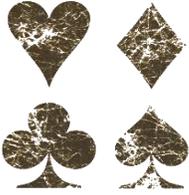


# PHANTOM – GAMES FROM THE BACK SHELF

- 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!

March 3		<p>BLADES IN THE DARK – A d6-pool game running on an original engine from John Harper, about a world where the demons broke loose, the sun went out, and the afterworld stopped accepting applicants, but people kept living. It tells stories about rogues and bravos, who try to heist themselves a piece of the pie and worry about how much they're carrying and to where but leave the rest to fill in later, or else burn stress to patch the gaps and tick a clock toward doom or suck up wounds and keep going.</p> <p>THIS WEEK: THE LAMPBLACK AFFAIR. An uneasy peace between gangs is broken, along with the peacemaker's neck. A little more chaos means a little more room for a new crew to assert themselves. How? Pick your crew, and I'll give you some ways in.</p>
March 10		<p>FOLLOW – a collaborative storytelling game, focusing around a group of people on an adventure. How well they make progress is just as important as how well they stick together, for only united can they hope to prevail.</p> <p>THIS WEEK: THE CURE. Disease stalks the earth on a dramatic scale, and you're one of the last few enclaves that can still try to find a cure. Or alternately, one of the last few enclaves a saboteur network has yet to compromise. Depends on your point of view.</p>
March 17		<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 24		<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>
March 31		<p>MASKS – A game Powered by the Apocalypse, about teen superheroes coming into their own in a city full of generations of heroes and villains. As a hero, you are whatever you feel you are, but since you're a teen (or at least have a comparable mindset) there are a lot of people trying to tell you exactly who that is. A 2d6 engine with results that cascade forward and a high degree of dynamism in character stats and relationships.</p> <p>THIS WEEK: WHEN LAST THE FLOWERS BLOOMED. Spring is here, but every bud in the metropolis has yet to open. People chalk it up to that one cold snap and think nothing of it, but not you. Or at least it'll be impressive if you can put a stop to something. So let's investigate!</p>

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