

PHANTOM – GAMES FROM THE BACK SHELF

- All day Saturday 11 AM – 7 PM
 - Weekday nights by request
 - Back room of the Oakland Phantom of the Attic
- Full demos of games you've seen and games you haven't.
 Done up convention-style: I've got the materials, you just bring your curiosity!

September 2		<p>ATOMIC ROBO – a game based on the Atomic Robo comics, from Evil Hat Productions. The engine, 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. Additional character-creation, deduction, and invention systems tailored to suit the world of ACTION SCIENCE!</p> <p>THIS WEEK: THE MEN OF MAJESTIC 12. But this week, we'll use a recent expansion to step into the jackboots of one of the conspiracies that butts heads with Tesladyne – or, perhaps, the only antidote to the chaos of mad science. Depends who you ask.</p>
September 9		<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>
September 16	<h2>FELLOWSHIP</h2>	<p>FELLOWSHIP – a fantasy RPG from Liberi Gothica Games, 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, snowballing plot developments, and a world wide-open to player input, mushroom orcs, alien elves, spirit halflings, and all.</p> <p>THIS WEEK: ONE SHALL FALL. The GM in a Fellowship game has their own Overlord to play with their own trusted lieutenants and such. So we're going to talk one of them up, and then arrange a proper confrontation.</p>
September 23	<h2>CANCELED</h2>	<p>Canceled due to conflicts with store events.</p>
September 30		<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>

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