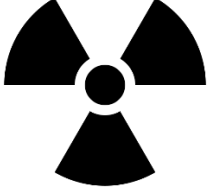
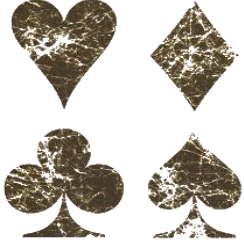




PHANTOM – GAMES FROM THE BACK SHELF

- 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!

November 4		THIS WEEK: Your GM is UNSOCIABLY RADIOACTIVE.
November 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: SOCIABLY RADIOACTIVE. The Quiet Year is a largely improvisational game, but here's a seed for the week: radiation. It's not really a post-apocalypse unless something's glowing that shouldn't be, right?</p>
November 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>
November 25		THIS WEEK: Cancelled to facilitate the giving of thanks.

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