

THE FINE PRINT

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

The Gang: Mike "Larry" Larkin, Karl Lommerse, Jo Mendez, Jon Naughton, Wes Nicholson, Peter Rousell.

Thanks to: our sponsors, Paul Kidd, all of the designers and potential GMs, Karabar High School, Necronomicon for their original support and everyone else who helped us put the whole thing together.

REGISTRATION

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

Registration will be held between 6.00 and 9.00 pm on Friday 30 June. If you cannot attend on the Friday Night, please arrive on Saturday at 8.00 am. Games begin promptly at 9.00 am.

PHENOMENON

Enquiries

Peter or Karl on (06) 286 5599

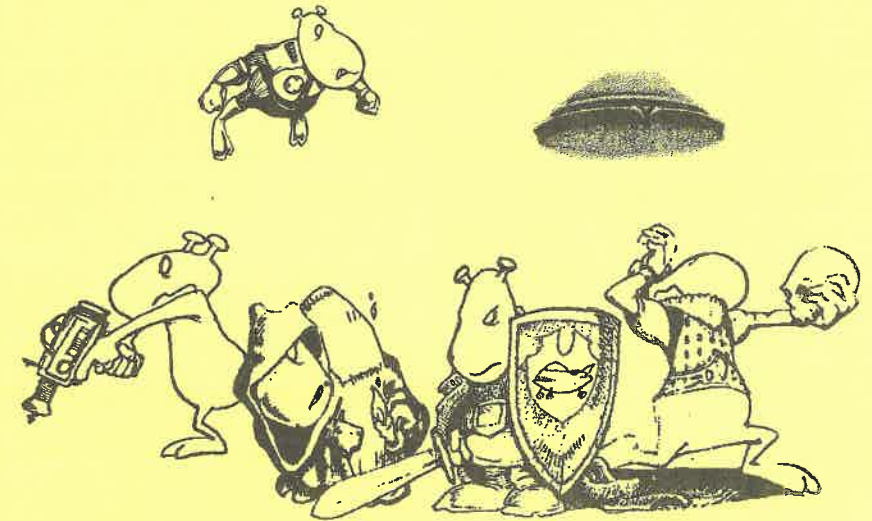
Internet Enquires:
wes@dale.canberra.edu.au

CANBERRA'S VERY OWN...

'SERIOUS FUN'

PHENOMENON

A ROLEPLAYING CONVENTION



SATURDAY 1 TO MONDAY 3 July 1995

KARABAR HIGH SCHOOL, DONALD ROAD, QUEANBEYAN NSW



PHENOMENON SPECIAL GUEST

PAUL Kidd, DESIGNER OF THE 'Albedo' AND

'LACE & STEEL' ROLEPLAYING SYSTEMS.

PHENOMENON - SERIOUS FUN

Well, *Phenomenon* is back for its second year. Last year ran quite successfully, with more attendants than we'd expected, and an extremely high quality of games. Well, this year we hope to improve.

Phenomenon '95 will again be run at Karabar High School, Queanbeyan. This year we expect to have more rooms available, and will be allocating rooms at the start of sessions. Room numbers will be clearly marked, with maps conveniently located around the school. And the registration desk will be better organised...we promise.

The Triptych is back. For those of you who missed it last year, this is three single session, systemless scenarios with a prize for the best team to play all three games. This year we are pleased to have several former Phenomenon organisers, John Hughes, and Grant Allen and Lindsay Beaton, writing the Triptych for us, as well as Madi, with a scenario very different from the games he's running at other conventions this year.

Phenomenon is proud of its local content, and is again supporting local writers by offering them a forum for their games, as well as supporting them with play testers and other design issues.

This year's special guest at Phenomenon is an Australian game designer, Paul Kidd. The author of the game systems *Lace and Steel* and *Albedo*, Paul has recently had his first novel published by TSR. He is also the author of a comic series, and has recently been working with Eric Idle on a computer games based on Terry Pratchett's *Discworld* series. Paul will be running a *Lace and Steel* game for three teams only, so if you're interested you'd better enter real early to get into it.

Phenomenon is offering a wide range of other activities besides role-playing. We have an out-of-session magic competition, a costuming seminar, and of course, Troll ball (if the weather's bad, it may become Troll basketball). And finally, there will be the banquet. This year it won't be Chinese, although I'm not sure where it will be held. (This

will, however, be decided on *before* the entry form comes out).

Games conventions always require extra GMs. This year we are offering a special raffle for a designers and GMs: A hand-crafted sculpture of our mascot, *Morph*. You only have to GM one session to be eligible, so if you're interested, drop us a note with your entry form or give us a call. We'll get the designers in contact with you, and will try to arrange a play test for you. Remember, you only have to give up one session to GM, and you may win this great prize; you'll still get to play the game in the play test, and you'll gain some useful contacts by knowing the designers. And by making more GMs available we'll be able to offer places to more teams, so more people will be able to play the games they want to play.

If you're new to convention role-playing, or new to role-playing altogether, give us a call, or drop us a note. We'll explain what it's all about, give you some suggestions about the games, attempt schedule you to play with people around your own age. In short, we want new players to come along to our convention, and we'll do all we can to help them.

Last year's Phenomenon was full. Nearly every game had as many players as they could possibly take. So if you plan to enter, remember to do so early. And please, if you offer to GM just one session for us, you'll make it that much easier for everyone to get into the games they want to play. (If several members of a team offer to GM one session, we will make sure that they are all GMing at the same time).

Don't forget to bring your coffee mug so that we can save on styrofoam mugs. We'll pass the savings on to you with a discount off all cup-associated beverages. And remember that Canberra gets pretty cold in winter, so bring those mittens...

See ya there

Karl Lommerse



The Free City of Aleeta

A Thieving Scoundrels Adventure

by

Aluholm Enterprises

What's going on in Aleeta? Is the mayor of this economically important free city coming under the influence of the dreaded Marshal Devram, the butcher of so many brave Kanphorian soldiers? What does this mean for your monopoly of the river trade between Aleeta and Dirina?

The Min-Karthos (thieves guild) also wants to know. DayMaster Kantor pays you a little visit and says "Since you're so vitally interested in this problem, why don't you go to Aleeta and find out what's going on? I'm sure we can come to some arrangement about payment. Oh, and don't forget to have a little chat to the mayor, hmm?"

A one session AD&D adventure for five thieving scoundrels in an atmosphere of political intrigue and paranoia.

We need DMs for this event. If you'd like to run a session or six, please call Chris or Peter (evenings) on (06) 286 6128.

This scenario is NOT sponsored by the Children's Television Workshop, although given some of the exigencies you can be forgiven for thinking so.

Practical Survival Lessons

You are a group of dissolute young nobles sent 'fostering'. This entails spending time with other noble households to learn their customs and skills useful to you later in life. You also come in handy as hostages if war breaks out.

To this end you have been sent to Gilervann, literally 'northernmost house'. No, they're not very original up here. Gilervanns are tall, rangy and dour as the proverbial dwarf. The only time they exhibit humour is when someone falls off a cliff. That's really funny.

Gilervann has a reputation for large, unfriendly carnivores, even larger unfriendlier demons, and short unfriendly barbarians. In the middle of winter you are sent out of the relative warmth of the citadel to keep the passages open. These are termed 'Practical Survival Lessons'. You will shovel large snow drifts and fight the dogs for a hole in the snow.

By now, you've probably figured why you've been sent to Gilervann. You're not wanted back.

A fantasy adventure for four to eight troublemakers in trouble using our own ROLE-playing system. Characters are provided, but may be altered.

Roleplaying: Necessary
Rules Knowledge: None
Adventure: Lots
Humour: I suppose falling off mountains could be amusing...
Seriousness: How seriously do you take your own life

Written by Catch & Mark

A COUPLE OF LIKELY LADS

by Gav & Scott

Oi!

A single session systemless game for three skins, one bootgirl and one rudeboy.

A stolen car, a joyride through the English countryside, and a strange incident. Now you must decide whether to try to find home, or do some stomping right here.

Warning: Frequent violence and bad language are an integral part of this game. Young players and those with delicate sensibilities are advised *NOT* to play.

The views expressed in this module are not necessarily those held by the designers in their real lives.

In the dying years of the twentieth century there are a new breed of heroes, with powers and abilities far beyond those of ordinary people.

Heroes of indomitable will.
Heroes of unsurpassed intelligence.
Heroes of unbelievable talent.
Heroes of unshakeable courage.
Heroes of undoubtable honesty.

THESE ARE NOT THOSE HEROES ...

DC ZEROES

A very silly* DC HEROES™ module for five hopeless jokes.



* Yes, it's the same old stupid rubbish from the same old stupid gits



The Piano Man

*"It's nine o'clock on a Saturday,
Regular crowd shuffles in.
There's an old man sitting next to me
Making love to his tonic and gin..."
Billy Joel*

Welcome to the Mulberry Street Tavern. Pull up a stool and tell your story - you're amongst friends here...

A drama in three acts.

One session, four players.

More multiforming by Harrison J. Chadd and the Hopeless Alcoholics at White Knuckle Gaming.

Live-Action Trollball!

Bring a change of clothes, inflatable weapons and water-bombs to discover the true poetry that dwells within all of us. This is a lunchtime, live action sport which offers lots of chanting, spectator violence and wet clothing. If it's raining or if it's too cold on the day, "Live-Action Trollball" will change to "Live-Action-Indoor-Trollbasketball" and be played in the hall. All rules will be explained to participants on the day if we can be bothered to make some up...

Win the Phenomenon Morph...

Gamemasters are needed for Phenomenon. We would like to encourage everyone who enters Phenomenon to have a go at GMing. All GMs (and designers) are eligible to win a specially handcrafted ceramic morph. *You could win even if you only GM one session.*

NOTE: All GMs should be given the opportunity to playtest any modules they run at least two weeks prior to Phenomenon. If you don't know any of our designers but would like to have a go, please call one of the organisers or indicate your intentions on the entry form..

Phenomenon Special Guest

Paul Kidd

DESIGNER • WRITER

Phenomenon welcomes Paul Kidd, professional writer and designer of two published roleplaying systems, "Lace and Steel" and "Albedo". He has also published with TSR and has recently co-written a computer game with Eric Idle set in Terry Pratchett's Discworld. Paul will be conducting free lunchtime seminars on writing, publishing.

These seminars are highly recommended to any writers (aspiring or not) and anyone who is interested in getting their games or modules published.

Paul has also written a special "surprise" one session game for Phenomenon. He's not even letting us in on the secret...

This game is strictly limited to three teams only; one team per day, so if you want to play, get your entries in as soon as possible.

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. [cf. TRI- after diptych]

Phenomenon is proud to present our second Triptych. Each year, three experienced designers are invited to each present a systemless single session module. Each scenario in this independant trio is marked by innovation, intense characterisation and gritty psychological realism.

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 - Ideas in Motion *Triptych - Ideas in Motion* *Triptych - Ideas in Motion* *Triptych - Ideas in Motion*

Portents

From the diary of Launcelot Giles, student interpreter at the British Legation during the siege of the Peking Legations.

June 14 Thursday 1900

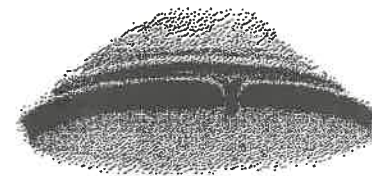
At 12.45pm Captain Wray, being on duty at the North Bridge, captured a Boxer who was calmly strolling across. He appeared in a half daze and mesmerised condition and was unarmed or else he would have been shot on sight. He wore a yellow girdle and had a square piece of flannel on his chest, hung from his neck. This is supposed to render all boxers absolutely invulnerable. He was put in the clees, awaiting decision as to his fate. Several of the Chinese servants forthwith left the legation for good, saying that this boxer would breathe fire and burn the place about our ears.

A single session, five player Triptych set during the Boxer Rebellion. By Grant Allen and Lindsay Beaton.

AUGUST 1977, Wollombi NSW... FIVE LOCAL TEENAGERS GO DRIVING. ONLY TWO COME BACK.

THE WYRM'S FOOTPRINT PRESENTS...

Fallen Angel



CLOSE ENCOUNTERS AT THE EDGE OF REALITY

*"I woke last night to the sound of thunder
How far off I sat and wondered
Started humming a song from 1962..."*

August 1977. Malcolm Fraser, Jo Bjelke-Petersen & Molly Meldrum. *Physical Graffiti*, *Anarchy in the UK* and Aka Daka. Puberty blues and a looming HSC.

Five Year 12 students celebrate the new-found freedom of a driver's licence. A celebratory midnight drive takes them onto the backroads of Wollombi in country NSW.

Only two come back.

They claim to recall nothing. For them, and for their town, the nightmare is only just beginning. *And if the truth is out there, then it's 'in here' as well.*

A SINGLE SESSION TRIPTYCH BY JOHN HUGHES

Warning: When using the FLY FOOTPRINT, please do not drink any beer...

FREAKS

*"If your body is really weird, try showing it to people for money"
Douglas Adams*

Have you ever wondered what it's like from the other side?

FREAKS

A single session Triptych for five wonders of nature. By Madi.

Ideas In Motion

Spirit of the People

by Rick McLeod

Between 1830 and 1890, the US Government engaged in a campaign to eliminate the Native Americans from its expanding borders. One by one, the Indian Nations were subdued and then moved from their home ranges to 'reservations' which were often desert wastelands which the white settlers considered undesirable. The Bureau of Indian Affairs was established to oversee the assimilation of the conquered into white society. During those sixty years, many treaties were struck between the Nations and the US. Virtually all were broken when it was no longer in the best interests of the invaders to honor them. Many warriors resisted the expansion, but eventually they were captured or killed. Their names are legend. Geronimo. Sitting Bull. Crazy Horse. Red Cloud. Yellow Hand.

"The time has come for you to become a man. But the Wasichu are near and The People must move south to the winter range before the horse soldiers come. You will have to wait."

A single session systemless exploration into the unknown for five Sioux youths who would become men. Maturity & serious outlook required. Costumes optional, but loose fitting comfortable clothing suggested. Suggested viewing: Thunderheart, Last of the Mohicans, Geronimo, A Man Called Horse, Dances with Wolves, I Will Fight No More Forever. Suggested reading: Bury My Heart at Wounded Knee, Black Elk Speaks

TICK TOCK

ex • plo • sion (ik splō'zhən) *n.* 1. an exploding; esp., a blowing up; detonation 2. the noise made by exploding 3. a noisy outburst 4. a sudden, rapid, and widespread increase

dis • arm (dis ärm') *vt.* 1. to take away weapons or armaments from 2. to make harmless 3. to overcome the hostility of

A Second Edition Shadowrun "adventure" for five or six people with steady hands.

by Mark Somers



EVIL GAME
EGD
DESIGNERS

VITAEATION

by Ivan Bullock

**YONDER LOVING COUPLE,
WALK THY BRIDGE DELIGHT.
FAIL TO SEE ME WATCHING,
LIVING ENDLESS NIGHT.**

A Vampire session for five players ready to risk eternity. For the damnation and vitae of the mind is far worse than eternal loneliness. Players offended by Love, Violence, and multiple anti-religious concepts are advised to play "Willo the Gumbanought" instead. Costumes are appreciated. White wolf version rules not scessary, but willingness to improvise is a must (especially the sub-plots).

Any queries call Ivan on (06) 290 2338

EGD publications have prepared a special pamphlet to go with this programme called "Vitae Placit", and it contains material that some people might find offensive but which is really amazing.

OPEN TESTAMENT

It is 1959, and the relentless tide of communism sweeps the world. The Petrov affair was only a handful of years ago and Vietnam is only a handful of years away. The world stands on a watershed of history and even the slightest advantage may decide the cold war. Which way will the wind blow in 1959?

A myriad of defence projects encourage tampering with "anything that might be turned against the Russians". No possibility is overlooked. The Australian desert is an ideal playground for testing these strange new weapons, some even capable of sundering the world.

Open Testament is one such project, a "joint facility" between the UK, USA and (nominally) Australia, located somewhere in the harsh desert of the Woomera prohibited area. But Open Testament has been struck by a wave of apparent suicides, and the Joint Research Organisation (JRO) wants to know why. Your plane leaves tonight.

In the desert, only the best prepared stand a chance of survival.

Rules: GM's whim with Cthulhu characters. 5 players, 2 sessions.

Australian Horror by

Antti Roppola (Portal, A Post War Dreaming...) &
Roy Weissensteiner (A Sense of Utopia)

PHENOMENON 95

Return completed form, with payment, to:
PHENOMENON 95, PO Box 308, Belconnen, ACT 2616

Make cheques and money orders payable to Phenomenon Labs, Inc.

Name: _____

Address: _____

State/Territory: _____ Postcode: _____

Phone Number (Day): () _____ Night: () _____

Age: _____

Are you also attending SAGA? _____

Team Name: _____

I hereby apply for registration to Phenomenon 95, to be held between 1 and 3 July 1995. I enclose the applicable fees 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 95.

Signature: _____ (Parent or guardian to sign if under 18)

Necessary but boring bits

Scheduling:

Your timetable for Phenomenon will be ready for you when you arrive at registration, IF your entry is postmarked before June 2nd.

Event organisers will be available (if they have any spaces left) at registration to schedule late entries. If you want to play in your first pick games, enter early.

Convention Fees:

There is no registration fee for Phenomenon. You pay for each session you play. All fees are per person, NOT per team.

Games cost \$5 per session in general, except the Wandering Wizards Magic: the Gathering event.

The costume seminar is FREE.

Entry to the con banquet (NOT Chinese, no way, absolutely) is \$15 per person.

GM's who wish to play are entitled to a discount of \$1 per session GM'd, up to a maximum of \$5. Gamemasters who referee at least four sessions will be entitled to a Phenomenon coffee mug. All GMs, regardless of whether you do one session or twelve are eligible to win our ceramic morph. If you haven't tried GMing before, why not have a go?

People who play at SAGA and Phenomenon are eligible for our

Convention MegaDose Deal. More information is at the end of the 'More necessary but boring bits'.

Entries postmarked after June 2 attract a \$5 late fee. This is done to encourage you to enter early and make life easier for you, the event organisers, and we poor Phenomenon organisers.

Rules and other icky things:

Smoking is strictly forbidden inside school buildings. By the time Phenomenon happens, it will possibly be banned on the entire campus. We will make sure signs are posted if this happens.

Alcohol is banned on all NSW school campuses.

Illicit drugs are banned on all NSW school campuses.

No weapons, real or otherwise. Legitimate game props MUST be cleared with the con organisers and only displayed during the relevant session(s).

Section 6g of our contract states: "We are to ensure that no game of chance, gambling of any kind, or any illegal activity whatsoever is carried out upon school premises."

Breaches of any of these rules will jeopardise the future of Phenomenon, so we won't be nice to anyone we catch ruining things for everyone.

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Session Times:

	Saturday	Sunday	Monday
9:00 - 12:00			
1:00 - 4:00			
4:30 - 7:30			Prizegiving

Event Name System Team Size Cost

Triptych - \$5 ea

- Fallen Angel Triptych 5 _____
- Freaks Triptych 5 _____
- Portents Triptych 5 _____

Single Session Games - \$5 ea

- A Couple of Likely Lads Systemless 5 _____
- DC Zeroes DC HEROES-ish 5 _____
- Practical Survival Lessons Home Rules 5 _____
- Spirit of the People Systemless 5 _____
- The Free City of Aleeta AD&D 5 _____
- The Piano Man Systemless 4 _____
- Tick Tock Shadowrun 5-6 _____
- Vitaeation Vampire 5 _____
- Who Says Scientists...? Shadowrun 5 _____
- Bridge Crew Computer Roleplay 8 _____
- Paul Kidd's Surprise Module* ??? 5 _____

Two Session Games - \$10 ea

- AD Police Systemless 5 _____
- In Search of ... Bruce AD&D 5 _____
- Open Testament Cthulhu-ish 5 _____

Individual Entry Games - \$5 ea

- A Very Gentle Man Freeform - _____
- Black Death II Freeform - _____
- Blue Skies Dawn Patrol - _____
- Communist Party Party Freeform - _____
- Friends of the Family Freeform - _____
- Little Wudlow Freeform - _____
- M:tG - Type II tournament M:tG - _____
- The Masked Ball Freeform - _____

SUBTOTAL: _____
(max. \$35.00)

Extras (*it's those little extras in life...*)

- M:tG - Wandering Wizards (\$1 + 50c per duel) _____
- Costuming Seminar **FREE**
- Phenomenon Dinner (Saturday 8:00pm @ \$15 per person) _____
- Name of Guest(s): _____
- Qty: _____
- Phenomenon Sweatshirts (@ \$25 per person) _____
- Qty: _____ Size(s): _____
- Late fee (after 2 June 1995) @ \$5 _____

SUBTOTAL: _____

- MINUS Confirmed GM Discount (\$1.00 per session, max \$5) _____
(*Checking this box makes you eligible to win the ceramic morph*)

More necessary but boring bits

After June 23rd, refunds will only be given in exceptional circumstances.

No refunds will be given after the convention if you fail to turn up.

Bounced cheques cost us \$9 each. If you write a rubber cheque, the Phenomenon organisers expect you to pay the \$9. Yes, we know your bank will charge you \$20-\$30 as well, but you shouldn't write rubber cheques, should you? :-)

It is an offence under Commonwealth law to stop payment on a cheque without lawful excuse. Changing your mind about coming to Phenomenon is NOT a lawful excuse. As stopped cheques cost Phenomenon \$9 each, you will be asked to pay this fee if you stop payment on a cheque.

CONVENTION MEGADOSE DEAL

Special SAGA/Phenomenon offer

Everyone who attends both SAGA and Phenomenon this year is eligible for a discount from both cons. Here's how it works.

If you play 5 sessions at SAGA and 5 at Phenomenon, you will get a \$10 cash refund at Phenomenon.

If you GM all of SAGA and play all 8 sessions of Phenomenon your refund will be \$8.

If you play all 8 sessions at SAGA and referee all 8 at Phenomenon, you get \$8 back.

To claim this refund, you must indicate on both the SAGA and Phenomenon entry forms that you are attending both cons, AND you must collect your refund in person on the last day of Phenomenon.

Registration:

The venue will be open for event registration on Friday, June 30th, from 6 PM to 9 PM, and on Saturday, July 1st, from 8 am. Session 1 begins promptly at 9 am on Saturday.

Enquiries:

All letters and entry forms should be sent to:

Phenomenon
PO Box 308
Belconnen
ACT 2616

All cheques and money orders should be made out to "Phenomenon Labs, Inc". DO NOT send cash.

If you have any questions regarding Phenomenon, phone Peter or Karl on (06) 286 5599 between 6pm and 9pm weeknights, or Jon on (06) 288 1305, same hours.

E-mail enquiries can be sent to Wes at wes@dale.canberra.edu.au.

Refunds and other money matters:

All cheques and money orders should be made payable to Phenomenon Labs, Inc.

PLEASE, don't send cash through the mail. It's not only illegal, it's also impossible to trace if it gets lost or stolen.

If for any reason you need to cancel your registration for Phenomenon, we will refund your fees, less a \$2 administrative charge, if you tell us before June 23rd.

If you bring your own mug to Phenomenon, we will give a discount off any liquid coffee, tea or milo purchase.

Gamemastering

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

If so, what game(s)? _____ How many sessions? _____

Phenomenon is looking for Game Masters to run events at Phenomenon. **YES/NO**
Are you willing to run one or more games at Phenomenon if required?

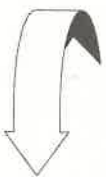
If so, what game/s or systems? _____ How many sessions? _____

NOTE: Only GameMasters and Designers will be included in the draw for the Phenomenon ceramic morph. If you wish to be included, you must be willing to GM at least ONE session at Phenomenon.

PLEASE, if there are any sessions for which you are unavailable, mark them on the grid. Phenomenon Labs, Inc. takes no responsibility for inconvenient scheduling if you don't tell us you're not available.

	Saturday	Sunday	Monday
9:00 - 12:00			
1:00 - 4:00			
4:30 - 7:30			Prizegiving

On the back of this form, please tick, circle, highlight, or somehow indicate *clearly* which games you wish to play.



AD POLICE

THE MAD CRIMINAL INVESTIGATIONS FILES
AD 2032
FILE 4: "LOVE KILLS"

ANOTHER SIDE STORY TO BUBBLEGUM CRISIS

Welcome to MegaTokyo.

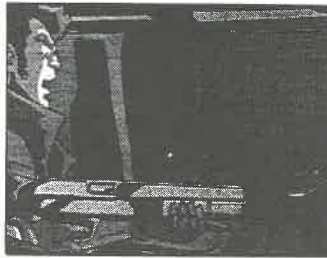
A city where weeds are nonexistent because of the toxic substances in the earth.
A city where oxidised steel exists and is surrounded by an almost too-lively atmosphere.
A city where technology has outstripped most human's ability to understand it.
A city where artificial life is common...more than 70% of the population classify as Boomeroids or Boomers - Synthetic Artificial Life.

Police have formed a special branch to combat 'Boomer' related crimes.
ADvanced Police. AD Police. About-to-Die Police. They haven't had an equipment upgrade in two years. Combat Boomers rampage at least once a week...and kill cops without fear of dying... 'cause the cops just can't kill them....

But they are not the REAL problem. The problem is that most of the labour force Boomers, and the really advanced 'Personal Service' or sexaroid models, can even have emotions...and that is the problem. With their advanced intelligence and physical superiority, this can be disastrous. And with MegaTokyo's population reaching 25 million, most people don't notice until they die.

Written by the Nene & Nabiki Fan Club

Youthful Adventure in Two Sessions for five players. No system knowledge required. Screenings of the Anime - AD Police Files 1, 2 & 3 on LaserDisc will be part of the first session. **Mature Players** only due to the adult situations both in the game and the videos. For information contact Paul on (044) 460 078 (AH weekdays) or Bruce on (06) 251 3515. You can also email us on the Internet at BLB@CAPCON.APANA.ORG.AU



Who Says Scientists Are Eccentric?

(Furball's Revenge)

by Andrew Mahoney

The extraction should have been so simple,

Electric Fence? Not a worry.
Security Guards? No problem.
Sentry Guns? Easy.
Furball? FURBALL???

A single session shadowrun for five players

IN SEARCH OFBRUCE

(Adventure at 1313 Mockingbird Lane)

Sharon and Narelle had settled down for a night of video ecstasy. Last week's Baywatch episode, two weeks "The Young and the Restless" and the jewel in the crown - one as yet unscreened episode of "Home and Away", smuggled out of the studio by their friend, Kylie.

Add two six packs of West Coast Cooler and a six pack of Jim Beam bourbon and Coke and this is heaven come to Penrith.

Before their adoring eyes could lock onto Tug, Pippa, Angel, and the rest, their reverie was shattered by the ring of their Barbie telephone.

It was Chooka, Trev and Kylie. They had been to see Bruce at his new house in Ultimo. There, they found the door ajar, a long splash of blood on the cellar stairs and a note pinned to Bruce's Guns 'n' Roses concert poster

Call the pigs and Bruce is a dead man

Narelle was aghast. She had pleaded with Bruce not to move to the city. Her anxiety and distress was made all the more painful as Bruce had just last Friday given her a present she hoped was a token of the love she was sure he felt for her. In the dimly lit romantic ambience of Panthers nightclub he had give her his signed-by-the-band Metallica T-shirt. And he hadn't even struggled when the bouncers dragged him away for being shirtless after 8:00 PM.

Without a second thought, they jumped in Sharon's HG Monaro and sped off down the Great Western Highway to 1313 Mockingbird Lane in search of Bruce.

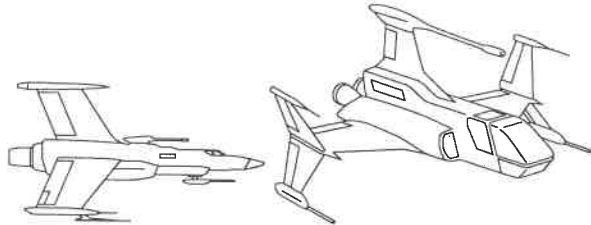
A 2 session AD&D 2nd Ed adventure by Chris Barrett and Tony Calder for 5 products of the western suburbs consumer culture.

The old man must fall. A knife, a razor, a lantern, treacherous state of bodies round, a crowd, bean, filthy, woodshed mockingbird alive...and what more - his a girl!!!

The time has come for fair representation in the galactic conventions, for years now the FIP tyrants have been represented; showing one side of the story....

Well fellow warriors, it has been lies! ALL LIES!!!!

We have been made out as a honor less vicous scum of the universe... Well now the time has come for honesty! Now the TRUTH will be told! Now the FIP will be shown for the insidious cancerous scum that we all know and love to hate!



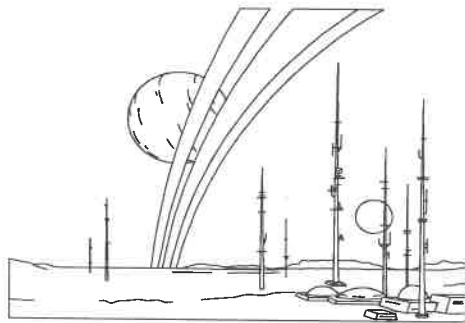
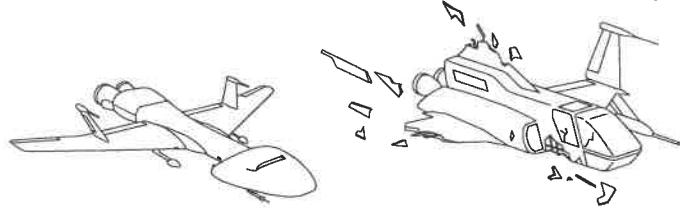
No longer will the crew of the convention be tied in by stupid rules and regulations!

We as the mighty Xingons know that there is only one rule in space... that is the rule of superior fire power! Stronger shields and overall genetic superority!

No longer will a surrendering ship require the players to spare there pathetic lives! The Xingons have only one directive for cowards... Vaporize the scum.

Players ships will be crewed entirely with the genetically superior Xingons. The crews shall consist 8 highly trained individuals selected from the finest clans of the Empire.

For crew with no experience of starship bridge positions will be given on the job training.



A One Session Bridge Crew game for eight players
by Brett Johnson

Blue Skies



A two session Dawn Patrol game

Part of the Australian Dawn Patrol Championship

Come fly a World War I airplane in this traditional dogfight event. Last year, this game got almost as many players at Phenomenon as "The World's Largest Dawn Patrol" did at Gen Con. This year, we want to get more entrants and take the "World's Largest" tag away from the Americans.

Be a part of history!.

Rules knowledge is NOT necessary but does help things along a bit.

A tale of romance, high adventure, magic, mythical beasts, royal intrigue, religion, lust, revenge, and beef Stroganoff.

Little Wudlow

It's a pseudo-medieval village best described as a tiny muddy hole in the middle of nowhere, notable only for its famous "beef Stroganoff" and the strange absence of rats anywhere in the vicinity.

The assorted travellers lodged at the sign of the *Happy Pig* (and effectively doubling the village's population) find themselves wondering whether any achievement of power, wealth or other forms of gratification could possibly make an extended stay in the unbelievably dull Little Wudlow worthwhile.

Then one sunny morning the villagers and visitors awake to discover that a large dragon has appeared on the mountain overlooking the pass which is the only way back to something resembling civilisation. The head priest of the village gleefully demands that a virgin sacrifice be made to appease the dragon's wrath. A few of the people trapped in the village, however, do not wholeheartedly agree with this plan...

A one session freeform by Leife Shalleros with Kirsten Jakobsen and Victoria Leaver for 28 players with no objections to being stereotypical and silly. (Costumes preferred.)

Costuming Seminar

Want to wear a costume at your next con for that freeform that caught your eye but 'can't afford it', 'it's too hard to make', 'it'll take too long'.

Do the terms 'codswallop', 'rubbish' or even 'bullshit' mean anything to you?

Cheap, quick and easy.

That's the costumes that I can show you, ideas for where to get materials, props or even ready to wear outfits and at a price that even most students can afford.

A lunchtime seminar to be held on ...

Brought to you by - Elegant Stuffies ('n' Stuff)

Friends of the Family

A COCKTAIL PARTY FOR CHARITY

"CHILDREN OF THE DARKNESS
MEET THE CHILDREN OF THE LIGHT"

Lestat

A charity affair for 18 children of the dark and the light.

(PS There are rumours about the number of vampires in this game)

[Two sessions only, 1 session will be open, 1 for 16yo and over]

☾ In Nominae Lupus

Queries: Contact via Pager-Dial 016020

Quote 249934

BLACK DEATH II THE NIGHT OF THE COMET

BY BLACK DEATH

Blackthorn Manor is one of the most beautiful mansion in the country. Located on Blackthorn Island, after being brought over from Europe and reconstructed piece by piece. But it has always seemed to you, frankly, sinister. The long dark hallways and the spacious rooms seem to absorb light, and even during the brightest day, the place is filled with shadows. Its history is long, and you are sure that the Manor itself is aware of your presence. The manor has secrets that you will never know. However, it is also the home of Mr. William Black, and you are here, at his invitation, to watch the close pass of Halley's Comet.

There were thirteen people in Blackthorn Manor when the sun set and the light of the comet filled the sky.

There were thirteen people who sat down to dinner, the only meal they ever ate by comet light.

There were thirteen people looking forward to a quiet evening of rest and relaxation.

Thirteen is a very unlucky number.

A 12 player, single session murder mystery freeform, loosely based on the board game Cluedo, set during the first pass of Halley's Comet this century. This game involves adult concepts. Strictly no-one under the age of 16. For enquires please call Richard Canning on (02) 550-1808 or Richard Dennis on (03) 576-9450.

This space is available for rent next year. Please contact one of our friendly Phenomenon organisers to arrange a competitive rate. This has been a paid non-political broadcast on behalf of nobody in particular.

THE MASKED BALL

OR

A NIGHT AT THE MYRAS COURT

Designed and presented by Lighthouse Games

A one session freeform for 20 Evyntyders.

Maybe your first night at the Myras Court, or just one of many! Either way, you feel that, somehow, tonight could be different!

The session will be run in Robert Pryor's exemplary non-system format.

Please note: that costume (optional, but please try) should be early Renaissance and the mask is compulsory! I will try to give people the characters that they request (either by name or generically) so please enter early so I can send them out!

A VERY GENTLE MAN

It is six years since the shattering of the Empire

*"He is sunlight to her storm,
She is winter to his summer.
Separate they are formidable,
To be feared and respected.
Together, they are a power
To shake kingdoms and topple duchies.
They are, for some reason, coming here.
Thank God above they are not bringing
all the Dreamers down upon us."*

Bishop Annelius, 15 Septimes 912 AF

**Gather ye interested parties for a three hour
pre-council meeting to decide our course of
action.**

**Baron Fergus, Lord Regent
16 Septimes 912 AF**

(For twenty to twenty five dedicated schemers and intriguers.
pseudo-medieval costumes strongly preferred. If you need a
costume indicate your sex and size on entry form.)

by eric henry and larry

★ COMMUNIST PARTY PARTY ★

Its time for a change. A Russian type of change. Come to the 1984 Communist Party Party. Fun, Sex, Drugs, Aliens & Death (Better than most SBS TV shows). What more could you want in a Freeform ?? Its Cheap, Tacky and full of Clichés, "Buy the Power of Grey Scull I am a Sex God". Costumes should be what ever keeps you going through the night. Some aspects of sexuality may offend some rule-players.

MA (L) (V) (Sx) (N) (D) (A) (H) Restricted to ages 16 and above.
Runs in Sessions 3 and 6 only. Created by "Unhappy Childhood's"
Contact Nick Prosser on (06) 2540315 (Ah) with any queries.

Magic: the Gathering

A one session Type 2 tournament for a maximum of 48 players

Yes, folks, it seems this insidious game is here to stay. Whether you love it or hate it, Magic: the Gathering is creeping into your gaming life.

The ramparts are set, and the last bastion of resistance against this unstoppable tide is hanging on to the last in the southern suburbs of Canberra. BUT, they have no chance against the ever increasing tide of converts to the game of the decade.

In this Type 2 event, only cards from Revised, The Dark, and Fallen Empires sets may be used in your standard competition deck of 60 cards plus a 15 card sideboard. Normal Duelists' Convocation rules apply. All ante cards are banned, and a list of restricted cards may be obtained from Phenomenon if you don't have access to the Duelist magazine.

The draw will consist of several round robin groups with knockout finals between the winners of each group.

Runs in Session 4 ONLY

Magic: the Gathering - Wandering Wizards

A non-session event for busy gamers. Brought to you by the Phenomenon Organisers.

So, you want to play in the Magic: the Gathering event but don't have the time, or some of your stick-in-the-mud team members want to play something else?

No Problem!

This event is for you. It costs just \$1 to register and you play as many duels as you like, whenever you have the time - lunch, spare session, evenings, etc. Each duel costs 50c per player and you must play at least 10 duels to qualify for a prize. **Even if you lose, you should still turn in the score sheet, since at least one random prize will be awarded for this event, based on ladder positions at the end.**

The Rules:

The tournament will use Type I rules, that is any cards except Alphas, Ante cards, Divine Intervention, Time Vault, and Shaharazad;
Normal restricted lists apply;
You can play each opponent in up to three duels;
You can change your deck as often as you like over the weekend. *Yes, really!!!*