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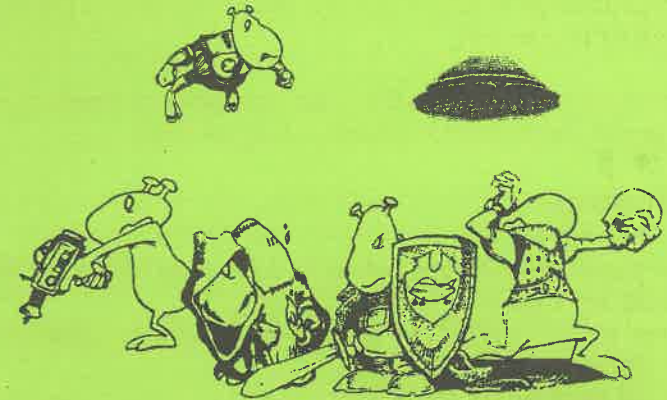
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CANBERRA'S VERY OWN

'Serious Fun'

PHENOMENON

A ROLEPLAYING CONVENTION



FRIDAY 12 TO SUNDAY 14 JULY 1996

Karabar High School, Donald Rd, Queanbeyan NSW



Phenomenon Special Guests

Margaret Weis - author of many books

Don Perrin - game designer and author



Rules

No alcohol on the premises

Smoking is banned in buildings and on the school grounds

No weapons, real or otherwise. Legitimate props for games are OK as long as they are only used during the game

No illicit drugs on the premises

Destruction or damage to school property will be reported to the police, and offenders will be prosecuted

Any breach of the rules may result in your registration at Phenomenon being cancelled, and in some cases legal action may be taken

Cancellations

Refunds for player cancellations before 28 June 1996 will be the full amount paid, less a \$2 administrative fee.

After 28 June, refunds will only be given in exceptional circumstances, at the organisers' discretion.

No refunds will be given for player cancellations after the convention has started.

If one or more events are cancelled, players will have the option of choosing another game or obtaining a full refund of the fees paid for that game.

Enquiries

For the answers to all your questions about Phenomenon, call Karl or Pete on 06 286 5599, between 7 pm and 10 pm, or e-mail Wes at wes@dale.canberra.edu.au

Phenomenon's mailing address is PO Box 308, Belconnen, ACT, 2616

Banquet

Phenomenon will again be hosting a smorgasbord dinner, most likely at the same venue as last year. The cost will be \$16 per person. It will be on the Saturday night, starting at 8 PM. Costumes are welcome.

Special Guests

This year, Phenomenon welcomes two special guests from the USA.

Margaret Weis is a best selling author, probably best known as the co-author of the original *Dragonlance* novels. With Tracy Hickman, she co-authored the *Darksword* books. Margaret's other credits include the *Deathgate* and *Star of the Guardians* books.

At Phenomenon, Margaret will be conducting a writers' workshop on Sunday morning. To participate in this, you must deliver either a short story or a synopsis of a novel at registration on Thursday evening. During the workshop, Margaret will go through each piece of work and offer constructive criticism. If you aren't willing to have your ideas dissected in front of your peers, this workshop is not for you.

Don Perrin is the designer of the *Star of the Guardians* card game - a very different game to M:tG. Based on the novels, this game is more tactical than strategic.

Don is the co-designer (with Jeff Grubb) of the *Wing Commander* card game, based on the popular computer games. He also co-authored *Knights of the Black Earth* with Margaret Weis.

Over the weekend, Don will be running demo games of *Star of the Guardians* and *Wing Commander*. Why not drop by and check these games out?

On Sunday morning, Don will be hosting a Killer Breakfast. No, there's no food involved. It runs at breakfast time, and it's a killer because you bring along your favourite character and pit him/her/it against the trials and tribulations cooked up by Don and his army of gamemasters. This is a social event, no fee and no prizes. Just an hour or so of bloodletting.

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Tryptych

COVENANT

In the Name of God, the Compassionate, the Merciful

The Day of Reckoning for mankind is drawing near, yet they blithely persist in unbelief. They listen with ridicule to each fresh warning that their Lord gives them; their hearts are set on pleasure.

In private the wrongdoers say to each other: 'Is this man not a mortal like yourselves? Would you follow witchcraft with your eyes open?'

Say: 'My Lord has knowledge of whatever is said in heaven and earth. He hears all and knows all.'

Some say: 'It is but a medley of dreams.' Others: 'He has invented it himself.' And yet others: 'He is a poet: let him show us some time, as did the apostles in days gone by.'

Yet though We showed them signs, the nations whom We destroyed before them did not believe either. Will *they* believe?

- āQur'ān (21:1-6)

BY RICHARD PERCY

GRAENLENDINGA SAGA

Our fathers strode the wide world, wave-ploughers and axe-bearers, and the world trembled. Now we huddle like children on the ice-locked shore, waiting for light and life to fail. The dismal sea speaks to us with a voice of iron. Its judgement is brief and terrible, hard as rune-graven stone. No more bitter fate for a proud people, no more lonley end.

A single session Tryptych for five Norsemen in the twilight of the Viking Age .

by Brent Steeves

prometheus rising

What price freedom? The possibility of continued existence on our planet has been exhausted. Many have remained faithful to the tenets of organised religion, found now in the doctrines of the great Church of the Temple, while others have found their peace in the mystical advances of the Church of Science Ours is a world where the God of Faith and the God of Technology wear the same face, one in light and one in shadow, Twins to the adoring masses that seek redemption from a darken future.

The future of our people is a grim place and unforgiving, and while the populace struggles for belief in something that will tell them that their future is going to be bright ie shadow of our world's death haunts the dreams of generations .

We as a race must move onward and outward', it was stated by the leaders of the Synod of Progress. 'Unless we can find something to inspire confidence in our own people, something for us to believe in and work towards, we as a race are without the hope of redemption'. So it was that the Prometheus Project was conceived, interstellar exploration and colonisation, and a new day of hope dawned for us. A great diaspora to the very edges of the universe we knew, a quest to find the place that would bring us back our lives and our future

And so it was that a score of leviathans prepared to leave their crowded seas and sail into the beyond, nestled within their wombs the slumbering hope of a brighter tomorrow ..

prometheus rising is a single session Tryptych for Teams of 5 Players Characters will be available at registration and to ensure the smooth running of the convention should be read before play commences.

Written and presented by Mark Barnes

Roleplaying events

Racism

You want me to do what!!! Elves do NOT help dwarves. Elves do not even associate with dwarves. I don't care how important it is, I WILL NOT HELP those dirty, smelly, rock-brained, stumpy, fat and hairy animals. NO!!!

A one session AD&D adventure for 5 brave beings from two races by Diane Leithhead. Rules knowledge forbidden. Rules manuals forbidden. Tabletops frowned upon. Bring your diplomacy and your biggest weapon.

A Child's Dream

The cities start to crumble, and the towers fall around us.

The sun is slowly fading, and it's colder than the sea.

Of dreams that have escaped you, and the hope the you've forgotten.

There's a promise of the future and a blessing for today.

A systemless module
For five who have been dreaming (?)

In Nominae Lupus

1997 is coming!

Watch for Phenomenon 97. We're sure to have a few surprises in store for you. If you'd like to help run the con, or write a game, or help out in the canteen, we'd love to hear from you. Talk to one of this year's organisers, or leave your contact details at the canteen over the weekend.

STAR BANTHA WITH A WOODY WARS



EPISODE CCIII: BANTHA WITH A WOODY

The Rebel Alliance, now the New Republic, has faced some impossible odds to achieve its goals. Now it is faced with trying to fairly govern thousands of different worlds.

The Empire's fleet was shattered over Endor's moon, just as its will was shattered by the death of the Emperor. Factions and fragments of the fleet are now forced to fight a guerrilla style war reminiscent of that fought by the Rebels.

*But neither of these two great adversaries are aware that they are yet to come face to face with their greatest ever threat. These mighty powers may soon be brought to their knees by the potent force of nature known only as **Bantha With A Woody** ...*

A SINGLE SESSION, 5 PLAYER DOSE OF THE USUAL GARBAGE FROM EGD'S COMEDY DEPARTMENT. THIS TIME WE'RE TAKING LIBERTIES WITH THE STAR WARS SYSTEM.

EVIL GAME
EGD
DESIGNERS

QUE?

When you can't see the forest for the trees.

Amazon 1. pl A race of female warriors alleged to exist in Scythia. 2. Hence, a female warrior (lit & fig). 3. Region of the Atzlan Empire.

Concise Oxford Dictionary 2020 Ed.

<So what's all this about? <Supercommuter(23:45:01 25:06:30)>>
<It's a run through a rainforest, baby sit some egghead researcher, sit back and do the tourist thing <The Silver Wahoo(23:46:23 25:06:30)>>
<Cool, what's a rainforest?<Supercommuter(23:45:01 25:06:30)>>

A nature trip for five urban Shadow Runners by John Brinsmead

A DAY AT THE RACES

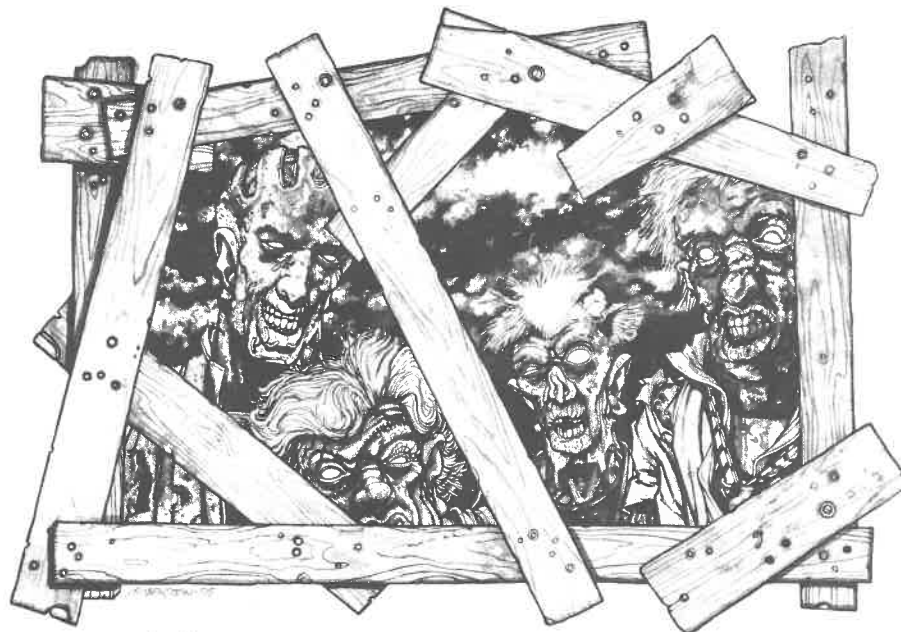
The steeders are ready, the jockey's are ready, the bets are down! Your lord's steeder looks good for the race, all fifteen kilometres. BUT where's the Sholl County Cup??? The Cup worth FIVE GOLD PIECES was safe in its magical case YESTERDAY! Who could have got to it? You were supposed to be guarding it, so it will be your heads if it is not found

An Investigative one session Evyntyde adventure for 5 Intrepid chalice hunters (with a real incentive). Knowledge of the world of Evyntyde and the Evyntyde system totally useless, but could impress the referee!

Note: Due to the low stress level of Evyntyde referees (plus we want some time to ourselves) the game is limited to 16 teams More by negotiation and bribery!

AWAKENINGS™

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"Time to get the team back together for one last job. Jewels, cash; no risk.
Too easy."

ICE TO MEET YOU.

Dark Cyberpunk for 5 players.

by Shannon Roy

Frontline

Paranoia by Hugh Fisher

A terrible fate threatens the very existence of AlphaComplex as we know it! (Second time this week-cycle.) Vampyres under the direction of arch-traitor and ex High Programmer Meth-U-SLA have taken over the lower levels, and even as you read are battling for supremacy with The Computers most heavily armed Vulture Squadrons. And you, friend Troubleshooter, have been sent (your mission controller prefers "dispatched") to record this historic victory over the forces of darkness. Don't forget the close ups of R&Ds latest megadeath weaponry in action.

A Paranoia single session for five to seven players. Similar in style and sort of a sequel to the Cancon 94 module, but since admitting even the slightest connection to those unfortunate events is now grounds for summary execution there is no advantage to having played the previous one.

The Quest for Merlin

How far does a man have to run,
to hide from himself?



A two session Pendragon game for 12 teams of 5
by Robert MacLean

The time: April, 2286. The Location: On board the state-of-the-art luxury space liner *Empyrean*, a sleek, elegant vessel belonging to the prestigious *Starlight Interstellar* Corporation. This is its maiden voyage. Its mission: A routine flight, carrying a group of scientists to the research station on Vega III and a sundry collection of very wealthy first class passengers to the colony on Mu Herculis IV. Stowed away in the hold: Five intelligent non-human life-forms of terrestrial origin. Invisible and non-physical, they easily escape detection by the ship's security system. They possess strange powers of telepathy and telekinesis, and an extraordinary mechanical aptitude. Their mission? To give free reign to their mischievous instincts, create mild havoc and have lots of fun at the expense of the ridiculous humans. And get to another planet. Eventually. Maybe.

The *Empyrean's* Chief Engineer thought she was joking when she blamed a minor pre-launch technical difficulty on 'gremlins'...

Flaws in the System

by Victoria Leaver

A single session systemless game for five players who possess ingenuity, a sense of mischief and an irreverent attitude towards humanity. Recommended to anyone who has ever wondered why science fiction spaceships keep breaking down and to all those people out there who suspect that they are being persecuted by computers or other inanimate objects. This is the view from the other side.

Short People

"Where is that good-for-nothing Kender?" the dwarf asked for the tenth time. "Probably got herself thrown into prison the day after we left!"

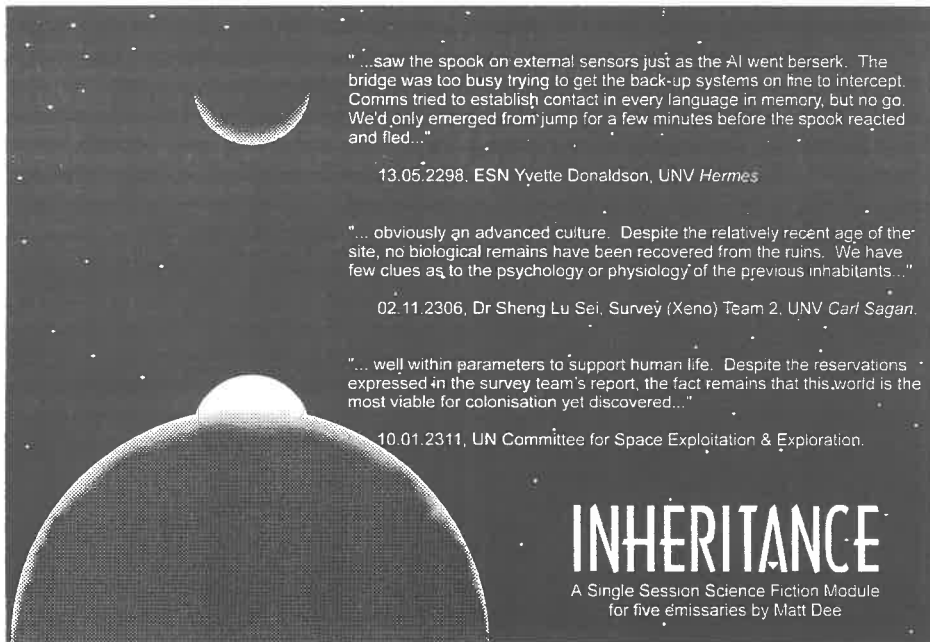
"Actually it is my proposition that if Tashua had gotten herself thrown into prison she would have had a little trouble breaking out unless the locks were too high or they broke her fingernails."

"Hrmp" grunted Guz, interrupting the gnome. The other two glanced in the direction the minotaur indicated with his horns.

Standing in the doorway was the overdue kender, a huge grin on her face. She entered the inn, a cloaked figure in tow. "These are my friends I was telling you about. You shouldn't be scared of them, they're really great guys. Hey guys, how'd you go on your quests? I found something - this is Ibo." The hood fell away from the covered face.

"A gully dwarf! Ya brought a stinkin', stupid gully dwarf into the inn!"

A one session Dragonlance adventure for five
by Karl Lommerse and Friends



"...saw the spook on external sensors just as the AI went berserk. The bridge was too busy trying to get the back-up systems on line to intercept. Comms tried to establish contact in every language in memory, but no go. We'd only emerged from jump for a few minutes before the spook reacted and fled..."

13.05.2298, ESN Yvette Donaldson, UNV *Hermes*

"... obviously an advanced culture. Despite the relatively recent age of the site, no biological remains have been recovered from the ruins. We have few clues as to the psychology or physiology of the previous inhabitants..."

02.11.2306, Dr Sheng Lu Sei, Survey (Xeno) Team 2, UNV *Carl Sagan*.

"... well within parameters to support human life. Despite the reservations expressed in the survey team's report, the fact remains that this world is the most viable for colonisation yet discovered..."

10.01.2311, UN Committee for Space Exploitation & Exploration.

INHERITANCE

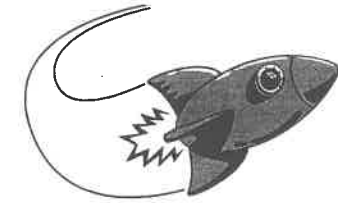
A Single Session Science Fiction Module
for five emissaries by Matt Dee

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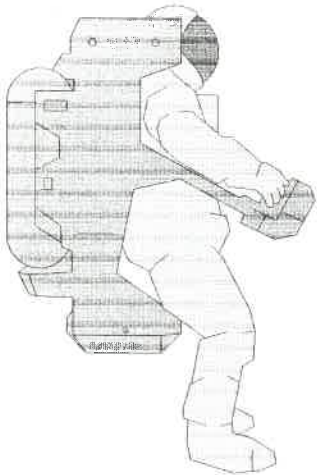
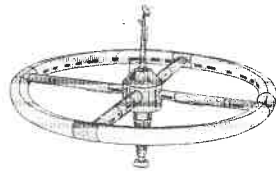
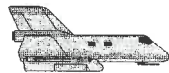
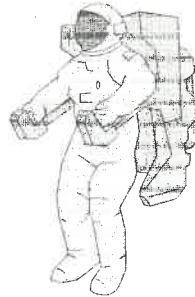
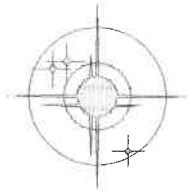
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By ROBERT COX and NICK PROSSER
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 science fiction roleplaying game

Two ships will be sent to 'Daylor Station', a manned outpost in a quiet sector of the Federation Of Independent Planets.

WHY? - Because of a 150 year old Prophecy. Who is the prophet Tamara? And of what did he warn?

WHO at fleet HQ is dumb enough to send two perfectly good starships after a 150 year old prophecy?

A Two starship mystery using Mithril Software's BRIDGE CREW software

It REQUIRES 2 CREWS of 4 players EACH SESSION. This SCENARIO is a mix of LIVE Roleplay and STARSHIP COMBAT. TRAINING will be provided for CREWS with NO PREVIOUS BRIDGE CREW EXPERIENCE.

Game	System	Sessions	Cost
Prometheus Rising	Tryptych	1	\$5
Covenant	Tryptych	1	\$5
Graenlendinga Saga	Tryptych	1	\$5
Racism	AD&D	1	\$5
Short People	AD&D (Dragonlance)	1	\$5
The Prophecy	Bridge Crew	1	\$5
Ice to Meet You	Cyberpunk	1	\$5
A Day at the Races	Eventyde	1	\$5
A Child's Dream	None	1	\$5
Flaws in the System	None	1	\$5
Inheritance	None	1	\$5
Frontline	Paranoia	1	\$5
Que?	Shadowrun	1	\$5
Zero G	Shadowrun	1	\$5
Diplomacy by any Other Means	Star Trek	1	\$5
Bantha with a Woody	Star Wars-ish	1	\$5
Great Chulhu, Batmani	Ummm?	1	\$5
Saad without Dressing	AD&D	2	\$10
Hinterland	Chulhu Next	2	\$10

Phenomenon 96 Entry Form

Name _____

Address _____

Postcode _____

e-mail _____

Phone (Day) () _____ (Night) () _____

Team Name _____

I hereby apply for registration in Phenomenon 96 and enclose the applicable fees for the event(s) I wish to enter. I agree to abide by the rules of the convention. I further agree that I have no claim against Phenomenon 96, the organisers, or any volunteer helper(s) for any loss or damage to myself or my property.

Signature _____
(Parent or legal guardian to sign if you are under 18)

We want you to have the best time possible at Phenomenon. To help us help you, please fill in the grid below with the times you would like to play each event. We will do our best to accommodate your wishes, but as we schedule on a first come, first served basis, getting your entry in early is the best way to get the games you want when you want them. Note that some events, such as freeforms and cardgames, run at fixed times and cannot be changed. Fill these in first if you are entering them. Also, cross out any sessions for which you absolutely are not available. This may mean you miss out on one or more events altogether if scheduling is tight.

	Friday	Saturday	Sunday
9 AM - Noon	A	D	G
1 PM - 4 PM	B	E	H
4.30 PM - 7.30 PM	C	F	Prizing (thanks Grant)

On the back of this form, please circle, highlight, or indicate in some way, which games you wish to play.

Make cheques payable to "Phenomenon Labs Inc"
Mail to PO Box 308, Belconnen, ACT 2616

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The Quest for Merlin	Pendragon	2	\$10
The Crystal Dragon	Earthdawn/ Freeform	1+1	\$10
de Medici	Freeform	1	\$5
Holidays at Willowsmere	Freeform	1	\$5
Orbital Decay	Freeform	1	\$5
Rose of Chivalry	Freeform	1	\$5
Toys Ain't Us	Freeform	1	\$5
In the Bleak Mid-Winter	Freeform	2	\$10
Sunrise	Dawn Patrol	1	\$5
M:tG Type II	M:tG	3	\$15
M:tG Melee	M:tG	2	\$10
Quake	Computer	See blurb	

Gaming Total (Max \$35)

Extras

Banquet	\$16
Writers' Workshop	Free
Killer Breakfast	Free
Late fee (after June 21)	\$5

Total fee enclosed



Great Cthulhu, Batman

One Session, five players
by Madi

What else do you need to know?

ZERO G

And if the dam breaks open many years too soon
And if there is no room upon the hill
And if your head explodes with dark forebodings too
I'll see you on the dark side of the moon

—From Brain Damage, Pink Floyd (1973)

One session Second Edition Shadowrun for five players
by Mark Somers and David Lundquest

EVIL GAME
EGD
DESIGNERS



A DIPLOMACY A BY ANY OTHER MEANS

"LET US REDEFINE PROGRESS TO MEAN THAT BECAUSE WE CAN DO A THING, DOES NOT MEAN THAT WE MUST DO THAT THING." FEDERATION PRESIDENT, KHITOMER, 2293.

IN 2341, THE FEDERATION FINDS ITSELF APPROACHING THE BEGINNING OF A NEW ERA. STARFLEET, THE NAVY OF THE FEDERATION, HAS BECOME A FLEET OF EXPLORATION AND SCIENCE, NOT THE MILITARY FORCE IT WAS FIFTY YEARS AGO. FIVE DECADES OF PEACE WITH THE KLINGONS HAS BROUGHT MANY CHANGES.

IN 2341, WITHIN FEDERATION SPACE, A PEACEFUL WORLD IN THE ONIERAS SYSTEM IS UNDER THREAT OF INVASION BY A NEIGHBOURING WORLD. A SMALL STARFLEET TASK FORCE IS DISPATCHED TO HANDLE WHAT MANY SEE AS AN EASILY RESOLVED SITUATION: A FEDERATION WORLD THREATENED BY A HOSTILE NON-ALIGNED FORCE. THE TASK FORCE IS GIVEN THE OPTION TO EXERCISE FORCE, BUT ONLY IF ABSOLUTELY NECESSARY.

IN 2341, AS THE FLEET OF FOUR STARFLEET VESSELS ENTERS THE ONIERAS SYSTEM, THE ONIERANS RELEASE A VITAL PIECE OF INFORMATION TO THE FEDERATION LIAISON: THE PLANET THREATENING TO INVADE WAS COLONISED A MERE TWO CENTURIES AGO...

...BY THE ONIERANS THEMSELVES.

"IT IS WELL THAT WAR IS SO TERRIBLE, LEST WE SHOULD GROW TOO FOND OF IT."
GENERAL R.E. LEE, EARTH, 1862

A SINGLE SESSION GAME FOR ONE DIPLOMAT AND FOUR STARSHIP CAPTAINS, BY DAVID HOLLINGWORTH AND PHILIP LUCES.

The Crystal Dragon

by Austr'us & Co.

Greetings my friends,

If you are reading this message then I, your comrade, am lost and in great need of your assistance.

My companions and I are following leads to the whereabouts of a great treasure, known as the crystal dragon - I know we are very close to finding it.

The troubadour Janeth holds a copy of our records. Follow them and you should find us and a share in a great treasure.

*Your friend
A'Phynmez*

"The Crystal Dragon" is an Earthdawn adventure for six (6) teams of five (5) players.

Day 1 and 2 :Single session roleplay for each of the six individual teams.

Day 3 : Single session freeform for all thirty (30) players.

This module rated : High fantasy & adventure, medium horror (& comedy if required).

Knowledge of the Earthdawn system is not necessary.

Players &/or Teams with specific character concepts should forward them no later than March 1, 1996 to:

Note: Personalised characters will NOT be introduced until confirmation of entry in the event is received from the Phenomenon Organisers.

The Crystal Dragon
c/o Phenomenon
P O Box 308
Belconnen
ACT 2616

If sufficient interest is shown this game shall also be run at CANCON 97.


Slaad without Dressing

A two session AD&D for 6 players
by Tony Calder

After years of devastating and draining Warfare, a treaty has finally been signed. This will allow the country to start rebuilding and its citizens to get on with their lives.... As soon as the King's Council ratifies the Treaty.

Unfortunately the ambassador, Gryphon, has disappeared without the treaty. The only people who are benefiting from the war are the bandits who live in Green Hill forest to the South. If the treaty isn't ratified within a week, the war will restart.

An old style AD&D module for 6 daring adventurers. This module was originally run at CANCON 83 and has been updated to second edition.



Olga's star is dark tonight. Saint Olga, pray for me...

The Tovyeviski Anomaly Coordinate, a fixed point about one eighth of the way out to the orbit of Mars. It's known as the Highway, the River, *le metro*, the Singularity. A mysterious gateway to a place that we on the station call Hell.

The Highway was created eons ago, for a purpose we cannot understand. Saint Olga discovered it, and first rode it in her capsule, and first brought something back. We keep sending others - volunteers, desperados, gamblers. *Meat shots*. A few return, and sometimes they bring artefacts, tantalising fragments from alien cultures; technology that sends the Corporations apeshit.

There's no shortage of raw meat.

Nobody comes back sane. The DOA count is twenty per cent. *Suicide*. Seventy per cent are automatic candidates for the Wards; diaper cases, mumbblers, totally gone. Maybe ten per cent hang on in some way. The surrogates care for them, hoping to coax some memory, some fragment of what's on the other side.

To date, they haven't succeeded.


The Highway has rules. One entity per ride, no teams, no couples. No artificial intelligences. Recording instruments are a waste of time; they always come back blank.

We are files in an airport, hitching rides. Files are advised not to ask too many questions; files are advised not to try for the Big Picture. Files can't be expected to understand.


It's time to prepare another meat shot.

THE WYRM'S FOOTPRINT PRESENTS

HINTERLAND



2 SESSION CTHULHU NEXT BY JOHN HUGHES



SUGGESTED READING: *HINTERLANDS* by William Gibson (IN THE COLLECTION *BURNING CHROME*); *GATEWAY* by FREDERIK POHL.

THE STARS ARE RIGHT!



MYTHOS[®]

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Freeforms and Card Games

On the edge of civilisation stands an inn. Across the wastes lies a force that threatens to destroy the kingdom. Yesterday two riders, a man and a woman, set forth into the desert. Two riders who may represent the kingdom's last hope. The woman was a barbarian shaman; unknown and unknowable. Her companion, a Christian knight.

The songs and stories say that these two are heroes. Perhaps they are. Yet some of you cannot help but wonder why the man alleged to be the finest knight in all Christendom travels with a pagan priestess. Is it love or something more sinister? Others of you wonder that even if this pair are the heroes they are supposed to be, what can they accomplish alone in the desert, against forces an army would be hard pressed to stop? Why should any man throw his life away on a seemingly hopeless task?

Those of you left behind wait and wonder. Who is this man? A scheming opportunist? A self-deluding fool? Or could he truly be the...

Rose of Chivalry

A freeform for 25 people awaiting either their salvation or their destruction. Costumes appreciated.

by eric henry and larry.

Magic: the Gathering Grand Melee event

David Evans is pleased to present his Grand Melee for all wizards (OK, it's an all in brawl). This is an all day event, with few restrictions on cards. At the time of printing, the only banned cards are Divine Intervention and Shaharazad (plus the ante cards of course). Cards normally on the banned list will be treated as though they were restricted. Cards on the restricted list are limited to four in your deck, and all other cards are unlimited.

Runs 9 AM to 4 PM on Sunday.

Contact David on 06 251 6663 for more details.

No, we don't know what the prizes will be.

ORBITAL DECAY

BLACK DEATH III

Black AeroSpace

A Division Of Black Technologies

PRESS RELEASE

Friday, 12th July, 2019

Black AeroSpace is proud to announce the opening ceremony of the first privately owned space station, SPECTRUM. The ceremony will be held on Saturday the 20th of July 2019, on which day we also celebrate the 50th anniversary of the first manned luna landing.

Although early construction of SPECTRUM was plagued by technical failures, the past year has been accident free and our dedication to this project has enabled us to develop what we believe will be the safest Earth orbiting space station for many years to come.

Colonel Daniel Mustard from NASA and Miss Yvette Ebonet from EuroSpace have been invited to attend the opening ceremony, as well as a reporter from The Star, Mr. Charles Shade. The movie star, Ms Tiffany Scarlet has also been invited to officially open the station.

We are also pleased to announce the winner of our competition to attend the opening ceremony on the station is Mrs Dorothy Peacock from Australia.

Mr William Black, sole owner of Black Corporation, will also be present on the station, along with his daughter Miss Madeline Black.

Mr. Black is planning to remain on the station.....



P.T.O.

A Single Session Murder Mystery Freeform for 12 Players.

Sponsored by the RPGA

For Enquiries call Richard on (03) 576 9450, or Richard on (03) 481 8063

TOYS AIN'T US

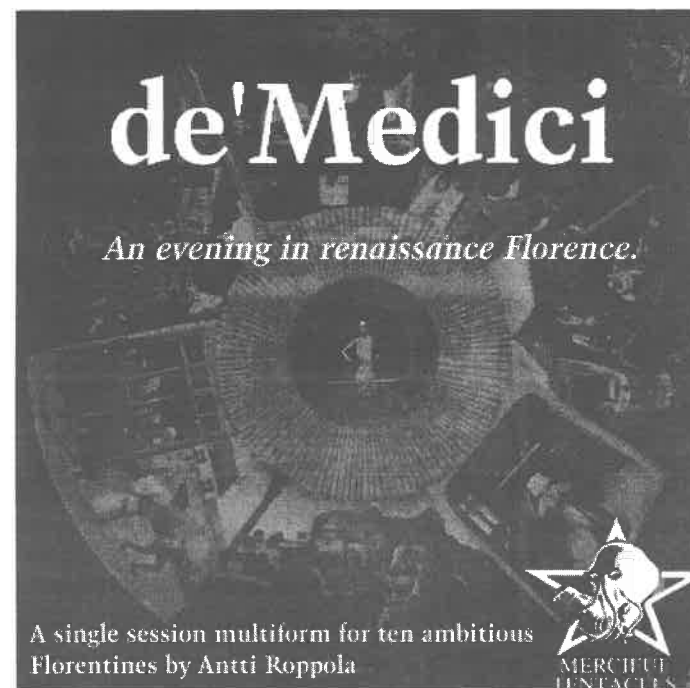
*The side of Toyland that Mattel™ won't let you see
(or is it just that they don't want to know!!)*

*A 14 player freeform for those over 16 as adult concepts
abound.*

*Please feel free to prebook characters to Helen Whitchurch
by phone on 06 254 3555 (ah) to get the best (there is a mis
of male & female characters available).*

(If drugs, homosexuality and guns offend, this is not the game for you)

COSTUMES ENCOURAGED



A single session multiform for ten ambitious
Florentines by Antti Roppola

Holidays at Willowsmere

AN INFINITE REALITIES PRODUCTION

IT'S THE HOLIDAYS, AND THE HALLS OF WILLOWSMERE SCHOOL ARE SILENT, THE DORMS EMPTY AND THE DINING HALL ALL BUT DESERTED. ONLY A HANDFUL OF STAFF AND STUDENTS, UNABLE TO RETURN HOME FOR THE CHRISTMAS HOLIDAY, REMAIN AT THE SCHOOL.

NOW, THE WEATHER HAS TURNED BAD. THE WONDERFUL CHRISTMAS SNOW HAS BECOME A BLIZZARD, ONE WHICH, ACCORDING TO THE WEATHER REPORTS, COULD LAST FOR A FEW DAYS. ACCESS TO THE NEAREST TOWN, 10 MILES AWAY, HAS BEEN LOST.

WORSE YET, THE SCHOOL PRINCIPAL, MR. WALTER SEBASTIAN, HAS BEEN FOUND IN THE BASEMENT, DEAD. WAS IT AN ACCIDENT, OR IS SOMEONE IN THE SCHOOL A MURDERER?

"HOLIDAYS AT WILLOWSMERE" IS A SMALL, SINGLE SESSION MYSTERY FREEFORM SET IN AN ENGLISH BOARDING SCHOOL IN THE MID 1970'S, FOR MATURE PLAYERS ONLY. ENQUIRIES, CONTACT RICHARD DENNIS ON (03) 9576-9450.

Magic: the Gathering Type II event

The organisers of Phenomenon are pleased to offer an M:tG Type II event, which will use Type II rules and lists as published in the most recent Duelist readily available on May 31, 1996. Runs all day Saturday. Contact Wes Nicholson on 06 259 1914 for details. No, we don't know what the prizes will be.

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In The Bleak Midwinter

by HOCDG (Hunters of Chaos Design Group)

English courtiers, Spanish nobles, soldiers and servants ride through the snow behind the Queen.

Why does she brave such weather? Life is not easy in the shadow of the crown.

Follow her they must, though they are weary and cold, and night falls.

With the last rays of the sun they arrive, unannounced and unexpected at Drogin Manor. Inside, Lady Fitzmorris and her guests gather to await the fall of night.

A 2 session Freeform for 30-40 players, set during the mid-16th century.

Contact Sharon & Simon on (049) 581593 for characters or

E-mail simonm@hunterlink.net.au

Adult Concepts. Some attempt at costume required.

(Organisers can provide assistance)



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Card/Computer/Board games



Sunrise!

A one session Dawn Patrol scenario
by Uncle Wes

The best time to fly a patrol is just around dawn, when you have the best chance to come at your enemy from straight out of the rising sun.

Of course, the enemy is just as aware of that as you are, so who will gain the advantage?

Rules knowledge is not necessary, but a desire to shoot at things is.
This event counts towards the Australian Dawn Patrol Championship

Quake

Phenomenon will be hosting Australia's first Quake Tournament.

Quake is an exciting new product from the makers of Doom. Enter an eerie and savage virtual world with 9 other players and battle it out for supremacy.

Quake is the next generation in games software - designed as a multi-player computer game using the latest in virtual reality programming.

You are invited to participate on a casual basis for \$3.00 per session or by entering the Tournament for a flat fee of \$10.00 which covers all competition sessions.

Preliminary tournament sessions will be held on days 1 & 2 with the finals on day 3.

Tournament participants should have some experience with NetDoom.

For further information please contact me.

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