

THE FINE PRINT

Phenomenon is organised on a shoe-string budget by **Phenomenon Labs Inc.**, a non-profit community organisation. All time, effort, blood, sweat and tears are donated voluntarily. There is a certain sado-masochistic element to Convention organising which probably reveals the deep psychological scars of the emotional cripples who do this.

The Guilty Party for Phenomenon '97 are *Shane Donohoe, Karl Lommerse, Ryan d'Argeavel, Peter Rousell, Wes Nicholson, Felix White* and the ANURPS crew. Hate mail should be directed to Ms. P. Hanson, c/o somewhere in Oxley

Entry Form compiled, destroyed, re-intergrated, re-cycled, feed to the lizard, and edited by Peter Rousell et al.

Special Thanks to all our sponsors, ANU, the guys from ANURPS, the Designers and Game Masters, the team of sorry individuals that make up *Phenomenon Labs Inc.*, especially Karl, for tolerance, John Hughes for help and inspiration, that woman from Oxley who gave us something to talk about well into the nights, all the defenders of PC for keeping the faith, and especially to all those Role-players who said we should do this again sometime.

Morph artwork by Pieter Lommerse

The Banquet will be held at the ANU on Saturday 7th June, and it will be immense fun.

Peter's Helpful Handy Hints For Living: #1. Breath in, breath out. Repeat as needed. (Works for me.)

Registration will be from 6:00 to 9:00pm **Friday 6th June** in the foyer of the *Manning Clarke Centre*, ANU. If you can not attend on Friday Night, get in early Saturday morning.

ENQUIRIES

PETER ROUSELL OR KARL LOMMERSE
(06) 286 55 99 (BTWN 6-10PM)
CRASH@SPIRIT.COM.AU

Phenomenon Labs Inc.

in association with

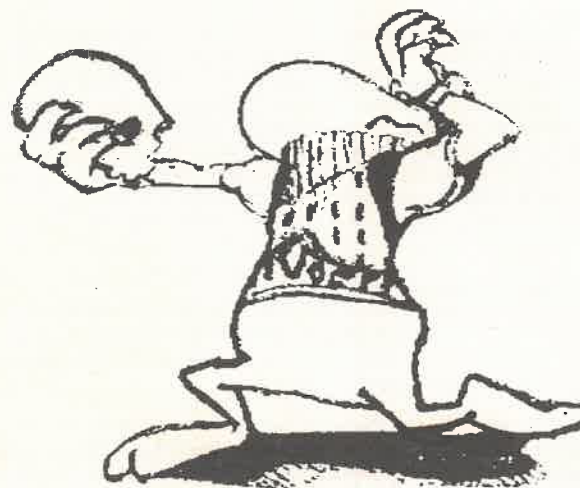
A.N.U.R.P.S.

proudly presents

Phenomenon '97

The Embraced

7th - 9th June 1997
Australian National Uniberzity



WIN
\$\$\$
P35

VERSION 2

Starring the talents of some of Australia's Best Designers.
Featuring *World of Darkness, Magic: the Gathering, Bridge Crew, AD&D, ShadowRun, Dawn Patrol, Traveller, Amber, Freeforms and Systemless.*
Special **Triptych Award** recognising the talents of outstanding Writers, and
NEW DESIGNERS' AWARD encouraging the efforts of new writers.

©MCMXCVI in **REAL LIFE™ SURROUND SOUND.** Colour by *Reflective Radiation of Visible Light™*



Welcome to Phenomenon'97

Welcome

Now that you've got a copy of the *Phenomenon 97 Entry Booklet* the task of enticing you to attend this Role Playing Convention should be quite simple given the quality of the games and designers. This is our fourth such event and hopefully all that painful experience will be evidenced in the quality of this Con. Since it's inception the most common and consistent comment we as Organisers have received is that *Phenomenon* is 'the friendly Con', and we intend to keep getting those comments. In case you have not been to *Phenomenon* before, bear with me as I present some of our history.

Phenomenon grew out of the need for a second Convention in Canberra about mid-year to supplement CANCON. For most Canberra Role Players it is often impractical and expensive to attend the Sydney / Melbourne (and/or other regional) Conventions. It was also considered that CANCON does not cater to systemless, experimental, emotional and dramatic styles of gaming (the so-called Cathartic games) but that Canberra needed a forum for this style. Thus was *Phenomenon* conceived.

Phenomenon was initially funded with money seeded from *Necronomicon*, which many of us consider to be our (big) sister Con.

It was always envisioned that *Phenomenon* would eventually run on a long-weekend, but this is the first time we have been prepared to give it a try. '97 also marks the first time *Phenomenon* has run in Canberra, hitherto it has been held at Karabar High, Queanbeyan, but this year we'll be at the Australian National University, Canberra, thanks to A.N.U.R.P.S. who join us as Con organisers (mad fools).

As mentioned earlier, *Phenomenon* was conceived as a forum for mature, experimental, and emotional styles of gaming that Australia is so very good at, but we have always catered to the myriad types of players and gaming. We intend to continue that tradition but with a further emphasis on the new, and bold, but fun, which is why we have our special Triptych Award to showcase the talents of Australia's avant garde designers, and we have a new and special New Designers Award to encourage new designers to 'strut their stuff'. However, we recommend that for lighter, easy-going gaming some players may want to head down to Sydney for SAGA '97, which will concentrate mostly on system gaming and the tried-and-true styles.

What-ever you want in Australian role-playing, there is a Con for you! We hope that Con is *Phenomenon*.

Have you been to a Role-Playing Convention before?

Role-playing Conventions give us an opportunity to try new styles and gaming systems, and to meet others who share our interests. If you are new to role-playing or to the convention scene and are not sure what an event such as *Phenomenon* involves, please phone us; we would be pleased to answer any questions you might have about the convention or the hobby.

Convention Activities

This year *Phenomenon* once again offers an excellent range and quality of games. We are very proud of the level of local content, demonstrating the extent of talent available in Canberra. The selection of games is very good. Apart from the modules, *Phenomenon* will feature two Magic:the Gathering competitions, including Benfoolery. There will be many freeforms, live role-playing in the form of a World of Darkness event on Sunday night, and the social event of the Con will be a banquet on Saturday night. The con banquet is an excellent way to meet people and have fun. So come to the ANU, Canberra over the 7th-9th of June 1997 (Queen's Birthday long weekend).

Wya thercr
do do, do do-do



HEAT

by James and Leanne Dempsey

Here we are, my friends, poised at the edge of the Age of Expansion. Our technology is everything: it has the power to give us our heart's desire. Except that there are some things, are there not, that we cannot yet touch, they evade even our overwhelming technology. Those vast, passionate entities in which monstrous forces of creation and destruction manifest our very source of existence... suns....

Aha, I thought that would grab your attention!

I am, you know, a keen collector. It has come to my attention that there are certain artefacts, mere remnants of a lost culture, that would interest me very much. And they would, I believe, also interest you. I would pay very well indeed for a sample of such artefacts. Of course, any scientific data which you collect along the way is yours. I may even assist you to publish...

The only question is now, my friends, can you take the heat?.....

A single session **Marc Miller's Traveller** for five adventurous scientists with an unhealthy interest in the melting point of tungsten.

Emphasis on characterisation, problem solving, smashing space-romps and really bad sunburn.

short people too

a one session *Dragonlance* adventure for five

By Karl Lommerse and Simon Gintings

"Where is that good-for-nothing Kender?" the dwarf asked for the tenth time.

"Probably got herself captured by the goblins!"

"Actually I don't think that Goblins would be smart enough to hold Tasha for five minutes, let alone the five hours she's been missing. I'm sure she'll be back soon. Unless she met a nother dragon, or"

"Hrmp" grunted Guz interrupting the gnome. The other three glanced in the direction the monitaur indicated with his horns. Crossing the cave to the party's campsite was the overdue kender, a huge frown on her face. "Hey guys, I found out something - Slate, you're not going to like this - the goblins have thrown everyone in Sanctuary into prison wagons - they're being carted away right now."

"They're taking my people? Ya silly kender, why'd you take so long to get back to us?"

short people too

is the sequel to *short people*, run at *phenomenon 96*.

It is *2nd ed. AD&D*, but can run completely diceless - the idea is to have fun.

*A thing can not become its
opposite without destroying itself.*

FATALISM

*When God wishes a creature to die
in a particular place, He makes that
creature wish to travel to that place.*

A journey by RaggedEdgeOfDisaster productions. Tel. Andrew Smith on 06 247 2621.

Triptych

Sydney Morning Herald

18/8/2035

Millions donated to the foundation of a new orphanage and welfare shelter/soup kitchen.

Sydney City Council have today announced a multi-million dollar donation for the building and operation of a new and much needed orphanage and welfare shelter/soup kitchen to be built on the old David Jones site in the Central City. "This necessary and urgently required facility will be built and operational from the 1st January, 2036", a spokesperson said today. "Unfortunately, the unknown donor has seen fit to impose some requirements that must be met or the money will be withdrawn, but we are sure that the Donor is only considering the best interests of the underprivileged in the long term. One of these conditions are the foundation of an oversight board to be headed by the prominent businessman, Mr John Connell. When asked, Mr Connell replied "How the hell would I know why he (the unknown donor) selected me. I don't "do" charity gigs." There seems to be some doubt about whether he will, in fact, accept the post. The spokesman for the Council confirmed that Mr Connell's acceptance is one of the conditions required before the money would be handed over. The situation remains in some doubt at this time.

The Charity Gig

The Charity Gig is a one session systemless module by Diane Leithhead. Adult concepts included.

Triptych

Understanding Ellen West!

*I can't forget a dream
You can make me cry
I can see you live
You own a question
You can you can
Boxing writhing*

*you own a question

can where'd you go

Walking in the dark*

*It's a body
you have a right
I can't forget you die
It's a garden
where'd you
twist and burrow*

Kristin Hersh - 1987

What person but the product of their environment and the sum of their memories? How about both of them?

A girl awakes in a grimy LA street one spring morning. She knows her name is Ellen West. She knows her ID in her pocket. But who is Ellen? A person's name is more than a name and a face. The voices clamour in her head to give opinion, but she has no consent to emerge from the multitudinous buzz.

A single session systemless module inspired by the music of Kristin Hersh and set in a contemporary Los Angeles. Lots of characterisation, adult concepts and opportunity for creativity. Dice will be consulted. A module for the faint of mind.

By Amitt Ropolia

Triptych

Triptych

*Triptych (trip-tick) n. picture or carving on three panels able to fold over centre;
set of three associated works so placed esp. as a centre piece;
set of three writing tablets hinged or tied together;
a set of three artistic works; such used as an alter piece;
a treatise in three parts*

Phenomenon is proud to present the FOURTH ANNUAL

Triptych

Each year, three experienced designers are invited to present a systemless single session module. Each scenario emphasises **characterisation, psychological realism and drama**. Each module will be judged separately, but teams competing in all three modules will also be eligible for the **Triptych Perpetual Trophy**.

(ANURPS the Ad)

Spills

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CHILLS

ANU Role-Playing Society

\$3 for Students (at ANU, UC, ADFA etc)

Enquiries, death threats: Visit the ANURPS stall in 'O' Week (and ask for Felix)

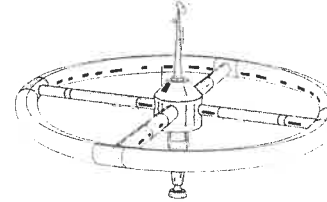
OR email Felix White at f.white@student.anu.edu

(the author refutes any connection to this flyer-ribbit)

BRIDGE CREW: THE SLAUGHTERING

(otherwise known as BC:tS)

- For the first time in FIP history, here is the opportunity to go head-to-head with another ship full of your worst enemies - other players.
- This is a handicap event, novice and experienced crews all welcome - we'll bend the level playing field of spacetime to allow everyone to fly on equal footing.
- The unique handicapping system also allows you to fly ships from tiny scouts to huge Dooms Day Machines.
- All crews will be provided with one hour of training, followed by two hours of blasting the living #\$%!@ out of the other team's ship.



Roleplaying: None

Problem Solving: "Captain, we have a problem" "Set phasers on kill"

System Knowledge: Not required. This is a handicap, remember.

For two crews of 4-5 players per session.

Prizes for best crew on handicap, best crew overall and most improved crew.

This carnage proudly brought to you by Some Guys from ANURPS.

BOMBS AWAY



A one session Dawn Patrol Mission Organised by Wes Nicholson

Denying supplies to the enemy is a sure way to win a war, but since he knows that too, he'll be trying to stop you. Can you bomb the target and get away before the German fighters intercept you?

This event is part of the 1997 Australian Dawn Patrol Championships. Existing pilots are welcome.

KC's Virtual Reality Café

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Angel Run

A single session adventure for five shadowrunners without a past, searching for someone without a future...

By

John Brinsmead.

Adult concepts, minimal rules knowledge required.



It is a fearful and challenging thing to surrender the self to dreams and destiny. For the consummate Musician, devotion is both draining and rewarding, one in proportion to the other. It allows us to believe we might become something we are not. Pure. Perfect. Our instincts throb to the pulse of a harmonically rich groove, while cerebral minds are placated by the fundamental cleverness of the art. Music is some small pleasure in the fleeting lives of little millions. A gift from the soul and the powers that be.

Easy Come, Easy Go. A single session Shadowrun adventure set in Berlin for five wannabe superstars.
By David "Jill" Lundquest



M Frequent Coarse Language. Some violence.



NAPOLEON'S MILITARY BOOKSHOPS



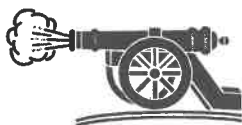
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<http://www.napoleons.com.au>



The Wyrms' Footprint & Rowe Rivers Present A Systemless *Babylon 5* Mystery:

With Eyes That Know The Darkness...

by John Hughes & Tony Guyot



It was the end of the Earth year 2260.

The War had come to a pause, suddenly and unexpectedly. All around us it was as if the universe were holding its breath, waiting. All life can be broken into moments of transition and moments of revelation. This had the feeling of both.

G'Quon wrote: "There is a greater darkness than the one we fight. It is the darkness of the soul that has lost its way. Greater than the death of flesh is the death of hope, the death of dreams. Against this foe we can never surrender."

The future is all around us, waiting in moments of transition to be born in moments of revelation. No-one knows the shape of that future, or where it will take us. We know only that it is always born in pain.

Citizen G'Kar, December 2260.

Surely some revelation is at hand...

Five Rangers on a covert mission to Babylon 5, each in their way a pilgrim, seeking something lost. Their purpose: to expose a traitor in the station's command staff. *And to kill a Vorlon.* Linking them all, three questions:

Who are you?

Why are you?

What do you want?

Five Players • Single Session • Characterisation/Transformation

The events in this module begin near the close of Season Three, in the days immediately preceding the episode *Za'ha'dum* (Z-2). The module explores one of the series' fundamental themes: what exactly is the 'Third Age'? Character sheets and a module overview will be available from 15 April at <http://www.spirit.net.au/~nysalor/jim.htm>.

NO PLACE LIKE HOME

The night sky of Alhena 4 sits like a velvet embrace over the planet.

This night, the blanket of darkness is thrown aside by a sudden explosion of light, heralding the birth of a new star. Soon, it is no ordinary star, for it burns too bright, taking on the form of a burning silver disc.

Alhena 4 will never be the same again.

This night, the humans have arrived.

A SCI-FI GAME FOR 5 PLAYERS.

BY FUZZY AND THE SMURF.



New

For those left behind

It was Harry that rang you. His soft voice broken with emotion.

"Susie's dead. She passed away very peacefully. The doctors said she'd just had enough. The funeral's on wednesday, you will come won't you? I know its a long way but she'd want you to be there. She ... I ... well I thought she would want you to help me put her things in order, I don't think I can manage on my own."

A time of secrets, discoveries and the sweet sorrows of remembrance.

a single session systemless game

In a minor key

By Liz Argall



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

Phenomenon '97

is proud to present the inaugural

New Designers' Award.

Phenomenon is proud to offer an award for new designers.

Anyone who submits a module for Phenomenon as either their first or second module for a convention, is eligible to enter the

New Designer Award.

Australia has an innovative and experimental tradition in gaming. It should be noted that Freeforming and Systemless styles are Australian inventions.

We urge all players to look to these writers and give them a try.

Look for games marked



Cyrian's Shard



- * AD&D - Set in the world of Aedelphi
- * Single Session
- * Limited rules knowledge
- * Detailed Characterisation



"Elves, I tell you. Real elves in that delegation to the castle", spurts Michael. Stepha frowns noticeably at the words 'real elves', while Sera continues to carve her name into the table. "Imperialist, up to no good, thats what" says Mok. At that moment a freezing breeze washes over the tavern as Fredrick, the court fop, poses in the doorway. Striding over to you he says "You have been summoned to the castle by Her Majesty Queen Crystania."

Queen Crystania of Ravenhome has requested the aid of 5 young adventures from her court to find an Aedelphian artifact lost long ago in the northern reaches of the realm.

By Matt Woods & Andrew Mahoney

PATTERNFELL

by Mike Walker



Win a war, lose a kingdom...

The royal family of Amber has finally defeated its greatest enemy, the Courts of Chaos. The Unicorn has selected Random to be the new King, ending the constant family bickering over the succession. The mad brother Brand is now presumed dead. The royal family return triumphantly to the homeland only to discover that both Castle Amber and the Pattern are missing!

It seems brother Gerard has carelessly misplaced them both...

A one session tabletop for five Amberites
Benedict, Bleys, Caine, Corwin and Fiona
Using the Amber Diceless Role Playing Game System.

Set immediately after the Corwin chronicles.
Knowledge of the books and/or rules is useful but not essential.

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Justice

by Rick McLeod

Sydney - Jury deliberations in the murder trial of Harold Wayne Stevenson continued for the twenty-first day this morning. Stevenson stands accused of twelve brutal murders which occurred between January and December of 1999 throughout the Sydney metropolitan area which sparked the name, 'The Zodiac Killer'. The judge has twice refused requests by the jurors to accept a hung verdict due to the length and expense of bringing Stevenson to trial.

If they fail to reach a verdict today, they will spend New Year's Eve in sequestration - themselves prisoners in a sense - while the rest of the nation ushers in the Year 2000.

A freeform for twelve citizens of the republic performing their civic obligation.
(Background: "The Juror", "12 Angry Men" - but don't expect any of those plots)

Eliza

What happened after 'My Fair Lady'?
Did Eliza fetch Higgins' slippers?
Did Pickering ever make it to Whitehall?
Is Freddie still a git?
And who's the babe in the Suffragettes threads?

A Systemless module for five Edwardians

by
Kai"(?)s

PS: I said "My Fair Lady" not "Pygmalion". Watching the movie won't hurt.

POOL: THE LOITERING III

* YOU WALK INTO A POOL HALL, YOU HANG YOUR NORMAL PERSONALITY AT THE DOOR, TAKE A NEW ONE AND HAVE FUN.

* THE GAME IS A MINI POOL TOURNAMENT USING CUSTOM RULES (THE LOITERING VARIANT).

* A DINGY 24 HOUR POOL HALL IS THE PLACE, THE PEOPLE ARE WHOEVER WALK IN THE DOOR, THEY HAVE ONLY THE PAST'S THAT THEY MAKE FOR THEMSELVES.

* THERE ARE PRIZES, BUT ONLY THE BEST CAN TAKE HOME THE TABLE.

* PRESENTED BY FIVEBALL PRODUCTIONS.

PETER "FIVE-BALL FRITZ", ROBERT "THE SLEAZE" BARBETTI, PAUL "HAMMER" MAY.

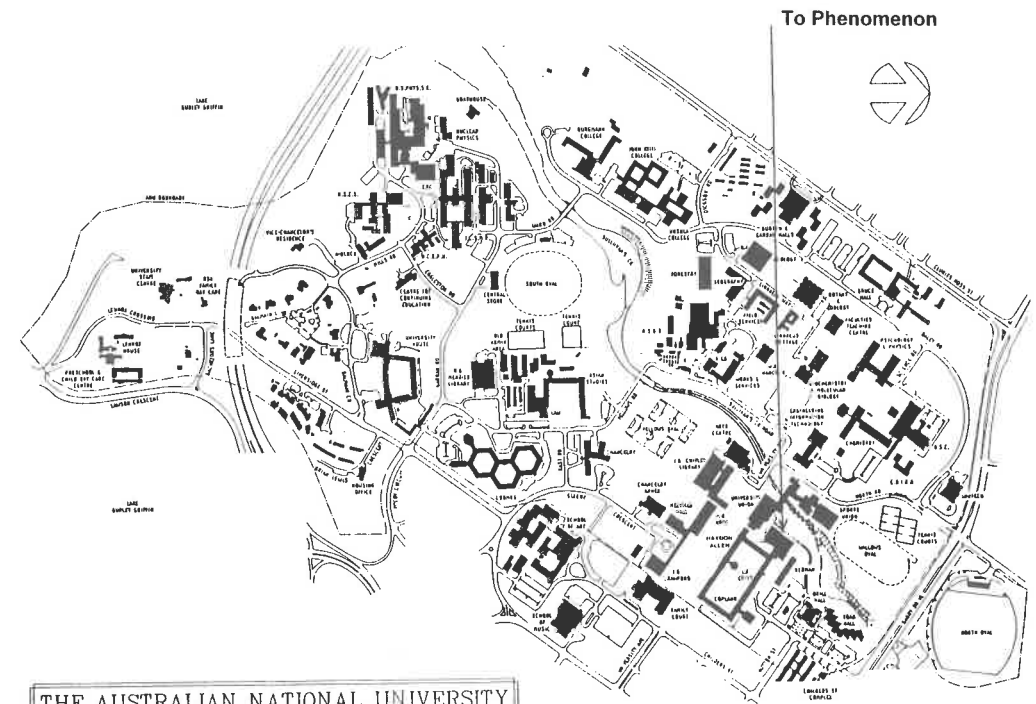
* THOSE WITH A PREVIOUS RECORD ARE ELIGIBLE AND MAY APPLY FOR RE-ENTRY, YOU MAY CREATE A NEW IDENTITY OR RECYCLE ONE.

* AN ALMOST FREEFORM FOR UP TO 14 PLAYERS, THIS GAME HAS ALSO BEEN RUN AT CANCON 97 AND SYDCON 97.

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Highlander CCG - There can only be one.

Highlander is a game of swashbuckling sword fighting. The gathering is near. The time when all immortals fight for the ultimate prize, to the death.

This will be an official sanctioned tournament. Nexus members will get a world ranking. (Players may join Nexus at the tournament). This tournament deck will consist of one starter deck with two boosters. Players must purchase the decks/cards at the tournament to ensure no card substitution. Player make their deck up from these cards. Once a deck is constructed there will be no substitutions. (i.e. no sideboard). All entrants will receive a special promotional card. The top five players will win special limited promotional cards. Prizes will also include gift vouchers from the sponsor Alternate Worlds in conjunction with Thunder Castle Games.

The Phenomenon open Highlander tournament is the 3rd of 4 regional qualifiers for the Australian championships. The top four players (who haven't already qualified), will qualify for a place in the Australian championship in early July. Top prize for the national champion is a Katana sword and a place in the world championships at Gencon in August.

If time permits, we will also run a sanctioned Open Highlander Tournament. Same rules and prizes but bring your own decks.

The tournament is a double elimination system. Each player can lose one game and still be in the running, unless you lose your head, then you are out. The last two left standing, fight for the prize. Each tournament runs for 30 minutes. Ties after time expires are determined by first blood. The National Australian championships will be held later this year! Regional winner and players with high rankings qualify for the nationals. National winners qualify for the World championships.

Demo games will be played before and after the Tournament.

Mythos CCG - The Nightmare begins when you wake up!

Mythos is a game of supernatural horror set in the universe of H.P. Lovecraft of the 1920's. Unsuspecting people become tangled in the horror of the Elder Gods and their insane influence. Players attempt to complete adventures (usually proving the existence of these creatures), before they are driven insane by their opponents.

Mythos will be a sanctioned tournament, where player get a world ranking. The sealed deck tournament deck will consist of one starter deck and two packets. Players must purchase the decks/cards at the tournament to ensure no card substitution. players make up their deck from these cards. Once the deck is constructed there will be no substitutions. (i.e. no sideboard). Prizes will also include gift vouchers from the sponsor - Alternate Worlds - in conjunction with Chaosium Games. All players will get a World ranking which will enable them to play in the Australian championships and possibly the World championships later this year. The open tournament is any number of cards, minimum of 52.

The tournaments will be played in three rounds of 50 minutes each with 4 players in each round. Each player scores points based on their sanity/adventure total, plus bonus points for position (1st, 2nd & 3rd). The highest scoring players after three rounds will play off in the final game. The final game has no time limit.

Demo games will be played before and after the tournament.

Information: Fax: (03) 9529 2040 E-Mail: aworld@labyrinth.net.au

THE PHENOMENON '97 ENTRY FORM

| * GAME | SYSTEM |
|--|-----------------------|
| <input type="checkbox"/> TEAM GAMES | ALL \$5 |
| <input type="checkbox"/> Heat | Traveller |
| <input type="checkbox"/> Short People Too | Dragonlance |
| <input type="checkbox"/> Fatalism | Systemless (Triptych) |
| <input type="checkbox"/> The Charity Gig | Systemless (Triptych) |
| <input type="checkbox"/> Understanding Ellen West | Systemless (Triptych) |
| <input type="checkbox"/> Bridge Crew: The Slaughtering | Bridge Crew |
| <input type="checkbox"/> Angel Run | ShadowRun (New) |
| <input type="checkbox"/> Easy Come, Easy Go | ShadowRun |
| <input type="checkbox"/> Eyes that know the Darkness | Systemless |
| <input type="checkbox"/> No Place Like Home | Systemless |
| <input type="checkbox"/> For Those Left Behind | Systemless (New) |
| <input type="checkbox"/> Cyrian's Shard | AD&D (New) |
| <input type="checkbox"/> Patternfell | Amber (New) |
| <input type="checkbox"/> Eliza | Systemless (New) |
| <input type="checkbox"/> Plan Q | Systemless comedy |
| <input type="checkbox"/> Over Port and Cigars | Systemless comedy |
| <input type="checkbox"/> INDIVIDUAL GAMES | ALL \$5 |

PHENOMENON 97 ENTRY FORM

NAME: _____

ADDRESS: _____

STATE: _____ **POSTCODE:** _____

EMAIL: _____

PHONE DAY:(_____) **NIGHT:**(_____)

TEAM NAME: _____

I here-by apply for registration in Phenomenon 97 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 97, the organisers, or any volunteer helper(s) for any loss or damage to myself or my property.

SIGNATURE: _____
(parent or guardian if under 18)

Do you require wheelchair or Disabled Access? _____

Where did you get your Entry Booklet? _____

TO HELP US HELP YOU, PLEASE FILL IN THE GRID BELOW WITH ANY TIMES YOU ARE UNAVAILABLE TO PLAY. MARK ANY PARTICULAR TIMES YOU WOULD LIKE TO PLAY PARTICULAR EVENTS. WE WILL DO OUR BEST TO ACCOMMODATE YOUR WISHES. NOTE THAT SOME EVENTS, SUCH AS FREEFORMS AND CARD GAMES, RUN AT FIXED TIMES AND CANNOT BE CHANGED.

| | Saturday 7th | Sunday 8th | Monday 9th |
|-------------------|--------------|---------------------|-------------|
| 9 AM - NOON | A | D M:TG | G |
| 1 PM - 4 PM | B | E M:TG | H |
| 4:30 PM - 7:30 PM | C | F Banquet / M:TG | The Prizing |
| | Z Banquet | X Shadow Kin | |

ON THE BACK OF THIS FORM, PLEASE TICK THE GAMES YOU WISH TO PLAY.

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|----------------------------|---------------------------|-------------------------------------|---|--|---|
| <input type="checkbox"/> | Justice | \$5 | Freeform (New) | | |
| <input type="checkbox"/> | Pool: The Loitering III | \$10 | Freeform-ish | | |
| <input type="checkbox"/> | Wings of Blazing Silver | \$10 | Freeform | | |
| <input type="checkbox"/> | Rogues' Gallery | \$5* | Freeform (New) | | |
| <input type="checkbox"/> | Rolling Stock | \$20 | Freeform | | |
| <input type="checkbox"/> | What Happened to Mr. Hong | \$5 | Freeform | | |
| <input type="checkbox"/> | Through the Looking Glass | \$5 | Black Death Freeform | | |
| ANURPS MEMBERSHIP NUMBER | | GAMING TOTAL: \$5 X # OF GAMES | | | |
| | | (MAX \$35, ANURPS MEMBERS MAX \$30) | | | |
| <input type="checkbox"/> | Bentfoolery: | \$5 | Magic: the Gathering (variant) | | + |
| <input type="checkbox"/> | ShadowKin: | \$10 | Live Role-playing (Sunday Night) | | + |
| <input type="checkbox"/> | Magic: the Gathering: | \$10 | Magic: the Gathering(all day Sunday) | | + |
| <input type="checkbox"/> | Highlander CCG: | \$5* | Saturday - Cost does <u>not</u> include cards | | + |
| <input type="checkbox"/> | Mythos CCG: | \$5 | Sunday - Cost does <u>not</u> include cards | | + |
| <input type="checkbox"/> | Banquet: | \$20 | (Fun stuff - Saturday night) | | + |
| <input type="checkbox"/> | Late Fee: | \$5 | (If postmarked after May 9th) | | + |
| Miscellaneous Events Cost: | | | | | |
| Total Cost = | | | | | |

action

by CoreVision Productions

action: A criminal act that requires no killing, but some minor violence. Scams, petty theft and intimidation are some examples.

The gangs of Chicago are a splintered group of individuals, lacking discipline or honour.

Below them are the street hustlers, pickpockets and other scum of criminal society.

Above them, above all of them, is the Family, la familia, or the Mafia.

In Chicago all other crime syndicates bow before the Family — the Irish, the Chinese, even the Columbians know who rules here.



Jimmy Cordones and his crew run the 5th Avenue, and has done since '71. His crew, such as it is, operate out of a diner on the strip. He has kept drugs and prostitution off the streets and knows every cop at the local Precinct House on a first name basis.



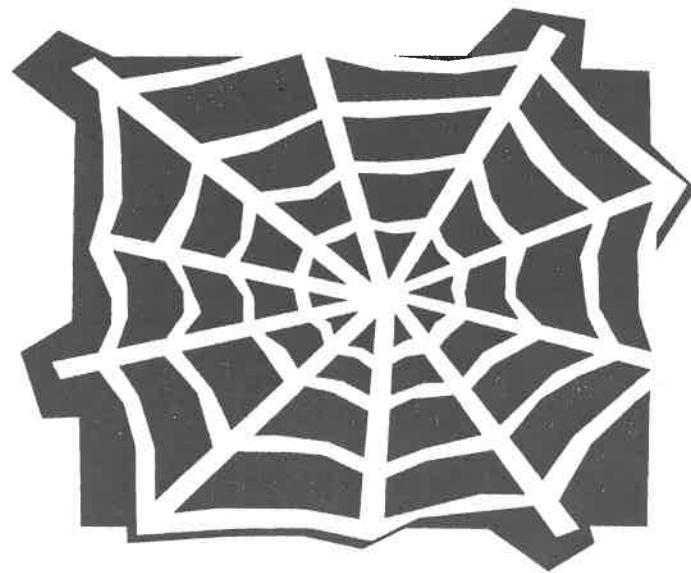
He has held the same position for over twenty years, watching friends and rivals rise above him.

Move or die they say.
Time for Jimmy to move.

work: A criminal act that requires the death of one or more individuals. Assassinations are commonly referred to as 'work'.

A single session systemless piece of action, that requires five professionals from the street, from the writing house of Luces and Hollingworth. Watch some gangster films for the feel; good ones are Things To Do in Denver When You're Dead, Reservoir Dogs, and anything with Al Pacino in it.

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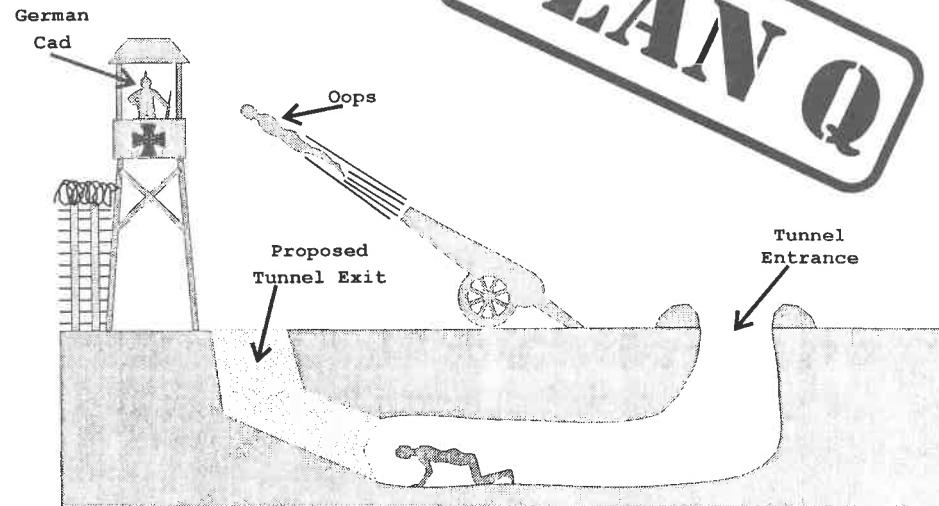
games_cupboard@netinfo.com.au



"Well, Captain Henderson,
Plan P has failed.
I think it's time for..."



Another Evil Game
Designers' Module



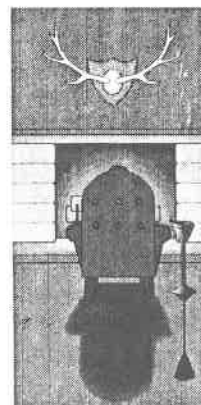
A ripping one session EGD module set in a
WWI P.O.W. camp for five would-be escapees

Over Port and Cigars...

or "Memories of a Soldier's Life"

(with apologies to Major General Sir H.M. Bengough K.C.B.)

written by Geoff Skellams



"Worthington?"

"Yes, sir?"

"I'm having some of the chaps from the Regiment over for dinner on Thursday fortnight. Please inform the kitchen we will be having swan that evening."

"Very good, sir. May I be so bold as to inquire into the nature of the evening, sir?"

"We're just going to sit around and chat about the good old days. It's been quite a while since the chaps were over, and I want to catch up with all their antics"

"That's all, sir? You're not going to get up to some new adventures or hijinks?"

"Good God, man! They've done enough in their lifetimes! Let them talk about that for a while!"

A single session opportunity for five ex-soldiers to prattle about past adventures, set in Victorian times, using a cross between Space: 1889 and Castle Falkenstein for background.

BE WARNED: This module has NO PLOT.





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(Editor's Note: Just what is a much-much more?)

"This city is full of clever men. Clever men who tinker with things. They never think. They do things like open the Three Jolly Luck Take-Away Fish Bar on the site of the old temple in Dagon Street on the night of the Winter Solstice when it also happens to be a full moon. I never did find out what happened to Mr Hong."

-from Men At Arms by Terry Pratchett

*It's the full moon.
 It's the Winter Solstice.
 It's the site of the old temple in Dagon Street.
 It's Ankh-Morpork.*

WHAT HAPPENED TO MR HONG

*A freeform/multiform for ten customers and staff of the
 Three Jolly Luck Take-Away Fish Bar
 by
 Madi*

*Knowledge of the Discworld books by Terry Pratchett is thoroughly
 recommended but is not at all necessary to play this game.*

BLACK DEATH :

22AJB 2MIXOOJ ZHT H2UCRHT

A Wyvern's Lair Production

Remember a few years ago... when William Black celebrated his 54th Birthday, and you were invited to help him celebrate. Remember the outcome of that joyous occasion?

Now, come back to that day once again; only this time, step through the mirror of time and space first.

Willimina Black wants you to come and celebrate her 54th Birthday, and you dare not refuse her. Of course, of the 13 people attending, you know that one will not survive the evening. Will it be you, or one of the others?

BLACK DEATH : 22AJB 2MIXOOJ ZHT H2UCRHT is set July 9, 1985 - the date used for the original Black Death story. For mature players only, as some concepts may offend.

Black Death; Through the Looking Glass was previously run at Conquest '97

For enquiries call **Richard Dennis** on (03) 9576 9450 (Australia)

Or email him: wyvern@labyrinth.net.au

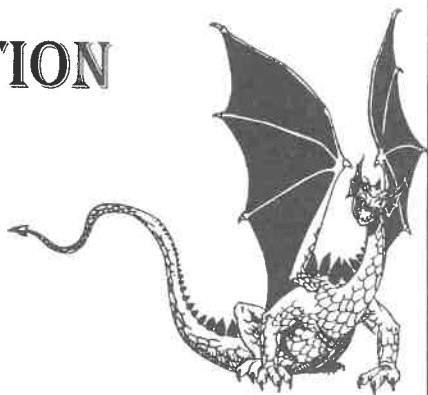


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WINGS OF BLAZING SILVER

Cardiel's new Ambassador is due to arrive at the emperor's court today. After a brief private interview with the Emperor and the Imperial Advisors he will be attending a reception given in his honour by the elite of Imperial Capital Society. The exact identity of the new Ambassador is not known, but it is rumoured to be the paradoxical and controversial Lord Bright Raven, one of the closest advisors and confidants To the Prince of Cardiel.

Philanderer and devoted family man, barbarian mercenary and cultured man of letters, languid fop and deadly warrior, prophet and dealer with the devil, all of these and more. The man is an enigma, although one rumour suggests that he is in fact the power behind the throne in Cardiel.

The setting is mediaeval fantasy, and is the third in the sequence that includes "A Very Gentle Man" and "Rose of Chivalry" (no, Peter, Skullcrusher is not invited).

A FREEFORM FOR TWENTY FOUR OF THE EMPIRE'S HIGHEST
by Larry

Nights Angel

We have always known that we are nature's ultimate predator.

Since the beginning we have killed without mercy. Killed to prove our strength. Killed to possess. Killed to possess. Killed for vengeance.

But what if we were wrong? What if something outside of nature that was to us as we are to the creatures we hunt? What if - hidden amongst the mists of superstition and fear - there was a creature more the predator than we?

It is then that we will learn a valuable lesson. It is then that we will learn that we should never hunt. We should never kill.

A Single Session Module for Teams of 5 players.
Based on the 1890s Cthulhu Gaslight system. Rules knowledge not required.

Written by Mark Barnes.

CANCELLED

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ROGUES' GALLERY

"What a motley crowd we make...Like a convention of wanted posters."
(The Penguin, Detective Comics 526)

New

As you are probably aware, our mutual nemesis, the Darknight Detective known as the Batman, has vanished without trace. Several of you have made unsubstantiated claims to have brought about the Detective's demise. In the interests of peace in Gotham City, I have taken the liberty of organising a gathering of the criminal fraternity of this city. Its objective will be to establish the truth of what happened to the Batman. Your presence at this meeting is required.

This is a summons. It is not a request.

Ra's al Ghul

The Batman is missing, believed dead. Are you responsible?
A single session freeform for 25 of the Batman's deadliest foes. Costuming encouraged.

For character reservations, etc. please call Eric Henry on (06) 251 6748.

Rolling Stock

(one session freeform for 26 players)

It's race time!

Some new additions have been made to the big train-set in the basement.

The younger brother's

Thomas the Tank Engine

pieces have been chucked in with the original

STARLIGHT EXPRESS

set and it's time to sort out who's top

dog. Can Rusty regain his title or has the balance of power changed?

Speed is not enough, you got to have skill, wits, strength, courage and pull where it counts. Every engine must have a carriage in tow, so selection is critical. The wrong choice could cost the race. And everybody's out to win the race, aren't they?

Knowledge of "STARLIGHT EXPRESS" or

"**Thomas the Tank Engine**" not

necessary. Lets face it they are all one-dimensional characters anyway.

Costuming would be nice (I like silly hats) but roller-skates are not required.

Enquires Garry Cross, 018 965 294

GUARDIANS OF THE AGE OF POLITICAL CORRECTNESS

We at **Phenomenon** are committed to issues of social justice, equality of opportunity, anti-bias, gender equity, sexuality acceptance, industrial democracy, multi-culturalism, respect for human life and dignity, E.E.O. O.H.&S., X.Y.&Z., and P.Q.&R., etc., etc., etc.

We are the Guardians of P.C!

Have you ever noticed that the group(s) of people most deserving of degrading jokes, hateful humour and plain nasty comments, still get off scot-free in the poor-taste humour department.

That's right, there are, to my knowledge, no jokes about the racists, jingoists, homophobes, misogynists (Ms. Ognynists?), and misanthropists. Why not? They pick on every other minority. Here is our attempt to right this injustice.

It could be said that persecuting bigots just because of the mushiness of their thought process is just sinking to their level. So what, if anybody deserved vilification, it's the bigots of this world. That having been said

Q. What's the difference between a bigot and a blowfly ?

A. its cruel to pull the legs off a blowfly.

Q. What's the difference between a bigot and a blowfly ?

A. one's a little pest that spreads filth and disease, the other's a blowfly.

Q. What's the difference between a bigot and a Con Organiser ?

A. Organisers only hate role-players.

Q. What's the difference between a dead bigot and a dead kangaroo ?

A. Skid marks in front of the 'roo.

Q. How many bigots does it take to change a light-bulb ?

A. None. Bigots prefer to live in the dark..

Q. What's the difference between a bigot and Cthulhu ?

A. both are inhuman monsters bent on world domination, but Cthulhu has tentacles.

Contributions of Bigot Jokes will be accepted for possible inclusion in the Convention Handbook. All contributors at the Con will receive a free copy of the Handbook.

No particular bigot or bigots, such as the Oxley-moron, should be named or alluded to.

magic: the gathering type II tournament

Again in '97 **Phenomenon** will be running a type II tournament. The event is being organised by Chris Tuckwell, who also ran the event last year.

Expansions available up to one month prior to convention will be allowed.

Rulings will be as of the issue of Duellist Convocation available closest to Phenomenon

For any details call

Chris Tuckwell

(06) 290 0902 6pm - 9pm only, please

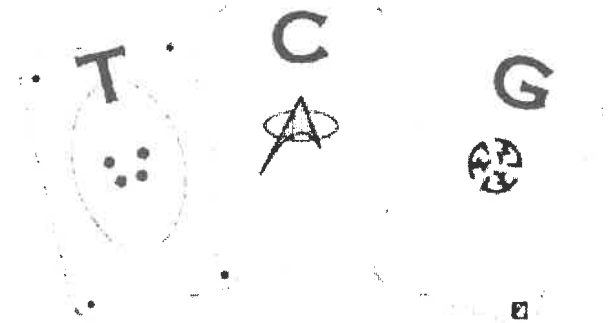
Shadowkin- The Game



A Return

*"Pray, come hither
A bit closer if you don't mind
for we have much to learn...
Can you play games?
Can you teach games?
How far will you go?
How interested will you be?
Well, let us just see.
There has been a great injustice served-
how can I remedy it?
Or, more accurately,
are you worthy of my attention?
All this you must prove to me
and more...
You must all gather.
We have a place,
a time,
and more importantly,
a venue.
I have made this appointment with you,
please be so kind as to keep it.
As for myself,
I shall be there but
You must seek me out.
Here is a clue,
You wouldn't remember me -
though I shall you.
I could be here already,
I might even be you.
This is your first challenge,
Let your actions speak true.*

Storytelling: Kelly HRYCKIEWICZ
Registration ends 1st June 1997
Ph (06)286-4020 -Kelly
and your racial co-ordinator



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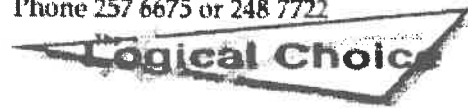
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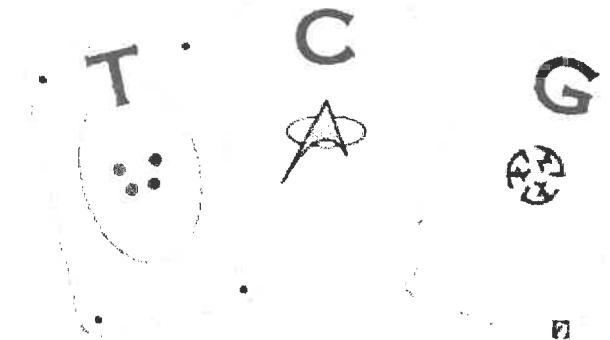
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Star Wars
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Presents
Magic: The Gathering
'Benfoolery'



Leave your cards at home!
The judges have created decks for
your playing pleasure!

- no initial hand!
- all players at a table draw from
the same library!!
- play starts with two random land!!!

For more information
email michael.fagan@aspect.com.au
or phone (06)2582796 (after hrs).

THE BANQUET

Phenomenon '97 will include a banquet on Saturday night (7th June) but as of time of print the final details have not been confirmed. Regardless of venue it will be a good night out (if not just because the organisers will be there). We promise a bar, and that vegetarians will be catered to. *Come for the fun.*

SCHEDULING

Scheduling will be arranged for people who get their entry-form in early (unless they indicate otherwise). Entries received after May 9th will not be pre-scheduled except at the organisers' discretion. People submitting entries late will need to do their own scheduling at the Con. Places in some games are strictly limited. The best way to ensure getting into your desired events is to get the entry-form in early. **Additionally, all entries post-marked on or before May 9th are eligible to win the monies collected in late fees from entries received after May 9th.** (Not that self-scheduling is so bad; it is after all an opportunity to meet people and socialise, but then again, there are the queues, and the cold, and the possibility that the event is full by the time you get to see the event scheduler. Oh well, looks like early entry is the way to go!)

Pre-scheduling allows you to come to registration, collect the time-table and leave.

Please indicate on the entry-form any sessions you are unavailable to play, and/or any particular times you would PREFER to play particular events. Note that some priority will be given for such choices but no guarantees made; we do after all have broader considerations to deal with, such as availability of GMs. Also note other special needs, such as Wheelchair Access, on the entry-form.

CONVENTION FEES

It's simple....

- There are eight (8) sessions available during the Con.
- Each event costs \$5 to a maximum of \$35 worth of sessions PER PERSON,
- **ANURPS** members pay a maximum of \$30 worth of sessions.
- The **Shadow Kin** event, which runs on Sunday night, outside the general Con schedule, is an additional \$10.
- The **Magic: the Gathering** tournament costs \$10 to enter.
- The silly **M:tG** event, **Benfoolery**, is \$5
- There is a late fee of \$5 levied on entries post-marked **after May 9th.**

CANCELLATIONS

- Refunds for Player cancellations notified before 9th May 1997 will be the full amount minus a \$5 'Administrative Fee' (Hey, we cop bank fees too!)
- After 9th May 1997 refunds will only be given in exceptional circumstances, at the organisers' discretion.
- No refunds will be given for player cancellations once the convention has started.
- If events are canceled, players will have the option of choosing another game or obtaining a full refund of the fee paid for that event.

THE ENTRY FORM

Everyone attending **PHENOMENON '97** must fill out an Entry-form. You can enter as an individual or part of a team. As far as is possible, team entries should be submitted together.

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WIN \$\$\$

Want to win lots of money? It's simple at Phenomenon.

Just get your entry in, postmarked before the late date (9th May)

All early entries enter a draw. The one and only prize is ALL the money paid in late fees.

Last year that would have been around \$500.

So get your entries in early and win!!!!