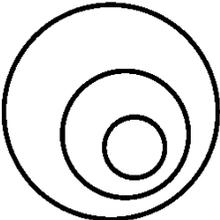


PHANTOM – GAMES FROM THE BACK SHELF

- 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!

May 6	 microscope	<p>MICROSCOPE – a GMless game of exploring a timeline, seeding it with huge sweeping events, creating amazing twists of fate, and exploring the reasons why they happen. Sketch out an epoch or zoom into an individual scene in time to look inside the heads of the people responsible.</p> <p>THIS WEEK: GENERATION. Every Microscope game needs a seed, so here’s an idea to explore: time focuses around a generational legacy. But what sort, and how long does it last? That’s up to us.</p>
May 13		<p>RYUUTAMA – “At some point in their lives, everyone goes on an adventure.” And at some point in a dragon’s life, it tells adventure stories to its egg, to help it become a real dragon. A game of pastoral adventure, watched over by a dragon who wants to keep the story going but also keep the story interesting.</p> <p>THIS WEEK: TO MARKET. Traveling the wilds to go to market is, at least, the start of an interesting adventure. But what’s the dragon going to throw in to make this simple journey into a good story?</p>
May 20		<p>WHAT HO, WORLD! – A card-based improvisational storytelling game focused around on generating stories of farce and elegance in Victorian England. Play the Gadabout, the Aged Relative, or other colorful characters, and try to get yourself entangled in shenanigans to get extra cards but not so tangled you can’t accomplish your goals.</p> <p>THIS WEEK: INHERITANCE. A seed can help a game get going, so here’s one for this week: a will is being read out, and the dearly departed was eccentric enough that your desire for a windfall outweighed your fear of being saddled with caring for 500 cats or whatever.</p>
May 27		<p>EPYLLION – Epyllion is a game Powered By the Apocalypse about young dragons growing up on an archipelago screened from the outer world by storms, currents, and fearsome beasts. They explore their role in dragon society and their relationship to the moons that keep dragons working together and the Shadow that whispers power is to be found in betrayal and selfishness.</p> <p>THIS WEEK: THE THOUSAND STARS. The Festival of a Thousand Stars has turned into an opportunity to have a big meal and little else, and the dragons in charge are just glory hounds. What’s a young dragon to do?</p>

YOUR GEMEMASTER: Paul Arezina • 4601 Bayard Street Apt 508 • Pittsburgh, PA 15213 • paul.arezina@gmail.com