

Phenomenon 98 – In Nominae Morpheus

# 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 '98 are *Karl Lommerse, Ryan d'Argeavel, Wes Nicholson, Robert Barbetti, Helen Brinsmead, Felix White* and the ANURPS crew.

**Entry Form** compiled, destroyed, re-integrated, re-cycled, fed to the lizard, and edited by Wes Nicholson 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.*

**Morph artwork** by Pieter Lommerse

**The Banquet** will be held at the ANU on Sunday 7th June, and it will be immense fun. Don't forget to come in costume!!!!!!!

**Registration** will be from 6:00 to 9:00pm **Friday 5th June** in the foyer of the *Manning Clarke Centre*, ANU. If you can not attend on Friday Night, get in early Saturday morning.

## ENQUIRIES

KARL LOMMERSE  
(02) 6286 55 99 (BTWN 6-10PM)  
CRASH@SPIRIT.COM.AU  
OR  
WES@DYNAMITE.COM.AU

*Mailing address*

**PO Box 308, Belconnen, ACT, 2616**

## Phenomenon Labs Inc.

in association with

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

proudly presents

# Phenomenon

# '98

"In Nominae Morpheus"

6th - 8th June 1998  
Australian National University



**Starring the talents of some of Australia's Best Designers.**

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Special **Triptych Award** recognising the talents of outstanding Writers, and

**New Designers' Award** encouraging the efforts of new writers.

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## Welcome to Phenomenon '98

Now that you've got a copy of the "**Phenomenon '98 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 fifth 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 us as we 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 last year was the first time we were prepared to give it a try.

This year we'll be back at the Australian National University, Canberra, thanks to **A.N.U.R.P.S. (The Australian National University Roleplaying Society)**, who would love you to join them if you're an ANU student in 1998.

As mentioned earlier, *Phenomenon* was conceived as a forum for the 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 special **New Designers Award** to encourage new designers to 'strut their stuff'.

Whatever 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 meet others who share our interest in gaming; a chance to try different styles of games

No weapons, real or otherwise, except as legitimate game props.  
No illicit drugs  
Other than that – have a great weekend

(ANURPS the Ad)

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

OR email Felix White at [f.white@student.anu.edu](mailto:f.white@student.anu.edu)

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

# 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 altar piece;*  
*a treatise in three parts*

**Phenomenon** is proud to present the **FIFTH ANNUAL**

## Triptych

Each year, three respected 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**.

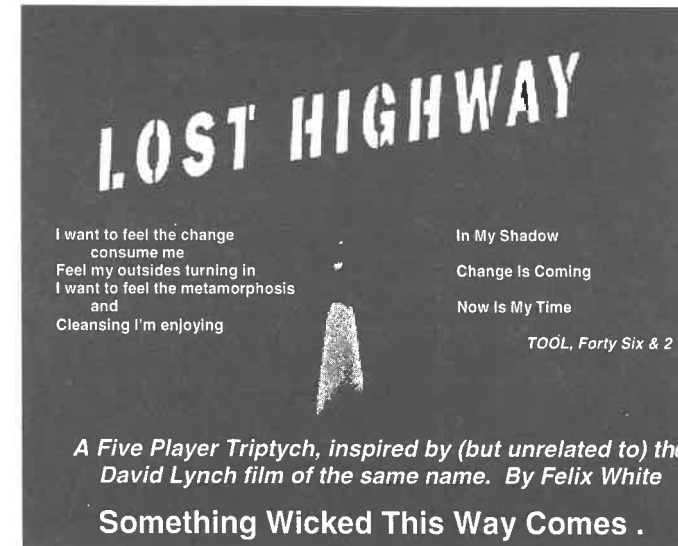
# When I meet my family

"Look honey, it's just a few days with my parents. You know we hardly ever get to see them and they're getting old, I want to make the most of the time they've got left. Next time you can stay home and play golf or whatever you do but I don't think the family should be apart on Christmas."

Panic	Terror	Pain	Denial	Shock	Blood
Stitches	Scars	Loss	Grief	Anger	Heartache
Loneliness	Emptiness	Getting on with things	Pulse	Moving on	Hanging on
Hope	Hopelessness	The light	Ticktock	Ticktock	Ticktock
Betrayal	The machine	The maze	The mystery		

### Coming home

by Liz Argall  
 (original concept thanks to Catherine Argall)



## SPAZMO

By Scott Walton and Daniel Wilks

A dark night  
 A lonely road  
 Two speeding cars slowly decelerate to a stop  
 With the hissing of gravel  
 The red and blue lights of the rear car strobe soundlessly  
 A figure leaves the first car and approaches the police car with dragging steps, not bothering the close the door  
 "Evening, Officers"  
 Another figure, blacker than this lonely night, crawls between the cars  
 Possibly human  
 Reaching the other's feet, it raises its hand  
 A blinding flash, two powerful shots, two figures go limp  
 A crackling voice on the now scarlet two way demands a response  
 The darkness gathers at the other's feet, who howls weakly at the waning moon



A single session horror tale for five

Rated R. People with delicate sensibilities should avoid this game. This is not a challenge or a boast

## Freeforms

The evening shadows are starting to lengthen as you wander along the coast road. It has been hours since you last saw a fellow traveller, and you are starting to wonder if Chelsea got her directions right. Navigation was never one of her strong points. You check her note again. You are definitely on the road she indicated. You just hope you got it right.

This whole affair is very Chelsea. You hadn't heard from her in years, when out of the blue you received a message saying she has something important to tell you and asking you to meet her at an inn on a stretch of road so isolated you doubt even the locals have heard of it. Typically, she didn't give any indication of what it was she had to tell you, or any way to contact her.

You are just on the point of turning back when you crest a rise in the road and see the inn below you. The door is open and a welcoming light spills out. You can hear the gentle murmur of conversation from inside as you start down the hill towards the building. You pause at the door and look up at the sign. This is definitely the place. Breathing a sigh of relief, you step through the door and into...

### The Slumbering Dragon

A freeform for twenty-five people waiting for a friend. Fourth in a series of fantasy freeforms (the previous ones were A Very Gently Man, Rose of Chivalry and Wings of Blazing Silver). Knowledge of the previous games will not help in the slightest. Costuming appreciated.

by eric henry and larry.

### History in the making

974 years ago the world as we will know it was destroyed.

After a long struggle mankind is on its way back.

But this time, we are not the only ones walking the path.

In a world where different people must learn to be peaceful, the Trader Princess, of Guarding castle, is holding a function for the ambassadors.

Her hope is that if they can all talk together, they will find that they are closer to each other than they think.

The Minotaurs, Humans, Desert people, the beastly Gorsa, and the darkly powerful Shun-dar, will all have their say in how things develop.

Into this dim ray of hope, for a peaceful future, the cold, dark shadow of murder has just crept.

Will there be another war, or will cooler heads prevail?

A single session freeform, for 16 players. Presented by the Adventurer's Guild, and Blue Rose productions.

Written by Jim Vinton.

For character pre-bookings, or costume hints call Jim on 03 9580 5993 between 7pm and 10pm Monday to Thursday. Key props will be provided for those who need them.

## That's Entertainment

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# ALIENS

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## Matrimony, Magic & Murder

A Wyvern's Lair Production.

Young Julianna awoke early that morning, butterflies dancing a merry jig in her slender stomach. She had been looking forward to this day for quite a while now, yet still felt a small measure of apprehension too. After all, she had only met her betrothed once before; six months ago when his family travelled to court to arrange their marriage. Still, he had seemed to be a very nice lad, and rather cute, especially when he smiled.

Julianna's maid had not yet laid out her clothes for her; the sun was still asleep in its bed, but since Midsummer had only just passed, it wasn't too cold. She crept out of her room, clad only in her thin nightgown, thinking to get something from the kitchen. After all, the cooks should already be preparing dawn fry.

Passing by the Great Hall, she heard a sound that she felt was out of place ... the sound of dripping water. Yet, it didn't quite sound right. Her curiosity getting the better of her, she quietly entered the Hall ... and froze; her eyes widening with horror.

There, impaled by his own great sword, on his own throne, was Julianna's father, King Edred, his blood slowly running down the exposed pommel and dripping onto the flagstones below.

"Matrimony, Magic & Murder" is a small, single session murder mystery freeform based in an age of chivalry, magic and mysticism.

For more information, contact Richard Dennis on 03 9776 8992 / 0417 529 906 or email [wyvern@labyrinth.net.au](mailto:wyvern@labyrinth.net.au)

## SPLIT INFINITY

by Mike Walker



For the crew of Red Dwarf, a bad day is about to become worse...

The crew were horrified at meeting evil future versions of themselves. The crew unanimously decided to die rather than let destiny run its course. Their future selves obliged by firing on Starbug, killing everyone on board.

This still leaves a few questions unexplained. Why do both groups wake up stranded on a derelict spaceship surrounded by a field of unreality pockets? Who is the idiot that fired a bazookoid at the time drive and damaged it? More importantly, where did all the alternate versions of themselves come from? As Cat would put it, they look oddly familiar. Ace Rimmer, and the female crew of Red Dwarf are from alternate universes. But even Holly would have difficulty explaining the existence of the time anomalous, filthy rich Dave Lister, or the tangible hallucination of Dwayne Dibbley. So how the smeg can they get off this dump and reunite with Red Dwarf?

Perhaps not even time will tell...

A one session freeform for thirty desperate crew members

Based on the many versions of the characters from the TV series

Set between Red Dwarf VI and Red Dwarf VII

Knowledge of the TV series is not essential (But then what planet have you been living on?)

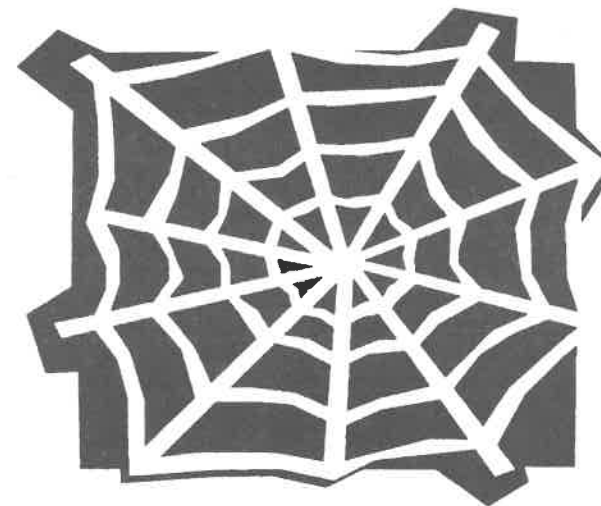
**Health Warning: This freeform contains more than one Rimmer!**

A Pegasus Unlimited Production

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# Shadowkin Presents

## The Court of Prince Vladimir



His Magnificent and Resplendent Personage, Prince Vladimir commands that all who dwell within the bounds of his realm attend upon him on the evening of June 7th to hear his word and pay homage.

In a modified White Wolf - World of Darkness - freeform

Campaign players, contact the convenor no later than two weeks beforehand.

Don't forget to **REGISTER WITH THE CONVENTION** as well.

New players, you may create your own character, or have it done for you.  
If you wish to create your own, you need to submit your character to the convenor three weeks before the event. Contact her for details on character creation.

If you wish to have a character created for you, contact the convenor and let her know. These characters will be considered non-campaign characters.

Convenor: Kelly HRYCKIEWICZ on  
(02) 6286 4020

## Classic Table Top Roleplaying Games

### The Fifth Ingredient

Ranma Saotome is poisoned, on the brink of death. His only hope is if his friends can assemble the antidote in time.

A single session five player Humorous Systemless game set in Rumiko Takahashi's Manga Setting.

By Peter Eisler.

### Gothic Street Trash presents

## Silver, Tears and Ashes

A death. A mystery. A threat.

Nighttime in a cemetery. Who would be there? Amidst the tombstones and the silence of the dead?

Perhaps those who must be. Who take care of this place, trim the weeds and remove the dead garlands. Send the flowers to their own cemetery.

Perhaps those who feel at home here. Who find this place and time suited to them. Who play with the signs and symbols of death and laugh at the rest of humanity as they run in fear of their own mortality.

And perhaps those who would turn the power of death to their own ends. Would call to the darkness and the shadows. Rent the border between here and the beyond. Desecrate the corpses. Summon what should not be. Play Judas to the natural order of life.

Five friends visiting a recent grave. Trying to grieve and then forget. Finding that others seek to move beyond human ken. Trying to ignore what they saw and being hunted by those who fear they know too much. Learning that they must turn hunter. Pierce the mystery. Defeat those who seek power without thought for the consequences. Those who would loose ancient evil on the world. Or find their own graves.

A two session Call of Cthulhu set in modern times. For five who play with the signs of death but would protect life.

By Michael Hitchens

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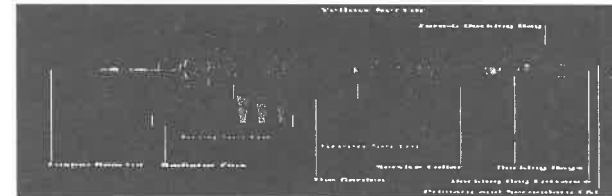
Rangers in the Wildernes



5 Soldiers fighting for Light in a world of encroaching darkness



Only the strong will survive, and only the wise will excel.



A 2 session Event (1st Session Multi form 2nd session Bridge Crew)

For 2 Humans, 2 Centari and a Minbari, who aren't afraid to venture into the Shadows.

Brought to you by Rob Cox, Barbara Hall, Ian Windolf and Friends.



**S.O.T.E.**

An action adventure Star Wars module for five characters on a mission for the Empire. Written by Chris Ryan

It's been a tough mission for your team, chasing this criminal across the galaxy.

At last you've got a firm lead that's brought you to the fourth planet of the Rali system - a hot, steamy jungle world around with life.

"That Rebel scum will soon be deep in the spice mines of Kessel."

"I've heard \*that\* before."

"Hey, don't blame \*me\* for that brawl in the bar. How was I to know..."

"Shut up, both of you! There's work to be done. Make sure the droid's corrosion protection system is ok."

Setting: Between Empire Strikes Back and Return of the Jedi.

GMs required. Contact Chris Ryan 0419 725 464 or email [cryan@plugged.net.au](mailto:cryan@plugged.net.au)

# Bananas in Pyjamas

“B1?”

“Yes, B2?”

“Is it the Long Weekend?”

“I think it is, B2.”

## *Boinnnnnnnnng*

“Are you thinking what I’m thinking, B1?”

“I think I am, B2”

“IT’S CON TIME!”

a 5 player systemless multiform  
for a banana, 3 teddies, and another banana  
by Geoff McInnes

(Intimate knowledge of BIP the show is not necessary, but will be looked upon kindly by the Ref)

In memory of Nyssa Hayley McInnes  
27/3/90 - 1/3/93

## Demolition By Proxy

In the year 2040, the latest hobby for the jaded and wealthy is the SQUID (superconducting Quantum Interference Device) - a device that lets you see, feel and experience the life of another.

Murder is still illegal. The penalty - **Demolition**.

That’s not going to stop you (but we are).

5 wealthy youths (5 stranded victims), tired of everyday pleasure and everyday drugs have become addicted to K47, a mind altering designer drug that kills the host slowly and painfully.

That’s okay though - thanks to the SQUID, \*you\* don’t have to take the drug – that’s for the street trash you manipulate (We’re all dying?).

Addiction, Delusion and Death by Proxy.

A 1 session multiform for 5 youths who want to experience the best of both worlds, by Morgan Morningstar.

Inspired by Phillip Dick, Alfred Bester and Strange Days.

## NAPOLEON’S MILITARY BOOKSHOPS



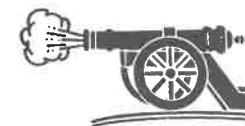
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## THRESHOLD.

There comes a time in every Grig's life when they must face the Grixca, the rite of passage into adulthood and all the changes it involves.

Your time has arrived.

You failed.

Damn.

A systemless single session role-playing game for 5 outcasts by LargerThanLife.

Contact (Email preferred):

David James

Email [smithcraft@geocities.com](mailto:smithcraft@geocities.com)

Phone (02) 6249 8715

OR

Andrew Smith

Email [andrew.smith@aihw.gov.au](mailto:andrew.smith@aihw.gov.au)

Phone (02) 6247 2621



## The Dragon Sword

*Single session Shadowrun for 4 - 6 players  
By Andrew Mahoney & Matt Woods*

Stalker - All we have to do is find this sword that this guy stole, too easy.

Wal - Well, we are getting well paid.

Lysse - I dunno, there has to be a catch, I don't like the look of that Brakhaus guy.

Garrard - You heard Wal, the money's good, I'm in.

Matrick - Yeah, sounds good. As long as I can shoot stuff, I'm in.

**Characterisation : lots**

**Dice: Hopefully not**

**Rules : minimal**

**Problem solving : some**



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## THE FOUNDING

(Travar, 1st Day of Raquas, TH1508.)

The four months of training are over.

Five days of celebration have just concluded.

Other cities have successions or elections.

Travar has The Founding.

A single session EarthDawn role-playing game for 5 adepts by Australopithecus.

Contact: Graham Dolby  
Email: urso@microplex.com.au

## Lighthouse Games presents

# The Well

by Gerry Huntman

Vicksburg: 1862

The war goes well for the Confederacy. The small population of the river port town and the larger number of camped grey-clad soldiers, are oblivious to the possibility that a year or so ahead in time the town perched on the cliffs overlooking the Mississippi river would fall to northern invaders.

But now Vicksburg still has a semblance of normalcy, albeit somewhat busier and poorer. Riverboats still traffic the Mississippi and Red rivers, some carrying the well-to-do, gamblers and adventurers.

But this night, a warm night with a waxing gibbous moon, a boat docks beneath Vicksburg's cliffs with strange cargo indeed. As the steam hisses and billows over the pier, five mysterious, dark figures pass through the artificial mist, heading with grim intent for the steep stairs to the fortified town.

They come from New Orleans, the Crescent City, and have been ordered by their Prince, Xavier, to stamp out the presence of the Society of Leopold in Vicksburg. These five creatures of the night have little information to go by, but they smell the enemy high above, and something else... much worse... very near...

A 1 session Vampire: the Masquerade module for 5 players. Rules knowledge not important.

# Dee's

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<http://users.netinfo.com.au/deescomics>

# Reservoir Dux

A Glorantha 2020 Adventure for five  
By Alistair Langsford, Karl Lommerse, and Antti Ropola

Glorantha has traditionally been played as a fantasy genre. What if it is played as something else - is it still Glorantha?

Intending players might find the following viewing inspirational: Baz Luhrman's 'Romeo and Juliet', Quentin Tarantino's 'Reservoir Dogs'  
Previously run at Gloranthacon Down Under, 1998



## All the King's Men

AD&D 2nd Edition for six players  
by Jeff Fox

The Emperor is missing and most of the nobility don't care. All they want to do is fight over who will be the new Emperor.

The Empress has other ideas. She's hired you to find her beloved husband and bring him home safe and sound. Of course, the best mages in the kingdom couldn't find him with their most powerful magic, so you have no idea where to start looking.

DM's are needed for this game. Please contact Wes Nicholson on 02 6259 1914 or by e-mail (preferred) at [wes@dynamite.com.au](mailto:wes@dynamite.com.au)



## The Small Faerie Dragon King in Terrible Trouble over a Lost Crown

One session AD&D 2nd Edition for six players  
by Wes Nicholson and Jean Rabe

Well, the title just about says it all. You either find the king's crown, or you'll be stuck here until you die - which may not be all that long.

DM's are needed for this game. Please contact Wes Nicholson on 02 6259 1914 or by e-mail (preferred) at [wes@dynamite.com.au](mailto:wes@dynamite.com.au)

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## Alternity – pre release game Incident at Mirfak

Written by Ed Gibson and Rich Baker  
Brought to you by Richard Dennis and Karl Lommerse

Alternity is a new game coming out from TSR, to be released at Gen Con<sup>®</sup> 98. It is a science fiction game which is simple and playable.

Phenomenon has been fortunate enough to receive some advance copies of the game and a scenario run previously at Gen Con 97, and it is recommended that you give it a try - it's lots of fun.

Be among the first people in Australia to play this new game.

An introductory game for Alternity, this scenario sees the party journey to a strange space ship, confront new races, leaving them to try and work out what's going on.



### THE *King's* RIFLES



**July 1813:** Bonaparte is on the run! Wellington's Peninsular army has sent the French packing. Flushed with success after the slaughter of the French at Vittoria, the British - along with their Spanish and Portuguese allies - follow in relentless pursuit. But Napoleon and his marshals are cunning and dangerous enemies, and in war nothing is ever certain. And so the armies march ...



EVIL GAME  
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DESIGNERS

**A single session systemless game  
for five brave and loyal soldiers of  
the 95th Rifle Regiment**

**by Mark Somers & Jon Naughton**



## Boardgames and Card Games



### Eyes Down

#### A single session Dawn Patrol game

Presented by Wes Nicholson

In this round of the Australian Dawn Patrol Championships, you will either be trying to shoot down an enemy balloon, or trying to stop the enemy from shooting down your balloon. Don't forget to watch for ground defences – they can be murder.

For information about the Australian Dawn Patrol Championships, visit <http://www.towersoft.com.au/staff/geoff/adpc.htm>

## MAGIC TYPE II

7 rounds of swiss with top 8 knock-out.

60 card deck minimum, with 15 card sideboard.

Sponsored by Logical Choice and The Music Shop (formerly Card Capital)

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Email: CTUCKWELL@dist.gov.au

## LEGEND OF THE FIVE RINGS

Full details will be available closer to the competition date.

Contact : Chris Tuckwell  
Phone (02) 62900902 (between 7-10pm weeknights only)  
Email: CTUCKWELL@dist.gov.au

NB: Flyers for both tournaments will be available from both sponsoring shops 4 weeks before the con.

### ALL CARD PLAYERS PLEASE NOTE:

The entry fee for these competitions is based on you entering by mail, before the convention. If you enter on site, you WILL be charged the late fee of \$5 in addition to the tournament fee(s).



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07 3245 2799

## THE BANQUET

Phenomenon '98 will include a banquet on Sunday 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 – especially if you come in costume. 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 8th 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 8th are eligible to win the monies collected in late fees from entries received after May 8th.**

(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 **Magic: the Gathering** tournament costs \$8 to enter.
- There is a late fee of \$5 levied on entries post-marked **after May 8th.**

## CANCELLATIONS

Refunds for Player cancellations notified before 8th May 1998 will be the full amount minus a \$5 'Administrative Fee' (Hey, we cop bank fees too!) After 8th May 1998 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 cancelled, 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 98 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.

## REMEMBER

No weapons of any kind, except as legitimate game props.

No illegal drugs.

Be Excellent to each other (especially organisers and GM's), and

**PARTY ON, DUDES!**

# Table Of Contents

pg	Game	Play	Sess	What is it ?	Designer
4	When I Meet my Family	5	1	Systemless (Triptych)	Liz Argall
4	Lost Highway	5	1	Systemless (Triptych)	Felix White
5	Spazmo	5	1	Systemless (Triptych)	Scott Walton and Daniel Wilks
6	The Slumbering Dragon	25	1	Freeform	Eric Henry and Larry
6	History in the Making	16	1	Freeform	Jim Vinton
8	Matrimony, Magic, and Murder	?	1	Freeform	Richard Dennis
8	Split Infinity	30	1	Freeform	Mike Walker
10	The Court of Prince Vladimir	Lots	1	World of Darkness	Shadowkin
11	The Fifth Ingredient	5	1	Systemless	Peter Eisler
11	Silver, Tears, and Ashes	5	2	Call of Cthulhu	Michael Hitchens
13	Rangers in the Wildemes	5	2	Bridge Crew	Rob Cox and the gang
13	SOFE	5	1	Star Wars	Chris Ryan
14	Bananas in Pyjamas	5	1	Multiform	Geoff McInnes
14	Demolition by Proxy	5	1	Systemless	Morgan Morningstar
16	Threshold	5	1	Systemless	LargerThanLife
16	The Dragon Sword	4-6	1	Shadowrun	Andrew Mahoney and Matt Woods
18	The Founding	5	1	Earthdawn	Graham Dolby
18	The Well	5	1	Vampire: the Masquerade	Gerry Huntman
20	Reservoir Dux	5	1	Glorantha 2020	Karl, Antti, and Alistair
20	All the King's Men	6	1	AD&D	Jeff Fox
20	The Small Faerie Dragon King	6	1	AD&D	Wes Nicholson and Jean Rabe
22	Incident at Mirfak	6	1	Alternity	Ed Gibson and Rich Baker
22	The King's Rifles	5	1	Systemless	Mark Somers and Jon Naughton
24	Eyes Down	Lots	1	Dawn Patrol	Wes
24	Magic: the Gathering	Lots		Magic: the Gathering	Chris Tuckwell
24	Legend of the Five Rings	Lots		Legend of the Five Rings	Chris Tuckwell

## Win \$\$\$

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

Just get your entry in, postmarked before the late date (8th May)

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

Last year that was around \$300.

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