humans are running around like the brainless gimboids that they really are! It's time to get the others together!"
 In another part of the park, the little dinosaur kicks a much bigger one in the foot.
 "Hey Vernon, get up! The humans are panicking so lets have some fun!"
 The Velociraptor looks down at the little Procompsognathus.
 "Oh, but Combat Compy, I haven't finished knitting this pocket protector and my foot hurts. I have an ingrown toenail. I'm waiting for the ranger to bring some of that ointment again."
 "You're hopeless! Where are the others?"
 "Weeelll, Terry Towelling T-Rex is repotting his bonsai, Hatty Hadrosaur is in the swamp making daisy chains, and Theophania Triceratops is off having her sinuses drained."
 "Oh Great! We're free to run amok for once and you bunch couldn't run a fernery in the Cretaceous period!"

DAWN PATROL

- WW I AERIAL COMBAT



Try your hand at dog fighting in this one session event.

Rules knowledge is *not* necessary. Random prizes will be handed out at the end of the session. Multiforming option available.

If you have a *Dawn Patrol* game, please bring it along. Existing pilots are also welcome provided they have been developed according to the published rules.

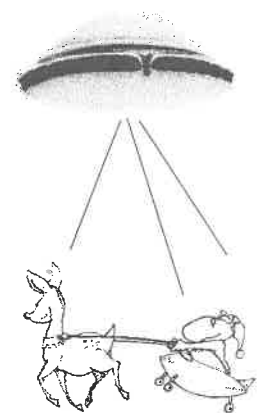
Yes, it REALLY is an RPGA event.

PRESENTED BY UNCLE WESLEY.



Our Christmas Adventure by James Smith

'Twas the night before Christmas and all through the house,
 Not a creature was stirring, not even a mouse,
 The white snow lay glistening out in the yard when
 A big flying saucer landed in the garden.
 Some little green men climbed out of the top,
 I thought they were elves but I learned they were not.
 My sister spoke to them, they chose not to heed her,
 All they would say was, 'Take us to your leader!'
 We took them inside and we showed them our tree,
 Lit up with ornaments, bright as could be,
 They ate all our presents, and sister's best hat,
 And they disintegrated the cat,
 Then flew off in their saucer, way up to the sky,
 Leaving their message: 'All Earth scum must die!'
 I hope they come visit again next December,
 And we'll have another great Christmas adventure.



A single session systemless '50s sci-fi adventure for five earthlings. No prizes will be awarded. Strictly limited to eight teams.



Ed's note: James Smith was awarded the 1993 Nobel Prize in Chemistry for his successful juggling of 'yaid when' and 'garden'.



Redemption

by Glenn O'Brien

Life Eternal was the glittering prize, the gift given. Children of the Damned, condemned to wander eternal in the Savage Garden. Now the Masquerade is breaking. Vampires gather at the Succubus Club in San Francisco to discuss possible action.

Who will be there? Cain? Lestat? Marie? What of the Sabbat, and the mysterious government vampire hunters?

A decision must be made. Go public, breaking the Masquerade and ancient Law? Declare war on humanity? Or perhaps seek the life after unlife?



A 30 player single session freeform based on *Vampire: The Masquerade*, *Dracula*, and *Anne Rice's Vampire Chronicles*. Previously run at Macquariecon X. Costume preferred. Contact Glenn on 042) 614 014.

"Yet angel, I'm going to send you over. The chance are you'll get off with life. That means if you're a good girl, you'll be out in twenty years. I'll be waiting for you. If they hang you, I'll always remember you."

Bridge of Dawn

There have always been those who rejected the tenets that society holds as unquestionable truths. In the early years of this century more and more of Western society turned from its millennial-old certainties.

We study the Kabbalah.

We follow the Book of the Law.

We acknowledge the hierarchical forces that rule this planet.

We seek the expanded awareness

with which we will realise the quintessential godhead.

Which is the potential of every man and woman.

Interest in the occult bloomed. It appealed to the credulous, the fashionable, the ambitious — nowhere more so than in the upper levels of society. The privileged joined groups which scant time before they would have reviled.

With promises made, and hopes encouraged, these groups became the focus of tension and emotion. Hidden beneath the requirements of respectable society, stability could not be forever maintained.

Come and join those who would cross the Bridge of Dawn.

A single session freeform for 28 players set in 1920s England by Michael Hitchens and Ingrid Jakobsen.

This freeform is character based and will not be judged on objectives. For character information phone 02) 683 2229 (AH).



BLACK DEATH

by R2CD

Sanctioned by the RPGA Network

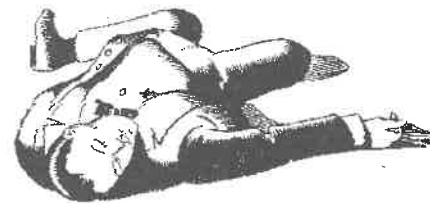


Your invitation arrived in the mail. It was printed in gold, embossed ink on a textured card. You knew instantly who it was from. It read:

You are cordially invited to attend Blackthorne Manor, Blackthorne Island, to celebrate the 54th birthday of William P. Black Esq., 8.00 pm, June 26, 1985. The formal dinner will be followed by a relaxed evening of social discourse, with the remainder of the weekend reserved for more celebrations. RSVP June 1, Blackthorne Manor.

The dinner was superb, the company not so. A gathering of family, friends and business associates had gathered to celebrate William Black's birthday. Unfortunately, you had not expected the highlight of the evening to be murder.

A single session freeform, loosely based on *Cluedo*, for 12 people with something to hide. Enquiries: Richard Canning on (02) 550 1808. *Black Death* was originally played at Arcanacon XI, held in Melbourne in July 1993.



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.

A single session comedy freeform for 25 members of a clan

that takes itself seriously.

by Diane Leithhead



PHENOMENON MODULE RATINGS



The **Phenomenon module rating system** gives you a straightforward and standardised method of checking out games before you play. You will find one or more of these icons with most module blurbs. They indicate the broad feel and focus of the module.

Most of the icons follow a **Major/Minor** theme. In these cases, the same icon is used, but it is reversed for the minor. Thus the 'Big C' (Major) Characterisation icon has a black (solid) border, while the 'small c' (Minor) Characterisation icon has a white (hollow) border. The 'Genre', 'Background', 'Catharsis', 'Graphic' and 'Sophistication' icons are not paired, and have black borders. The icons themselves are fairly self-explanatory — just remember **solid border** for major and **hollow border** for minor.

The absence of an icon does not mean that a module has none of that particular element. As you will see as you read the individual descriptions, the icons represent a particular *emphasis* within the module. For example, all modules have some degree of characterisation, (even *Dawn Patrol!*) even though they may not have a characterisation icon. Some modules may have elements of combat, but they will not have a combat icon unless the combat is central to the module or represents a significant element of play.



'Big C' Characterisation: a module in which three-dimensional character development, exploration and possible growth are absolutely central.



'Small c' Characterisation: a module where a certain depth of character exploration is important but where it is in balance with other elements such as problem solving.



'Big P' Problem Solving: a module in which the solving of a mystery through the active pursuit of clues is central to the module.



'Small p' Problem Solving: a module with a significant degree of problem solving, but where this is in balance with other elements such as characterisation or humour.



'Big C' Combat: a module where combat and related tactics and decision making are central. There may be a fair chance that your character will die during the module.



'Small c' Combat: a module where there are significant elements of combat and tactical planning, but where these are in balance with other elements such as characterisation or problem solving.



'Big H' Humour: a module involving constant gratuitous gagging and rib tickling escapism. *Giggle giggle, haw haw. Think Toon.* You get the picture.



'Small h' Humour: a module involving significant amounts of in-character rib tickling, but balanced by other elements such as characterisation or problem solving.



'Big S' System Knowledge: a module where a detailed and comprehensive knowledge of its designated rules system is essential for playing the game.



'Small s' System Knowledge: a module where a familiarity with its rule system is advantageous to play.

The 'Genre', 'Background', 'Graphic', 'Catharsis' and 'Sophistication' icons represent slightly different concepts rather than differing emphases on the same idea.



'Genre': a module where you have a very good idea of what your character will be like before you pick up the character sheet. If you know you are playing a swashbuckling romance genre, for example, you know that your character;

- will know how to buckle her swash, and
- will fall into a well-known stereotype such as *The Bandit Prince* or *The Scheming Courtier*.

'Genre' modules employ elements of stereotyping that we all recognise because

we've seen at least a dozen B Grade movies using the same characters and plots. They sacrifice depth of characterisation for ease of play.



'Background': a module where familiarity with a certain game background or historical period is necessary for full enjoyment. e.g. *RuneQuest* Glorantha, Middle Earth, or eleventh century Meso-America.

Please Note: Modules with 'Sophistication' or 'Adult' icons are not recommended for players under the age of sixteen, and entry may be refused at the designer's discretion. Modules bearing these icons will usually hold **player briefings** before play begins. They are not sensationalist, but invoke adult sensibilities and responses.



A **'Sophistication'** icon indicates a module involving concepts that younger players might not fully appreciate. It may explore philosophical or emotional ideas that require a degree of player maturity; for example, fidelity between partners, human mortality or issues of religion, sex or politics. These ideas will be presented in an implicit and non-graphic manner.

An **'Adult'** icon indicates a module that explores controversial issues or one that may invoke a strong emotional reaction. There are two icons used in this group.



A **'Graphic'** icon indicates that the module employs explicit concepts. It might involve sex, graphic violence or the sustained use of obscenity invoked for purposes of plot or characterisation.



A **'Catharsis'** icon indicates that the module invites you to deal with your character's inner life in a sustained and often emotional way. Such strong emotional identification may occasionally intrude on subjects that you as a player find sensitive or disturbing. All modules featuring a 'Catharsis' icon will involve a briefing and debriefing.



NAME OUR MASCOT!



You've probably made the acquaintance by now of our convention mascot, the multi-costumed alien and her flying saucer. She belongs to the ancient convention-going race of Phenomenarians, known throughout the Galaxy and Queanbeyan as the 'Morphs'. She's snappy, flashy and quick on her feet. She's a demon with the dice, a chainsaw ace and a cathartist of the first order. She's memorised every *RoleMaster* table and played all twenty eight of the *Egypt* freeforms. In short, she's a roleplaying **Phenomenon**. But our mascot needs your help. She's played so many characters she can't remember her real name, and so needs a new one.

There's a space on the entry form for you to name our Morph. The best suggestions (*well, the printable ones anyway*) will be presented for voting in the convention handbook, and the result announced at prizegiving. The first entry form received suggesting the winning name will receive a **Phenomenal** framed original print of our hero by Karl Lommerse.