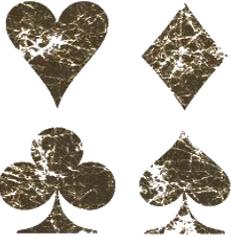


PHANTOM – GAMES FROM THE BACK SHELF

- 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!

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| March 4 |  | <p>DUNGEON WORLD – a fantasy RPG from Sage Kobold Productions, based on Vincent Baker’s Apocalypse World. A simple 2d6 game using variant levels of success and substantial player choice in outcomes. Usually in bad outcomes. An engine devoted to quick resolution and snowballing plot developments.</p> <p>THIS WEEK: THE TREE OF STONE. In the remote mountains there is a cave. In the cave is a tree of stone. Outside the cave is you. What grows from the tree? What lives in the cave? And why are you there, anyway? This is Dungeon World, so you tell me and we’ll go from there.</p> |
| March 11 |  | <p>THE QUIET YEAR – a collaborative storytelling and map-drawing game, focusing around a community trying to rebuild in the post-apocalypse. A specially-made deck of cards prompts further exploration of the strange and threatening world and the people who still survive in it.</p> <p>THIS WEEK: RAIN. The Quiet Year is a largely improvisational game, but here’s a seed for the week: rain. Is it a threat? A key to survival? Or just a backdrop to the real threats and promises?</p> |
| March 18 |  | <p>TORCHBEARER – a d6-pool game running on the Burning Engine, where you meet challenges with teamwork and wisdom as much as skill and instinct. The system can zoom in on important confrontations – chases, arguments, and your regular fights to the death – and models a hostile environment grinding you down constantly.</p> <p>THIS WEEK: CALDWELL’S “CASTLE”. Some up-jumped merchant buys a half-ruined keep from some up-jumped con man. Of course it’s been overrun in the years of neglect. But hey, he made it back alive, it’s probably not too bad in there, and he’s paying better than your backup plan, which was trying not to starve.</p> |
| March 25 |  | <p>QUESTLANDIA – Questlandia is a storytelling game about important figures in a kingdom in crisis, and the steps they take and things they sacrifice to see their wills imposed on the world. Roll opposing pools of d6s to find out what you gain, but there’s always something you have to lose.</p> <p>THIS WEEK: WITHIN A DEEP FOREST. Kingdom creation is collaborative improv, but this will be our starting point: the deep forest. It may be home, it may be our savior, it may be our doom. We’ll see.</p> |

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