





PHANTOM – GAMES FROM THE BACK SHELF

- Saturday afternoons 11 AM – 3 PM Full demos of games you’ve seen and games you haven’t.
- Weekday nights by request
- Back room of the Oakland Phantom of the Attic Done up convention-style: I’ve got the materials, you just bring your curiosity!

February 4		<p>WORLD WIDE WRESTLING – a professional-wrestling game Powered By The Apocalypse. Pick your gimmick, and navigate management planning backstage and the show itself on center stage. Build heat with other wrestlers and rack up momentum to try and hit your finisher.</p> <p>THIS WEEK: HEARTBREAK IN LARAMIE. Creative promised you into a Valentine’s Day spectacular and then neglected to actually provide any kind of romantic angles for the past three months. Scramble to sell whatever mad idea you have, or see if the fans are willing to call them out on this madness? It’s up to you.</p>
February 11		<p>OUR LAST BEST HOPE – a disaster-movie game from Magpie Games. Characters with their own personal dramas and wants band together to confront a disaster. But it’s never as easy as making it to the crisis. An opposed D6 pool game focused on improv and personal drama.</p> <p>THIS WEEK: OUR LAST BEST DANGER PATROL. Danger Patrol! Twisted creations of science and strange beasts from beyond the stars are converging on Rocket City! This is a disaster! Please respond!</p>
February 18		<p>FATE CORE: SAVE GAME – Fate Core is about capable characters taking action to solve problems, relying on Fate Dice and Fate Points to take lumps from the story and give ‘em right back. Save Game brings a Wreck-It Ralph sensibility to the fore, with weird and wonderful video game characters protecting their world from viral corruption.</p> <p>THIS WEEK: URBAN JUNGLE. Tar Zangeles was never truly a peaceful city, under constant threat from the mad cyborg beasts of Dr. Maru. But with Mega Monk fallen into corruption, the only hope it to save it is one of Dr. Maru’s mad schemes. Can she be trusted? Do you have a choice?</p>
February 25		<p>DO: PILGRIMS OF THE FLYING TEMPLE – a storytelling and story-writing game about young pilgrims helping people out and getting into trouble. The Flying Temple sits at the center of a universe of tiny and less-than-tiny worlds. Children of the Flying Temple can all fly and have other special powers, but only through getting themselves tangled in the concerns of worldly people can they make anyone happy.</p> <p>THIS WEEK: SWALLOWED WHOLE. Pilgrims receive letters from people in need. This one is an introductory scenario to the game, about a little girl on a little planet, eaten by a big, big whale.</p>

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