

UK GAMES EXPO 10 YEARS



2016 PROGRAMME



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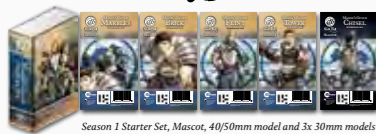
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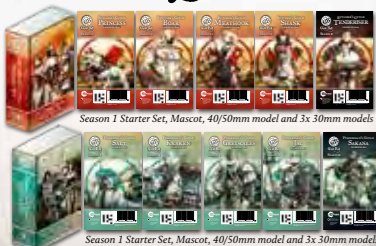
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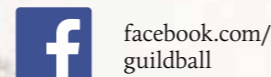
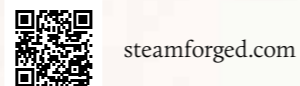
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WELCOME

WELCOME ONE AND ALL TO THE 10TH AND BY FAR THE BIGGEST UK GAMES EXPO.

10 years ago UK Games Expo was merely a twinkle in the eye, an idea that seemed a bit bonkers and a dream we hardly imagined would work. It was in the heads of just a couple of us. In that decade it has grown to become the UK's largest hobby games convention and this bright, colourful, noisy, and exciting annual event we hope you will enjoy.

Sometimes we are asked how on earth we managed to achieve this growth? How did we build an event of such a size from nothing? How did it work? You can read the history in an article in the programme but in the end the truth is we made it work because the organizers were not businessmen in suits with a commercial idea. We are gamers just like all of you. We

too love games. Before we even thought about Expo we had all played Catan, Carcassonne and Munchkin. We had faced wights and trolls in Dungeons and Dragons or blasted through the galaxy in Traveller or run screaming from the latest horror in Call of Cthulhu. We had peered down the barrel of a long 75 at the silhouette of a Sherman tank as it rumbled past our Panther.

And we had fun doing it!

It's that fun and enjoyment that made us create this show and we love to see in the faces of the thousands who come every year.

So go have fun and may your dice roll high!

Richard Denning and Tony Hyams

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IT'S ALL ABOUT THE GAMES

By Richard Denning
UKGE Director

UK GAMES EXPO ACTUALLY HAD ITS ORIGINS IN A SMALL WAR-GAMES SHOW THAT I ORGANISED TO PROMOTE THE OCTOBER WAR-GAMES ASSOCIATION, THE GAMES CLUB OF WHICH I AM A MEMBER. THE SHOW THAT RAN ON A WINTERY DAY IN FEBRUARY 2006 WAS A TINY AFFAIR, WITH PERHAPS 15 TRADERS, A DOZEN OR SO WAR-GAMES, AND A FEW HUNDRED ATTENDEES AT BEST.

It was held in a dusty old gymnasium and has long since been forgotten. One significant feature for the development of Expo was that we organised a couple of tournaments, including what was billed as the first UK Dungeons and Dragons miniatures championship.

The umpire of that D&D event, a mate of mine called Peter Scott, wanted to run a larger European-wide championship, and Peter and I, along with Pat Campbell and Kevin Townsend, organised a larger games event in the Thistle Hotel, Birmingham. This event incorporated several tournaments, including a 90-odd player Dungeons & Dragons European Championship. It also featured a Warmachine tournament and a Flames of War event. There was only one trader and only one roleplaying game. This event, called Game, led to a discussion about running a much larger national level hobby games convention. In June 2006 the four of us met at a wargames show in Stoke and discussed this idea. Pete was keen on doing a more organised play event oriented convention, whilst the rest of us wanted to build something more like Essen Spiel and Gen Con

Indy. The upshot was that Pete took 'Game' north to his home town of Manchester, whilst we founded UK Games Expo in Birmingham.

I had heard of the huge Essen Spiel show and had started to put out feelers and forum posts about a possible UK equivalent. In July 2006 we were invited to Manorcon to meet Markus, former owner of JKLM Games. He was keen to encourage us, and suggested a trip to Essen was essential. That visit to Essen in 2006 was pivotal. After two days of hauling around the trade halls talking to games companies, we knew that there was no equivalent event in the UK and that there was a desire for such an event to occur. It was a tough trip because no one knew us and we had to cold call on all the traders. I remember one company, who these days have a sizeable presence at Expo, telling us to come back when we have attendance over 10,000!

Nevertheless we got enough "yes" and "maybe" answers to make Expo a possibility.

So we decided to have a go at creating something like that in the UK. We were also aware of Gen Con UK, which after running for a number

of years was coming towards the end of its lifespan at the time. That event was essentially a hard-core roleplayers convention. We wanted something that would appeal to not just gamers, but to a wider section of society.

What followed Essen was eight months of frantic planning as we tried to put together the event, find a venue (settling for the Clarendon Suites in Edgbaston in the end), and recruit volunteers to help us, all on a budget around 5% of what we now run Expo for! I had to put up £5,000 as deposit on the venue, with a significant risk of not getting it back. We visited every UK convention we could find to try to speak to more companies. We also organised tournaments, including continuing forward one or two from Game as well as persuading a certain Barry Ingram (who we had met on that first trip to Essen) to run the first Memoir '44 tournament – an event he has done every year since. Most important was making an effort to promote the show. This was before the days of social media and so I visited dozens of forums to post announcements about the show, contacted hundreds of British members of BoardGameGeek to invite them along, and posted adverts and flyers wherever we were allowed to.

It was then, with spring 2007 approaching, that we realised that we needed a way to take bookings and sell tickets. That is when Tony comes in.

Tony Hyams (now my fellow director) was a friend of Kevin's. Kevin had mentioned he had recruited a guy to handle the IT, but what apparently happened was at Easter 2007 he had walked into Tony's office and asked if Tony could teach him how to code a booking system in about six weeks. Tony laughed and said no. He could do it in six months, or he could code it himself. That is how he got involved.

That first year was run by a handful of us including Tony, Pat, Kevin, Alex Hickman, Jason Garwood, Richie and Mike Nicholls, my wife Jane, and myself. The earliest bits of what would be the Family zone were a story corner organised by my mother-in-law,

"WE RAN OUT OF TICKETS AND WERE GIVING OUT RAFFLE TICKETS, THEN BITS OF PAPER, AND THEN JUST WAVING FOLK IN, THAT WE REALISED WE HAD MORE THAN 1,000 ATTENDEES THAT FIRST YEAR."



The Clarendon Suite starts to fill up.

Jean and a series of kids tournaments run by, amongst others, Peter Burley using his brilliant Take it Easy game.

Finally the day of the first Expo came around. We had taken around 400 pre-bookings but waited nervously for the attendees to arrive. I think it was around lunch time on the Saturday, when we ran out of tickets and were giving out raffle tickets, then bits of paper, and then just waving folk in, that we realised we had more than 1,000 attendees that first year. The venue ran out of food and its manager, the ever flexible and awesome Dianne, was making trips to the local TESCO to buy rolls.

Another thing that happened that lunch time was that Tony's daughter was born! His wife was heavily pregnant and due any day, but when she had some early indication she was in labour Tony turned to her and said, "you can't have the baby yet, I have to do the tickets for the Expo." Nature continued to ignore the fact

"WE WANT TO PUT ON A SHOW WE WOULD LIKE TO GO TO. WE WANT STUFF THAT IS COOL AND FUN."



The now infamous Stormtroopers.

that Expo was happening, and all morning we were getting updates: "my mother has come round," "I am on the way to the hospital now," and finally we were called and told to dispatch Tony. We took his walkie talkie from him, handed him his keys and coat, and pushed him out the door. Faith was born 10 minutes after he arrived at the hospital.

Expo has had its share of fun times and laugh out loud moments. It has also had its more difficult times. Occasionally these coincide, as with one of the most memorable episodes from the Clarendon days, when five of the Stormtroopers got stuck in a lift. The old venue had ancient lifts and strict limitations on numbers. This limit was apparently ignored by the forces of the Dark Side as they crammed five fully dressed troopers into a lift that then got stuck between floors. It took some 30 minutes to free them, by which time the poor guys were almost boiled alive and gasping for air. I can't recall which wag started it, but soon I heard the phrase "open the blast doors!" being thrown around when the Stormtroopers were near.

The Stormtroopers were also involved in another incident when several of them went out onto the Clarendon Suite's roof in full kit and with guns. The police were called by a local householder who was convinced they were terrorists.

A more puzzling but eventually funnier third episode occurred one year when our carpark attendants wondered why no more cars were arriving. They walked around the building to find the Stormtroopers searching cars for rebel spies!

To me the most memorable

incident was the 'great bungee cord incident of 2010'. On that particular year we were trying to put up our banners on the posts outside the venue. This process involved threading bungee cords through eyelets and then stretching them around a post and back to hook over a toggle. As I was doing this I let go, and the bungee cord flew through the air. Pat remarked it was a good thing that no one was walking by at the time. I picked up the cord and tried again. At that moment Tony happened to walk by, the cord slipped, and I had obviously rolled a critical fumble because at a million to one odds the cord and its hard plastic toggle hit Tony right between the legs. With a groan he went down in a heap, having suffered for the Expo.

He suffered more when, having got up off the ground, he tried to get up a ladder leaning against another post. What we did not know was that the post had rotted through. With a crack the post, ladder, and Tony tumbled forward, over the hedge, and into the road.

The Clarendon Suite was a very unique location. It was a Masonic Lodge built on the site where JRR Tolkien once lived. It had no windows and a labyrinthine layout that over six years we explored as if it was some D&D dungeons. Some of the lodge rooms were full of very obscure masonic ceremonial equipment. We always believed there was a hidden chamber between the Warwick Room and the basement, but never found it. So much for our dungeoneering skills.

Speaking of dungeons, the cellars of the Clarendon Suite proved a perfect location for creating a live action dungeon game. This was Tony's idea

"ARE WE DOING THIS AGAIN NEXT YEAR?" By Tony Hyams UKGE Director

There is an old Jewish saying that "man plans and God laughs" and it has felt on many occasions that someone is having a good chortle at our expense. Or as Mike Tyson once said when asked about his opponents' plans, "everyone has a plan til you punch them in the mouth". As we approach the 10th UKGE the questions of "why do we do it?" and "why does it work?" are the ones that occur most often.

When you read this you are most likely to be stood or sat somewhere at the UKGE, or at home having exhausted yourself at the UK's biggest gaming event. If you take a moment to think of the size and complexity of the show, you will probably conclude that it is all part of a master plan of some very business driven, focused individuals. People who perhaps have always dreamed of running a big show and are well versed

in the disciplines of budgeting, long term planning, event organisation, logistics, and marketing. However you'd be wrong. We have learned some of these skills along the way, but actually we just liked playing games and seeing other people enjoy playing games. We always assumed someone 'professional' would be along in a minute to do it properly. However as the years have gone by, and now we have arrived at the NEC, we have had to begrudgingly recognise we are those professionals.

I know that I never intended to ever run a show and only ever got involved because a friend needed a hand to sort a website and ticketing out. After the first year, where I only made it to the Saturday afternoon because my daughter was born that day, I assumed that I might be asked to help out the following year. After the second year,



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and proved a very popular one - and one we really want to bring back one year. After two years of a living dungeon we managed to get permission from Steve Jackson Games to do a live action game based around their Munchkin card game, called Living Munchkin.

One of the challenges about the living events was working out how to build the set. For Munchkin we actually built door frames and stapled printed doors (full size) to the frames. In the first dry run of the game they had used too many staples and had the door stretched taut across the frame. We discovered that meant you could not kick down the doors, as I found out when I charged at it and bounced right off!

The first year was mostly about board games and miniatures gaming. There were about 20 RPG games but that was all. Tony, who got significantly more involved each year, took on the RPGs and expanded that element. This role was in turn passed on to John Dodd, who has built the RPG schedule every year since.

Another element we were very keen on was evening gaming. We wanted people to come for the weekend, not just the day. Even the first year we hired some rooms in the next door hotel and allowed folk to game.

Another feature that dates from the beginning is the awards. That first year the awards were a last minute thing, literally thought up a week or two before the event. We looked at maybe 25 games that year. We now have over 100 entries. It clearly matters to publishers, as you see them with the certificates on their stand for years afterwards.

We ran the event at the Clarendon, with evening gaming in the next door Strathallan Hotel for six years. The 4th to 6th years were run by a partnership of myself, Tony, Pat, and Mick Pearson. By the 5th year

there it was clear we were approaching capacity at the venue, but were not sure we could manage a move to a larger venue. It was that year - really by chance - that two significant meetings occurred. Larry Roznai of Mayfair Games happened to be passing through the UK on the way to Europe, and got invited to the event by Keith Thomasson of Heron Games (nowadays our exhibitor liaison manager at UKGE). Secondly, Dan Steel, the CEO of Esdevium Games, paid us a visit. Both wanted a conversation. They suggested we could stay where we were and be a successful medium size show or, if we had the willingness to take a risk, we could move to a bigger venue and perhaps create an international event amongst the top four or five in the world.

It might seem an easy choice, but there were issues. There would be a significant financial risk in a move - my £5,000 I had gambled in 2007 would be more like £50,000. Moreover, the event would move from something we could do in a few months running up to the weekend to something that would need many hours, but we could not at that time afford to have paid staff - or to pay ourselves, even.

We had a long think and Tony and I decided we would take the risk, form a company, and be its directors, with Pat, Mick, John, and others coming in as managers of departments. We then needed a new venue, and this is where the Hilton came in. It was actually looking for more hobby events and contacted us. When they spoke of hobby events, however, they were thinking of a few hundred people at things like Doctor Who weekends and Terry Pratchett conventions. They did not, at first, believe us when we said we expected over 2,500 individuals and maybe 4,000 attendance in 2013.

Standard wisdom is that when you move venues you lose 10% attendance. We were determined that did



Special guests have included gaming legends such as Ian Livingstone and Steve Jackson.

where I was responsible for the programme, RPGs, ticketing, website, volunteers, and marking up the trade floor, I was wondering if this was a good idea. After year three the question "Are we doing this again next year?" became the standing joke.

The answer to the question "Why do we do this?" explains how UKGE has reached a 10th anniversary and seen such phenomenal growth. The answer is heart. The team that runs the Expo love games, love the gaming community, and love the hobby. We want to put on a show we would like to go to. We want stuff that is cool and fun. We want stands piled high with gaming goodies at great prices, and to meet the people who make games. We want it to be the place that an indie developer takes the first steps towards making their dream game. We want the biggest X-Wing tournament in the world, big free prize draws for stuff you can't get elsewhere. We want families to sit down together and play because that's what we've done with our families. We want to forget utility bill switching, targets, forecasts, shelf stacking, truck driving, more admin you can do in your day, annoying bosses, and more month than salary. For three days we just want everyone to play, meet new people, find new games, see cool stuff, laugh in the Dark Room, open the new shiny box, discover an old friend you thought you'd never see again in the Bring and Buy, and remember these three days as three of your best days of the year.

Often in the planning when we meet with bigger, wiser people than us, they explain to us how we can maximise profits, cut costs, exploit revenue streams, and make it a better business. When challenged about certain aspects of the show and their profitability our answer of, "yeah, but it's cool and it's fun" are sometimes met with looks of confusion.

In Hamlet, the eponymous hero speaks about the future as the undiscovered country, or for those less familiar with the Bard, Chancellor Gorkon quotes him in Star Trek VI lending the term to the title of the film. At the UKGE each year thousands come together to explore three days of possibilities, their undiscovered country. We run Expo to make the best of those opportunities whoever you are. Retailers trying to make a tough living in a competitive market, a game designer laying out his months of work in the playtest zone, families looking for something fun to do with the kids, a new trader in your 2x2m starter stand hoping you haven't bitten off more than you can chew, a volunteer, a GM or umpire, a tournament player hoping your latest build will define the meta game for the next six months, demonstrators trying to remember rules you know you forgot, ticket staff rummaging through packs



People coming together to game is at the core of what UKGE is about.



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DROPFLEET COMMANDER IS A SPACESHIP BASED TABLETOP WARGAME, DESIGNED BY ANDY CHAMBERS & DAVID LEWIS, WHERE OPPONENTS FIGHT STRATEGIC BATTLES IN ORBIT OVER A PLANET SURFACE, USING FLEETS FROM 4 DISTINCT FACTIONS. AFTER A SUCCESSFUL KICKSTARTER CAMPAIGN, HAWK WARGAMES ARE DEMONSTRATING THE FULL GAME TO THE PUBLIC FOR THE FIRST TIME AT UK GAMES EXPO 2016.

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not occur and so, as we did in year one, we did a lot of marketing work, including standing around a Tardis in the Solihull shopping centre trying to give out flyers and talk to the locals. There we had the help of Richard Ashton, who is a very professional cosplayer and does an exceptional 10th and 12th Doctor. Over the years we have continued to visit other conventions, and here John Dodd on the RPG side and Pat Campbell and Mick Pearson on the board game and wargames side were a big support, trying to get to the cons and flying the Expo flag.

In the end the attendance leapt that first year a good 25%, and that sharp increase has followed each year since. We are now, of course, in the era of social media and the power of the tribe. Word of mouth is what marketing and publicity relies upon, and here we found that our attendees are by far our most powerful allies. We only needed to put out an announcement on Facebook or Twitter to have it copied and shared across

the Midlands were called in to keep up with demand!

Whilst we worked on the food issues another area, space, became an acute problem. The Exhibition Hall in the Kings and Palace spread in 2014 to the Library, and in 2015 to the Monarch. Even that was not enough. Demand for tournament space competed with that for exhibitors and in 2015 we had to add a marquee.

With that many people in the place, errors occurred in the hotel. One year Tony came out of his shower to find two guys in his lounge. They had entered through a connecting door from a twin room next door, which Tony had booked his kids into. They had not yet arrived, and so the hotel gave the room away. The two men were, in fact, GMs at the show. One of them pointed at the nude form of Tony and said "I know you!". We never did establish which of his features they recognised!

So it was clear even before 2015 that a larger space was needed. The only option was to hire space at the



The UKGE team at a planning meeting.

the Internet.

As a result of the buzz there is a real feeling of community around the Expo. We always have an army of volunteers coming forward each year. That community also extends to the visitors. An example of this is when last year we were approached by a gentleman wanting to propose to his girlfriend at the Expo. We concocted Operation Love Bird – an elaborate plan to have the entire cosplay crew, an active sound system, ticker tape, and music all available at the critical moment that he got down on one knee. Thankfully she said yes!

The Hilton is the biggest convention hotel in the Midlands, but whilst in 2013 it seemed adequate in size with potential for growth, it rapidly became obvious as the event grew that even that was not enough. The hotel struggled to cope with catering for the sheer volume of visitors - leading to the pizza deal in 2014 where 1,500 pizzas were delivered to the venue and 10 managers from all over

NEC, and so in the winter of 2014 we started the long process that sees us using Hall 1 as our Expo Exhibition Hall, whilst using the Hilton for tournaments.

So here we are, then, in year 10. It has been a hell of a ride over that decade. The growth has been extraordinary. The hobby event we set up as a fun thing to do amongst a group of gamers is now a limited company. Each year's convention is the result of thousands of hours of planning, thousands of emails, and endless meetings and skype chats. How do I feel about that? What started as a hobby event is now a part time job, absorbing vast hours out of the week. In the wee small hours of the winter, when I am writing the 50th email of the night, there are times when it seems madness.

Then, slowly, the news of the plans of the exhibitors and guests starts to come together, and you get a privileged insight in what new games they have or what talks they



As UKGE gets bigger so do the games, literally.

"WE HOPE THAT EVERYONE WHO COMES LOOKING FOR SOMETHING FROM THE EXPO FINDS IT AND THEN SOME."

will give and you think "this is pretty cool". Then the awards games arrive, and Pat starts recruiting us to play and rate them and sometimes you find you are unboxing something seriously exciting and new, and it is like everyone at the table is a kid again.

Finally, after the last few weeks of mad running around ensuring everything is organised, we reach Expo week and there is a magic time when we brief the senior team and release them Star Trek style - "here is the plan, now make it so!"

As I see the show take shape around me, as the exhibitors arrive, old friends say hello, and all the new shiny things come out for us all to play with, as the visitors stream in and you hear laughter and excitement, well, then you think this is a great job after all. Giving 8,000+ people a fun weekend - that can't be bad, can it?

trying to keep no one waiting. These three days will be your undiscovered country, and. We hope we got the plans laid out properly, that the power is in the right places, that enough tables, chairs, boards, cloth barriers, volunteer shirts, hotel rooms, signage, tickets, events tickets, and a hundred other things were ordered correctly.

This weekend ten thousand stories will be told and ten thousand new ones made. We want to help make your story have a happy ending. That's why we do the Expo. Hearing what you have discovered, what you wanted to do but ran out of time, and what you want to do next year is why there is an Expo.

We hope never to lose sight that games are supposed to be fun. That gaming is our hobby and we do hobbies because we like them. We hope never to get tired of seeing happy faces, new faces and old friends. We hope that as it grows beyond the ten years you will always think of the UKGE as your convention, where we listen to you not because it "is good business", but because that's what you do with friends. We hope that everyone who comes looking for something from the Expo finds it and then some. We look forward to the next ten years with no idea of where this journey will end, but we really do hope you come along for the ride.

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the new dawn for few survivors.

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INTO THE ARENA

BROUGHT UP WITH GAMES WORKSHOP AND TSR, I HAD LEFT GAMING BEHIND 20 YEARS AGO TO ENJOY UNIVERSITY, WORK, AND FAMILY. RPGS AND WARGAMES WERE SOLELY COMPUTER BASED, AND SQUEEZED IN WHEN TIME ALLOWED.

Then an old friend moved into the area, with a whole bookcase of colourful, rattling boxes. We managed to find the odd evening every now and then to get together and roll dice. Our gaming group grew from two to three members, and I was reintroduced to board games via Carcassonne, Ticket to Ride and RuneQuest. A single day was found for our first trip to the Expo in 2014, and by then the obsession had fully taken hold.

Whilst excitedly planning our follow up trip to UK Games Expo 2015, my friend and gaming guru casually announced that he would be busy all day Saturday playing Dropzone Commander. Faced with the prospect of wandering the open gaming halls looking for a spare chair, I decided to look at the tournament options. Ruling out every game that I had never played, ones I was

absolutely terrible at, and ones

where you had to actually buy your own models, I discovered that my choices were limited. However, one line caught my eye. Memoir '44, run by a bloke called Barry. It was the same time as my friend's Dropzone tournament, I wouldn't have to get up too early, I would be finished in time for the evening gaming session and no one called Barry could be truly evil. So £6 later I was now entered to compete against total strangers who would, no doubt, be serious students of the game. I had to read the Memoir '44 rules again.

Over the next few weeks I did some prep. Not a lot, but some. Spending time on BoardGameGeek reading hints and tips was helpful. Watching The Guns of Navarone and Saving Private Ryan less so. Thirty games online revealed previously unknown variants for Russia and the Pacific. I headed off to the convention with a niggling concern: I might be about to get absolutely stuffed. Worse than the time I tried a Skaven army against my brother's Dwarves.

Worse than the four-hour War of the Ring that ended with the burning Elven forests. Worse even than losing at Love Letter to my seven-year-old daughter (her record is 31 wins, 7 defeats and 1 draw when her younger sister stole the princess card).

Off to the convention



By Richard Lee
@lcc_richardlee

Memoir '44 is a World War II strategy board game designed by Richard Borg.

First published in 2004 by Days of Wonder, Memoir '44 allows two players to act out D-Day battles as they attempt to win Victory Medals.

Various expansions have been released that have introduced battles in other WWII theatres including the Eastern Front, Pacific Theater, and Mediterranean Theatre.

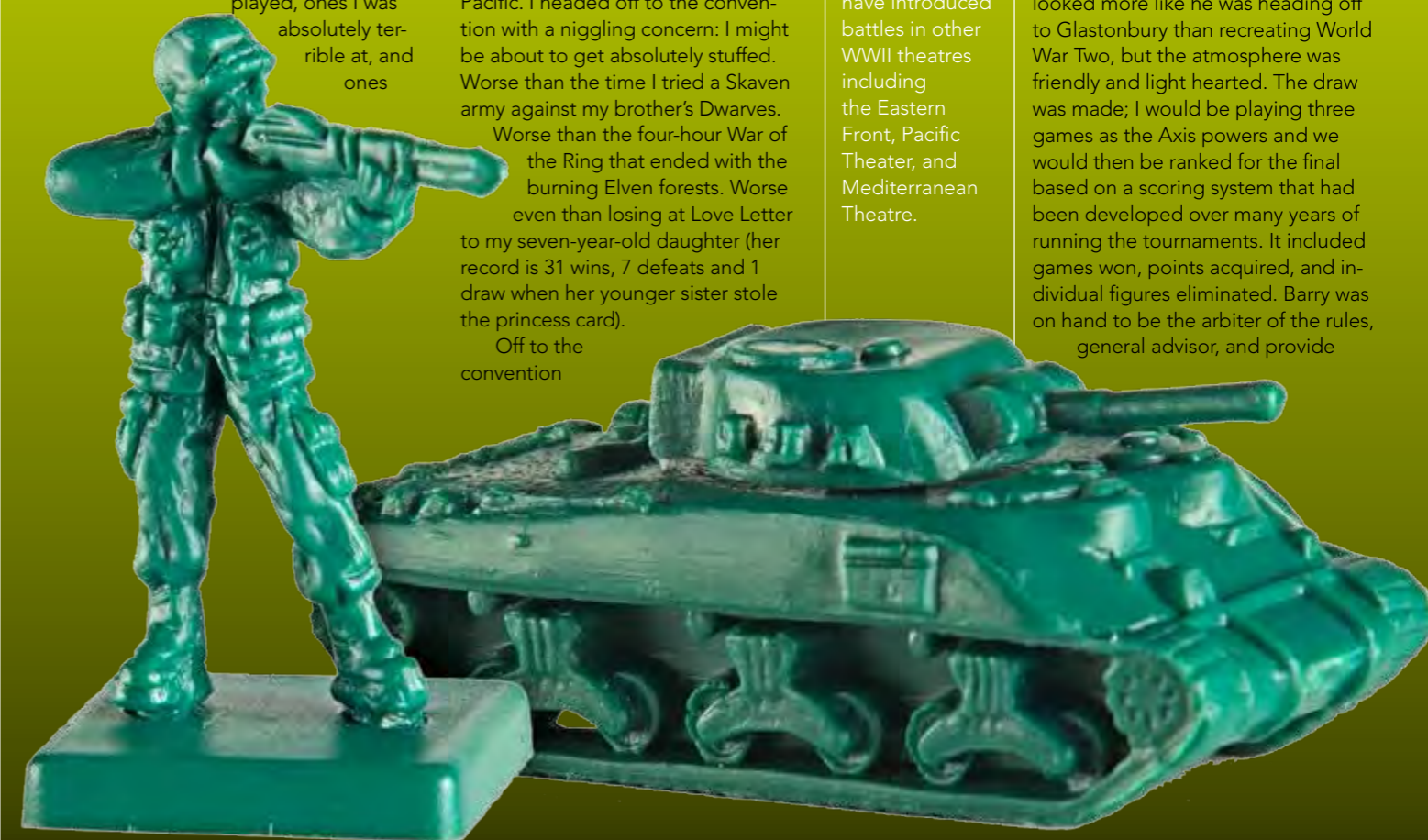
then, and I put the tournament to one side for a Friday gaming marathon. The wonders of the Thirsty Meeples lending library were explored for San Juan, Blokus, Timeline, and Colt Express. A lovely German lady taught me to play Camel Up (loved it, bought it). An equally lovely Polish chap tried to teach me Progress: Evolution of Technology, which made my head hurt. My gaming buddies had been shopping, so Age of War and Imperial Settlers (so good we played it twice) filled the evening; but late night attempts at Junta and Gravwell proved games too far. Anyway, I had to be at my best in the morning if I was to charge to respectability.

Saturday came around and I wandered along to the allocated room. Twelve tables were being laid out by my fellow competitors. Barry, clad in flowery shirt and denim shorts, looked more like he was heading off to Glastonbury than recreating World War Two, but the atmosphere was friendly and light hearted. The draw was made; I would be playing three games as the Axis powers and we would then be ranked for the final based on a scoring system that had been developed over many years of running the tournaments. It included games won, points acquired, and individual figures eliminated. Barry was on hand to be the arbiter of the rules, general advisor, and provide

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FINAL	As AXIS						As ALLIES						TOTALS						
	Game		Medals		Figures		Game		Medals		Figures		Game		Medals		Figures		
	Won	Lost	Won	Lost	Elim	Lost	Won	Lost	Elim	Lost	Won	Lost	Elim	Lost	Won	Lost	Elim	Lost	
AXIS C-in-C:	BILL	1	6	3	18	22	0	4	6	20	24	1	10	9	38	46	W		
ALLIED C-in-C:	REG	1	6	4	24	22	0	5	6	22	18	1	9	10	46	40			
AXIS 2ND:	TONY	0	4	6	15	26	1	6	5	30	21	1	10	11	45	47			
ALLIED 2ND:	BILL H	0	5	6	21	30	1	6	4	26	15	1	11	10	47	45	W		
AXIS 3RD:	PAUL	0	5	6	24	25	1	6	2	26	11	1	11	8	50	36	W		
ALLIED 3RD:	ANDREW	0	2	6	11	26	1	6	5	25	24	1	8	11	36	50			
AXIS 4TH:	RICHARD	1	6	2	20	19	1	6	5	34	22	2	12	7	54	41	W		
ALLIED 4TH:	DAVID A	0	5	6	22	34	0	2	6	19	20	0	7	12	41	54			
AXIS 5TH:	DANIEL	0	4	6	21	33	0	4	6	22	24	0	8	12	43	57	W		
ALLIED 5TH:	CLIVE	1	6	4	24	22	1	6	4	33	21	2	12	8	57	43	W		
AXIS 6TH:	JAMES	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
ALLIED 6TH:	SEAN	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
AXIS 7TH:	GREG	1	6	4	25	21	0	4	6	27	19	1	10	10	52	40	W		
ALLIED 7TH:	LYNETTE	1	6	4	19	27	0	4	6	21	25	1	10	10	40	52			
AXIS 8TH:	DAVID H	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			
ALLIED 8TH:	MARTIN	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			

TOURNAMENT WINNER & SUPREME COMMANDER:

BILL (IAN) ROBERTS

2nd: REG (SEAN) KIRKBY

3rd: BILL H

4th: TONY BELLINGER

5th: PAUL EVANS

6th: ANDREW MULHOLLAND

7th: RICHARD LEE

8th: DAVID ANDREW

9th: CLIVE WARD

10th: DANIEL NOLAN

11th:

12th:

13th: GREG KNOWLER

14th: LYNETTE MAXIM

15th:

16th:

moral guidance.

I sat down for game one, Germany vs Britain. My opponent revealed he was the former champion, who had been playing six hours a day to prepare, and who annihilated all my armour in the first turn. Fifteen minutes later I had lost 6-1 and was quite prepared to go and jump in the lake. But the other players were both amused by my disaster and encouraging, so I wandered around picking up tips and relearning rules.

Game two, Germany vs Russia, finished in another defeat, 6-4, but I felt I had made progress and wasn't a total embarrassment. I was even starting to build a decent set of excuses: the dice hated me, I was playing Axis and everyone knows that is harder, my opponents were all geniuses. Then game three, Japan vs USA, a particularly fiddly set of additional rules that I had only played once. But this was the final round of qualifying, my last chance to not be the worst player there. The gaming gods smiled upon my dice as my dug-in Japanese forces held off the Marine assault for a 6-4 win. My opponent graciously congratulated me on my first tournament win and I handed in the score card. Time to check out the outdoor food festival and contemplate a beer.

Barry had been busily counting, checking, and calculating before

calling us together. We would now play off for the final placings. The top pairing included my first round destroyer, who had gone unbeaten all day. The rest of the top six had equally impressive records. Then came my name, playing off for seventh! Had Barry miscounted, had I switched score cards with someone else, had the lack of real food since breakfast caused me to hallucinate? But apparently the scores were accurate: my one point taken from the potential champion in the first game had elevated me to the heights of respectability.

Now something odd happened. I wanted to win, I wanted to be able to go home and call myself the seventh best Memoir '44 player in the UK. I sat down opposite the delightful Doctor Dave, a clear student of the game, and played with intent, trying to put into practice everything I had learnt through the day. I won a tight first leg 6-4, playing for the first time in the tournament as the Allies and rolling four hits on four dice which, according to the regular players, is nearly impossible. Everything went against my opponent in the second leg. The way dice fell for him he couldn't have rolled a hit if he could paint the dice himself, and my Axis forces won at a canter

6-2. My weekly gamer head felt sorry for my opponent, who wasn't enjoying the game, but a small and quite rusty voice at the back got louder and louder: 'you like winning'.

So there you have it, a day that threatened to turn into humiliation ended with a personal sense of triumph. My thanks to Barry and all the players for making a newbie welcome. Congratulations to Bill for his victory by a narrow margin over my first opponent, Reg. If you have never entered a tournament at the convention I would thoroughly recommend it.

Roll on next year... I have my eye on sixth!

Various tournaments are being held in the Hilton Hotel. Why not check them out on page 55?



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FORGOTTEN GAMES

THERE IS LITTLE DOUBT THAT INVITING ALL YOUR FRIENDS TO AN EVENING'S GAMING, UNWRAPPING A NEW GAME, TAKING OUT THE BOARD AND ALL THE MANY COMPONENTS, AND THEN FINDING NO RULES WOULD BE JUST A LITTLE FRUSTRATING. WELL – WELCOME TO THE WORLD OF HISTORIC BOARD GAMES!

The archaeological and historic records show clearly that board games have been a vital part of human culture for many thousands of years. The archaeological record is scattered with gaming pieces, dice, and fragments of, or even occasionally complete, game boards. Wherever we look in the historic record, there are tantalising references to board games, their names and sometimes details of how a particular past notary won or lost. The problem is that despite the wealth of literature known from some ancient cultures, game rules seem to be the last thing to have been written down. As for the archaeological record, well, however rich it is, there are very few stone tablets with rules scratched on them. Having said that....

unique amongst archaeological finds of board games in that the rules, in part at least, were found on a clay tablet in cuneiform writing. This dates from the 2nd Century BCE and, though the rules are incomplete, many attempts have been made to create a playable game, by both academics and game publishers.

It's a pity we're not so lucky with what has now become known as the Doctor's Game, found in a 1st Century Iron Age burial in the village of Stanway, near Colchester. This, though poorly preserved, is one of the most intriguing board games to have been found in this country. It was recovered from the grave of someone who also treasured a range of medical instruments, and is thought to have been a doctor. The

"THE ARCHAEOLOGICAL AND HISTORIC RECORDS SHOW CLEARLY THAT BOARD GAMES HAVE BEEN A VITAL PART OF HUMAN CULTURE FOR MANY THOUSANDS OF YEARS."

John Hather will be at the 'Play with History' stand (B5) in NEC Hall 1, where authentic historic and unique abstract strategy board games, inspired by history will be on sale.



The Royal Game of Ur © Trustees of the British Museum.

The Royal Game of Ur, one of the oldest board games known, uncovered in the nearly five thousand year old Royal Tombs at Ur in south east Iraq, and also known as The Game of Twenty, is one exception to the rule. The game is a relatively simple race game that may be a very distant ancestor of backgammon. Many examples of the game have been found, elaborately designed or simply scratched into stone, from the time of the Royal Tombs at Ur until the Roman period. It is possibly

board is probably a nine by thirteen grid, with thirteen counters arranged along each of the two long sides. There were no dice found, and so this has been interpreted as an abstract strategy game. It is so unfortunate that this game cannot be reconstructed, as it would have been Britain's first indigenous strategy game at a time when the Romans introduced the similarly strategic game of Ludus Latrunculorum. Without rules, or even a name to link it to any historical reference, the Doctor's Game is sadly

By John Hather
www.thehistoricgamesshop.co.uk

impossible to reconstruct. A game board and pieces seem to have been enough for some people to have a go though!

The Romans are well known to have been lovers of board games, with both fast moving race games and abstract strategy games surviving. The earliest games that can be said to be the direct ancestors of Backgammon were scratched into the floor of the forum in Rome in the 1st Century BCE. These were three-row games (three rows of twelve, each divided into two lines of six) and examples of them have been found all over the Roman world. A particularly fine ceramic board was found at Holt in North Wales, now in the National Museum of Wales. In Latin literature the game called Ludus Duodecim Scriptorum (Game of Twelve Lines or Marks) is associated with this board, along with another game called Alea. Both required dice and fifteen counters for each of the two players, but how games were played was unfortunately not recorded.

As with medieval Tables, which include early forms of Backgammon,



Roman Tabula board from Holt, North Wales © National Museum of Wales

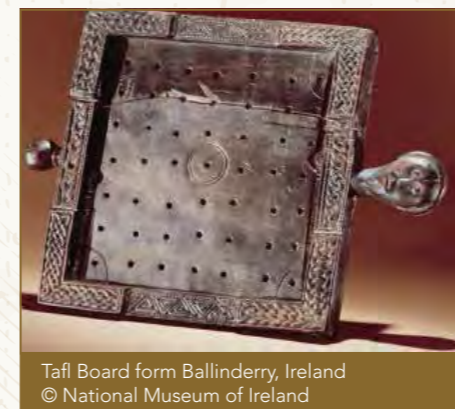
it is quite possible that a range of games were played on the three-row boards. These may well have included quicker two-row games that just missed out the middle row in play. Eventually, two-row boards were manufactured, and it is in the 4th Century when the Roman Emperor Zeno was playing a game that we find out how it was played. He had a particularly unlucky roll of the dice that ruined the game for him, and was so upset that he took stylus to wax tablet and described what went

wrong. This game, played on the two-row board, is the earliest written record of the ancestors of backgammon, and survives only because the Roman Emperor Zeno lost.

Hnefatafl is the well known and justifiably celebrated game of the Vikings. A king tries to escape from an army of attackers, defended by his own small, loyal army. It is less well known, though, that the Vikings also played a game called Halatafl, mentioned in the Icelandic Grettis Saga written in the 13th and 14th Centuries about events a few centuries earlier. The name Halatafl translates as 'Tail Board' and is thought possibly to have also been an asymmetrical game, perhaps not dissimilar to Fox and Geese. There are several early medieval asymmetrical games known to have been played in Northern Europe, but whether Halatafl is one of those or something completely different we will never know. The game exists as a name alone, no board, no men, no rules.

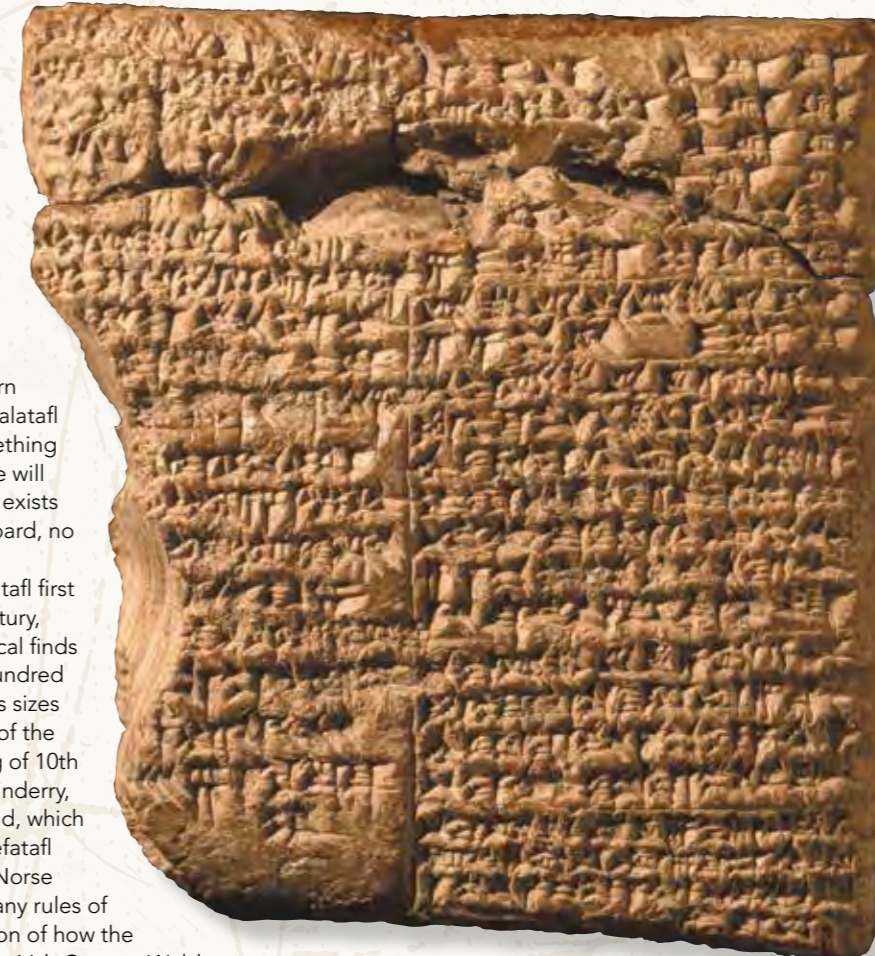
The game of Hnefatafl first appears in the 8th Century, with many archaeological finds for a period of a few hundred years. Boards of various sizes have been found; one of the most remarkable being of 10th Century date from Ballinderry, County Antrim in Ireland, which was found in 1932. Hnefatafl is mentioned in much Norse literature, but without any rules of course! The first mention of how the game was played is in a 16th Century Welsh document in the 'Laws of Howell Dda', now in the National Library of Wales. A later description of the game actually being played in Lapland in the early 18th Century was also recorded by the great Swedish botanist Carl Linnaeus. In this game Swedes were fighting against the Muscovites, but using the same rules described in the 16th Century Welsh document.

While we are on the subject of Vikings, they also were very keen on dice. Dice



Tafel Board from Ballinderry, Ireland © National Museum of Ireland

game rules are notorious for not being written down. Dice themselves are one of the most common gaming finds from archaeological contexts, but not a single dice game was written down until the 13th Century! Back to the Vikings - they, and other northern Iron Age people, were often buried with a pair of long dice. Various types have been found, but many have in common the fact that all six sides have numbers and they hardly ever fall on the two small square



ends. What's all that about then?

Another fascinating story begins with a historic games Internet blogger who, a few years ago, noticed the similarity between a board game scratched on a barrel head recovered from the 'Mary Rose', Henry VIII's great warship, which sunk in 1545, and a little known Scandinavian game called Daldos. The game on the barrel head had long been a mystery, with various interpretations offered, though none that really worked. Finds



Reproduction Viking long dice © Jon Hather

of similar boards from waterlogged contexts around the British coast were quickly recognised, alongside one intriguing illustration from a 13th Century manuscript originally from Cerne Abbey in Dorset. A board also turned up in medieval Novgorod in NW Russia. Similarities between Daldos and the North African game of Tâb suggests at least a common, and likely Mediterranean, origin, probably sometime in the first millennium and possibly arising out of the many games, now lost, invented by the

Romans. The medieval trade between the Mediterranean and Novgorod is well documented, with everything from oil to wine and raw materials traded for furs from the Northern forests. For a game to travel northwards along this route is entirely possible, and then from Novgorod it travelled along the Baltic coast to Scandinavia and down the Northern coast of Europe to Britain. And so from at least the 13th to the 16th Century the game is played in Britain, presumably using the rules known in Scandinavia. The game does not survive into the 17th Century and no reference to it in English literature has yet been found. A playable game with rules and board, but no name!

Bringing together the names and the rules, the game boards, and the playing components of historic games is somewhere between a jigsaw puzzle and detective work. Historians and archaeologists

will not always agree; discussion over the interpretation of the Iron Age Doctor's Game above demonstrate just how different some specialists' ideas can be.

To end on a positive note though, the diligent hard work of archaeologists and historians has resulted in a remarkable range of enjoyably playable, high and low strategy, race, and gambling games, all from the distant past.



Barrel Head recovered from the Mary Rose © Mary Rose Trust

THE YOUNG ONES

I HAVE PLAYED GAMES MOST OF MY LIFE. I CANNOT REMEMBER PLAYING MANY BOARD GAMES WHEN I WAS A REALLY YOUNG CHILD, BUT I DO REMEMBER PLAYING SOME ONCE I GOT A LITTLE OLDER, SAY 10 OR 11 YEARS OLD. ALL THE USUALS, SUCH AS MONOPOLY, CLUEDO AND TRIVIAL PURSUIT. WE DID PLAY SOME IDIOSYNCRATIC GAMES FROM THE PERIOD (THE LATE 80S, EARLY 90S) SUCH AS LOST VALLEY OF THE DINOSAURS, ALLEY CATS, AND CROSSBOWS AND CATAPULTS, BUT GAMING BACK THEN WAS IMMENSELY MAINSTREAM, MEANING MOST GAMES FOLLOWED THE TRIED AND TESTED FORMULA OF ROLL AND MOVE AND WERE HEAVILY RELIANT ON LUCK.

By Chris Haythornwaite

meepleville
meepleville

I quickly progressed onto less mainstream games and was lucky enough to be just at the right age for the release of Heroquest and Space Crusade as nice gateways into the wonderful world of Games Workshop.

Fast forward a number of years and I had left board games and miniature painting and had found that video games satisfied all my gaming needs. However, a trip to a comic book shop in late 2007 reintroduced me to what the hobby had become: a thriving sub-culture of very interesting games, games that reminded me of playing as a child but challenged me as an adult.

In 2012 my first child Ethan was born. By this point I had built a collection of over 70 games, so Ethan has grown up chasing dice, playing with game pieces, and watching games be played. In fact, one of his first gaming experiences was just after the 2013 UK Games Expo, where I had purchased a copy of the fantastic Suburbia by Ted Alspach and Bezier Games. My gaming group and I played whilst my 12-month-old sat on my knee, chewing the first player token I had given him to attempt to prevent him grabbing the various tiles arranged in my play area.

Ethan is now three-and-a-half years old, and is regularly asking to play board games. He takes two different games from his collection to his child minders, and whenever we go into Preston town centre (our home city), Ethan always asks if we can go to the board gaming shop, meaning Dice & Donuts, a board gaming café that opened recently and has quickly become Ethan's favourite venue. When at the cafe Ethan has his choice favourites, including Kerplunk and the wonderful Animal Upon Animal. Another game that Ethan really likes is a game called Riff Raff, where you must balance different wooden pieces on a ship that is bobbing in the ocean. The game has an excellent design to simulate the ship moving as pieces are put on it.

A few years ago Ethan, my wife, and I were wandering through Ambleside in the Lake District when we found a small toy shop that specialised in wooden children's toys but also had a shelf of specialist children's German board games, such as The Magic Labyrinth and Spooky Stairs, two games that have found their way into our collection. These are games that don't rely on dexterity but tax the child's memory,

IF YOU'RE WITH THE FAMILY THEN YOU HAVE TO VISIT THE FUEL THEIR IMAGINATION FAMILY ZONE IN NEC HALL 1. DETAILS ARE ON PAGE 36.



deduction, and learning by making mistakes. Where Ethan's dexterity games offer him a whole lot of fun and give him the thrill of getting lots of marbles in Kerplunk (we play that you want the marbles, Ethan's attitude is why wouldn't you want the marbles?) or the surprise of Pop Up Pirate (yep, we also want to pop the pirate), these German games reward him for reasoning, remembering, and watching in a much deeper way.

Spooky Stairs, otherwise known in our house as the 'ghost game', is a very simple game to play and yet can be played by children and adults alike. In Spooky Stairs, four players take the role of kids who are racing up a spiral staircase to say boo to the ghost at the top. This is a simple roll and move game; you roll the dice and move up that many steps, which is great for developing the child's counting skill. What makes this game so interesting for both children and adults is that instead of the six



Children love simple games with lots of theme. The following is a list of games that are good games for three year olds and over to start playing.



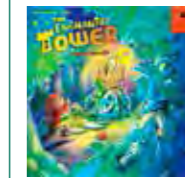
Animal Upon Animal by Haba



Rhino Hero by Haba



The Magic Labyrinth by Drei Magier



The Enchanted Tower by Drei Magier

In Jenga, for instance, children will often want to take the block from the top, but then they don't know where to put it except back where they got it from. Even a young child sees the futility in this move.

If you are new to this wonderful hobby, then you are just starting to see the benefits of social gaming and the enjoyment to be had from this. Children growing up playing board games with the whole family, that challenge the whole family, can learn a lot from the social interactivity of table top gaming. The obvious lessons about being a good winner and loser can be reinforced with every game, teaching children how to act in such a way in competitions where they can enjoy winning (or losing) whilst encouraging people they play with to play again. Trash talking in a non-personal way and learning how to take trash talk. The all-important learning how to obey and follow rules and work within the boundaries of the mutually agreed rules.

However for me (and this is the teacher in me) the most important lesson children learn when playing games is how to interact with people socially from a very young age. All too often we look to children playing an excessive amount of video games at the detriment of socialising, going outside or in many cases sleeping, and although I am not on the 'video games are a modern day evil' band wagon, I do think that there is something that playing table top games face to face can offer young children that video games simply can't. At the very least, board games are more accessible to children than many video games from younger ages.

face on the dice there is the image of a ghost. When this is rolled, the player must put a ghost sheet over the player pawn. This is very well designed, in that all the player pawns have magnets on their heads and the ghost sheets have magnets under them, meaning you can move the newly ghosted player without seeing the colour of the player piece, and this is the concept of the game. Once the ghost sheets are on all the pawns, then all of the players must remember who is who when moving. To make this just a little harder, if someone rolls the ghost again, then they get to swap two pawns, making it increasingly difficult for people to remember where their piece is. Upon the end of the game, it is always a surprise to Ethan to see who has won, which just adds to the excitement. This is a wonderful example of a game that asks more from children but does it in a manageable way that is inclusive rather than exclusive.

Of course, playing any game with really young children requires a certain amount of house ruling and modifications to be made. For example, as I have already mentioned, we play Kerplunk in a different way; it is more interesting for Ethan to collect the marbles than avoid them. In another game we play quite frequently, Cat Tower by IDW games, the idea is to build a tower as high as you can with cat cards that bend to form stackable structures. Similar to Rhino Hero by Haba Games, the idea is to build a high structure. However, because this one relies on a certain amount of dexterous skill certain modifications need to be made in order for your child to not feel unable to play. When it comes to the rules it is important to build them over time. Being a rules lawyer with a three-year-old just won't work (as anyone with a three-year-old can attest to). However, rules where the consequences are evident are the best ones to introduce straight away.



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I'M SURE YOU COULDN'T HAVE FAILED TO NOTICE THE AMAZING COVER TO THIS YEAR'S EXPO PROGRAMME. WE HAD A CHAT WITH ARTIST RALPH HORSLEY, WHO CREATED THE COVER ART, AND WHO HAS NUMEROUS FANTASY CREDITS TO HIS NAME.

How and why did you first get involved in illustration and art?

I had always drawn as a child; after reading Tolkien and discovering Dungeons & Dragons those pictures started to portray fantasy scenes. In my late teenage years I contributed my art to role playing games fanzines, and produced my own. My art imitated (very badly) the line work found in AD&D.

At what point did you decide you wanted to make it a career?

After graduating with a joint honours degree in Eng. Lit and Librarianship, I decided that I'd really rather try and become an artist instead. I then spent the next few years teaching myself. Thankfully I never truly appreciated at what a low point I was starting from, otherwise I might never have begun the journey.

How did you break in to the industry?

I submitted to all kinds of companies, and sought work wherever I could get it. I initially spent a lot of time working in the comics field, but my first substantial games related work came when Hogshead Publishing hired me, and through them I got work with Games Workshop freelancing for the Black Library.

Why did you pick the fantasy genre?

I find knights, armour, and swords more interesting than guns and cars, then throw in monsters and magic and you have an unbeatable combination.

Do you have any favourite or inspirational artists?

Too many to list, and I discover more all the time. The greats, and contemporaries. Looking at other art is inspirational, and educational. I am always striving to learn and improve.

Do you have a favourite piece of your own work?

Like most artists I have an ambivalent relationship with my own work. It is easier to love a piece that was done some time ago!

What medium(s) do you work in?

I worked in acrylics for a long time, but am now dedicated to working in oils. I can work digitally and everything ultimately ends up as a digital file anyway.

Do you like board games/card games, and if so, which?

Yes, it is my passion for games that fuelled my career in the first place. I regularly play euro-style board games (Stone Age, Splendour, Carcassonne, 7 Wonders, Dominion, etc) with a group of friends, and I do like to play Hearthstone during lunch break.

Do you have any tips for budding illustrators?

Judge yourself against the best and work hard to equal, then exceed, them.

Can you give us any hints as to what you're working on at the moment?

I was in Seattle 18 months ago producing concept work for Magic: The Gathering. That project is now being realised on the drawing board.

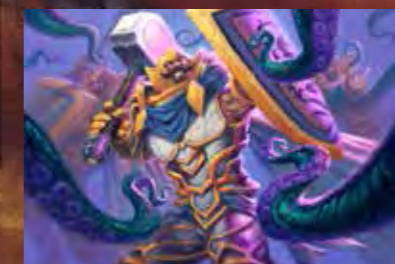
RALPH HORSLEY



Cover artwork Kings of War. ©Mantic Games.



Cover artwork for the Demonworld. ©FASA.



Artwork for the Hearthstone online card game. ©Blizzard.



Artwork for Magic the Gathering. ©WOTC

YOU CAN MEET RALPH
HORSLEY AT STAND C16 IN
NEC HALL 1.



Cover artwork for the Wildborn art book, currently crowdfunding through Kickstarter. ©Ralph Horsley.

INTRO TO COSPLAY

OVER THE WEEKEND YOU ARE SURE TO HAVE SEEN A WIDE VARIETY OF COSPLAY - AN AMALGAMATION OF COSTUME AND PLAY - ON DISPLAY; PERHAPS YOU'VE RUBBED SHOULDERS WITH A TIME LORD, HAD A BRIEF ENCOUNTER WITH SOME VIKINGS, OR EVEN SHARED A LIFT WITH SOME STORMTROOPERS.

And maybe, just maybe, it's awakened a little voice deep inside you... a voice that says "I want to give that a go". Well why not? During the Expo our talented cosplayers will be sharing some of their hints and tips. From them you can find out how to get started - from buying a costume to making your own from scratch, or how to get involved in regular meet ups.

Perhaps you're convinced your days of 'dressing up' were behind you, that donning a costume was something best left for Halloween or the occasional fancy dress party. Or maybe you think you're too old for that sort of thing, or couldn't possibly because you've got a family to wrangle.

Kiri, a mum of two, will tell you differently. She explains: "As a family we try to go for costumes that are practical or at least allow some mobility as you never know when you'll be diving for the next kiddie-emergency!

"Personally I try to go for iconic characters such as Scarlet Witch or Wonder Woman. I am just as happy putting together bits to make a costume as I am buying something ready-made when time is short. When it comes to the kids I find my daughter has a wonderful imagination for cosplay, so her costumes tend to be one-off creations, although she does have the usual mix of princesses too. For our son it's more a case of what we can find. There isn't much for toddlers but that hasn't stopped us! He attended one of his first events as Krillin from DBZ when he was about a week old!"

She added: "As a family cosplay is

important to us as a way of teaching our kids that they can be whomever they want to be and that we will help them get there. They also gain confidence and learn about charity. It's also about practical skills such as sewing, gluing, time budgeting and looking at scraps and materials as being more than they are, having the imagination to see that the tube you have in your hand could be a magic wand or a sword grip."

One of the beautiful things about cosplay is that it can be as simple or elaborate as you want, from adapting items of clothing you might already have, or can pick up cheaply from a shop, to building your own suit of armour or giant dinosaur.



Alex from Punx Dead Cosplay took the latter route: "The first complete build I ever did is actually my Blackwargreyman from Digimon. A giant armoured dinosaur man was an ambitious first build considering I'd never made anything before, but I

chose it because of its relatively simplistic design, great for a beginner."

Joanne - one of The Galactic Knights you will encounter around the Games Expo - has been costuming for 14 years.

She says: "Over the years I've used a variety of materials to make my costumes and props but for me, one of the most rewarding has been cold forging using metals. In effect you take a flat sheet of a metal such as aluminium, cut out a shape using a simple jigsaw, and then carefully and methodically beat it into a three-dimensional shape using ball pein hammers and an anvil, just like a blacksmith, only without the red hot forge! Smaller planishing hammers then tidy up the dents and before long you're good to search for Hobbits and wage war on Rohan!"

And if you fancy building something gigantic, Alice, the builder of an eight foot tall Harley Quinn Space Marine outfit, has plenty of tips.

She said: "My Harley armour was my first foam build and I definitely jumped in at the deep end. It was made out of EVA foam and hot glue. That's it. EVA is an incredibly versatile material which is why I love it.

"I'm relatively new to cosplay and Harley was my one year anniversary costume. I was rather overwhelmed by the response it got and because of that have been slowly improving

good causes.

Thanet Cosplay was founded in April 2014, originally intending to be a monthly meeting group for cosplayers based in the Thanet area to meet up and enjoy each other's company, discuss ideas, new costumes and just be sociable in a safe and comfortable surrounding doing something they love. However after a rapid evolution it now supports events, charities and fundraising nationwide.

It now helps support a number of local community ventures from charities and small businesses to the town carnival. Whether it is in the form of fundraising, volunteering, leafleting or raising awareness however they can, Thanet Cosplay tries to give back to the local community as much as possible.

It works closely with campaigns to support cosplayers of all backgrounds, ethnicities, sexualities, shapes and sizes in being comfortable in their cosplay. And it also sets up a safe haven at events so that any cosplayers feeling vulnerable or feeling anxious have somewhere to go to get away from all the hustle and bustle and to feel safe.

Vijay, who runs Thanet and Eastbourne Cosplay with Amy, says: "I love being involved in costuming for charity. There is such a huge variety of things that you can choose from. It's a great way to bring communities



it as I learn more tricks of the EVA trade!"

It's not just about dressing up and having fun either, although that's certainly a huge part of its appeal, with many cosplayers using their talents to help raise cash and awareness for

together to have fun, build friendships and develop confidence.

"Cosplay has no barriers to stop people getting involved. Skill level and ability don't matter, barriers like disabilities are minimised. If you can get there, if you can get dressed you

COSPLAY COMPETITION

To enter your costume, head over to the cosplay desk (stand G1 in NEC Hall 1) on Saturday or Sunday and sign up. See our website for full details. Prizes are handed out as part of our prize giving at 3pm on Sunday.

COSPLAY MASQUERADES

Are held daily around 2.30pm to 3pm on the main stage (E24) in NEC Hall 1.

COSPLAY THEATRE

Cosplayers will be performing skits and sketches of their characters. **Friday 12pm** Many of our cosplayers will be on stage playing roles and acting in character.

Saturday 11am Thanet Cosplayers and Friends create many characters on stage.

Saturday 12pm See Star Wars characters in action.

Saturday 1pm Doctor Who, monsters and Companions will entertain you. **Sunday 12pm** See Star Wars characters in action.

Saturday 12.30pm Thanet Cosplayers and Friends create many characters on stage.

Saturday 1pm Doctor Who, monsters and Companions will entertain you.

can join in."

She added: "If you can't get to the events you see happening, you can make something happen in your area. Organise a costumed sponsored walk, help your local charity shop or base to arrange a costumed fun day, arrange a themed coffee meet up at a local cafe and arrange donations for a charity and hand out information leaflets to people who ask "why are you in costume?"

"After all, I started with a themed coffee meet three years ago when I knew very few people. I was a bit shy, very lonely and didn't really have a cause. This year I have 42 events and a life where I am both happy and able to help others be happy too. Please don't sit there thinking I wish I could join in but X, Y or Z stop you. If you have time to go to an event you have time to join in. Even if you don't want to dress up to start with, talk to your local costume group about being a "spotter" (that's the people who help costumers when in costume). This community is growing at a huge rate and you will be welcomed with open arms."

Raising money for charity is also a huge part of what the cosplay groups do here at the Expo. Between them they raise funds for three large charities, and are in fact one of Expo's main routes to charity donations. In 2015 all the money collected by



these groups, along with the commission that UKGE took from the bring and buy and money taken on the maths trade was donated to charities chosen by our cosplayers. Last year that amounted to around £4,500 - this year we're hoping to top that.

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PROTOTYPING

WHEN I STARTED WORKING ON MY FIRST DESIGN I MADE A MONUMENTAL MISTAKE AND, AFTER SPEAKING TO OTHER DESIGNERS, I'VE DISCOVERED THAT I'M NOT ALONE IN THIS. PROTOTYPING.

It's really easy to get excited by your first design, and want to get 'stuck in' as soon as possible. You know it's going to need some playtesting, but (and stop me when this sounds too familiar) you know it won't need much playtesting because it's such a well thought out idea and it's going to work like this, and play like that, and generally just be awesome. So, might as well get started on that prototype now, right?

Cue a large amount of time spent crafting a beautiful prototype, painstakingly cutting out cards and tokens, googling around for hours looking for the perfect image to represent that particular action, and taking whole weekends laying out flavour text and icons and health

designers: "How much effort should I put into prototypes?" and "When do I start working on a 'proper' prototype?"

I've spoken to a lot of designers on this issue, used my own experiences, and taken some lessons from a few UX (User Experience – websites, apps, etc.) designer friends of mine to come up with this description of the processes we use at Tinkerbot Games, and how it worked when we tried it with our first published game.

Now, I want to make it very clear here, this is by no means a perfect system and it won't work for everyone, or be perfect for every game. But it's a baseline to work from, and it's doing well for us now.

When it comes to board game design there are three stages of prototyping:

1. Player Journey
2. Tone and Feel
3. Real World/Reviewers

"DON'T MISTAKE SPEED FOR PRECOCITY: THE WORLD DOESN'T NEED WRONG ANSWERS IN RECORD TIME."

Cennydd Bowles

If you're going to self-publish on Kickstarter, you'll need to go all the way to stage three. If you're planning on pitching to publishers, then you

points on decks of cards. Hell, even getting things 3D printed. This will be awesome.

Your first playtest comes along, you get all excited, and roll out this beautiful prototype.

At this point I would like to quote the excellently named Field Marshall Helmuth Karl Bernhard Graf von Moltke when he said: "No plan survives contact with the enemy".

Now, I'm not saying that your playtesters are the enemy, but the point is that as good as your plan (i.e. your design) is, it won't survive first contact, and this is almost always true of game design. Within a short amount of time you'll soon realise that your design is OK, but it needs a lot of work. And a lot of that work is going to involve changing a lot of your components. Components you've spent hours and hours working on.

So this brings us on to the focus of this piece, and the answer to two questions I see a lot from first-time

I'm at UK Games Expo at stall F23 (Tinkerbot Games) in NEC Hall 1 with my co-designers and fellow Tinkerbots, Bevan and Tony. We're demoing Bevan's game *Ghostel* (the game in the pictures), which we successfully funded on Kickstarter earlier this year. Come along to have a go and chat to us about prototyping, we'd love to hear your prototyping experiences (and horror stories, ask me about the incident with the cat and the stickers...).



By Gino Brancazio

may only need to go to stage two, it depends on the publisher. Most don't want you to have spent money/time on art and components because they're likely to change that after they've picked it up from you.

Each stage of prototyping has a distinct purpose, and therefore the quality (and time invested) of the prototype will reflect the need of that stage. Let's explain those stages a little further.

1. PLAYER JOURNEY

Purpose – Does your game take the player on the journey that you want them to experience?

Quality – Handwritten components on scraps of paper. Stick-men drawings. Borrowed components from other games, all homemade.

Replace Rate – Very high (You'll go through many changes and versions of this prototype).

Explanation – At this stage all you want to know is this: Does the game facilitate the experience I want players to have? If you're designing a two player real time war game, then do players feel the experience of commanding units across a battle-



Ghostel in stage 1 of prototype.

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Ghostel in stage 2 of prototype.

modelling clay or 3D printers. Your playtesters should now be getting a good 'feel' for the game and how it's going to end up looking and playing.

3. REAL WORLD / REVIEWERS

Purpose – Showing the world what this game is going to look like as a finished product.

Quality – Professionally made if possible, places like The Games Crafter and other printing services.

Replace Rate – None (Your game should be very close to finished with minor polish required).

Explanation – This is the prototype you're displaying at conventions and sending to reviewers. It should have some examples of the actual artwork involved in the game (even if it's just one picture). Components should be as close to actual as you can make them, produced by card-printing machines rather than stuck together. If people are going to back you on Kickstarter, then

this should be as close to what they're going to get as possible.

Again, this isn't the same for every game and every designer, but it's a baseline to start with for people new to the process. That first stage is the most important one, and the stage at which most effort is usually wasted, often leading to dejection and a design being abandoned, which is a shame.

I'd like to end with two quotes that I think are good to keep in mind throughout this process.

"Don't mistake speed for precocity: the world doesn't need wrong answers in record time." – Cennydd Bowles

Don't rush into stage two, spend time in stage one refining the game, not the prototypes.

"A good designer finds an elegant way to put everything you need on a page. A great designer convinces you half that [stuff] is unnecessary." – Mike Monteiro Says it all really.

"A GOOD DESIGNER FINDS AN ELEGANT WAY TO PUT EVERYTHING YOU NEED ON A PAGE. A GREAT DESIGNER CONVINCES YOU HALF THAT [STUFF] IS UNNECESSARY."

Mike Monteiro

field? If you're planning a four player party dexterity game, are your players laughing? Are they all involved? Before you put any special effort into the prototype, you need to make sure the Player Journey is grounded, and it's what you'd planned for it to be. If your players aren't having that experience, then you may find that you need to change some rules or components drastically. It's better that you don't have a strong attachment to your prototype because you may be reluctant to ditch a whole deck of cards that need to be re-done because they took you a whole weekend to make! It's much easier (and less emotionally damaging) to ditch a stack of post-it notes you've handwritten than a deck of cards you spend ages cutting and sticking.

2. TONE AND FEEL

Purpose – Does your game have the 'tone' and 'feel' that matches theme to experience?

Quality – Still mostly homemade, images and icons taken from clipart/Google, printed text, cut out and stuck together, early custom components in modelling clay, 3D printed.

Replace Rate – Low (There's going to be some tweaks but few complete replacements)

Explanation – This is the point at which your theme, images, iconography, and custom components should start to match the experience of the game. For playtesting purposes you'll find images off Google, print some cards, make an early version of a board, and potentially get some custom components made out of



Ghostel in stage 3 of prototype. Photo courtesy of the League of Nonsensical Gamers (www.nonsensicalgamers.com)

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- TOM VASEL, THE DICE TOWER

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CTHULHU RISES AGAIN

THE SEVENTH EDITION OF CALL OF CTHULHU HAS HAD A TURBULENT TIME COMING INTO BEING. INITIALLY FUNDED THROUGH KICKSTARTER TO THE TUNE OF \$561,836 WITH 3,668 BACKERS, IT WAS HERALDED AS THE LATEST AND GREATEST EDITION OF ONE OF THE WORLD'S MOST PLAYED GAMES.

Then the delays started. Deadlines were missed, updates didn't make sense, and backers started wondering if there was a new edition to be had, or if they'd all gone mad and just imagined it. Two years after the project had been funded, the original owners of Chaosium saw what was happening and made the decision to step in and save the game they'd created all those years ago.

NOT THE EASIEST OF TASKS

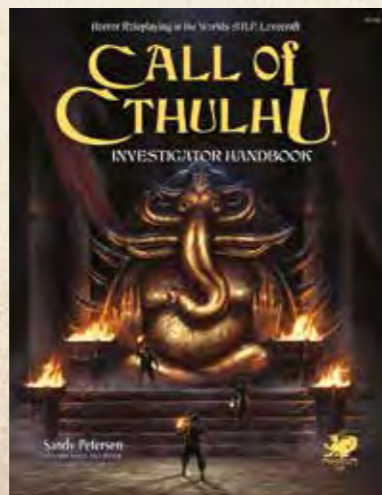
The team previously in charge of the project had managed to use up a lot of the money that had been raised by the Kickstarter campaign, requiring the new team to start again and fund the production from their own pockets. Many expressed concern that the finished product would never be anything more than vapourware, but the new (old) owners had faith in their vision to deliver what had been promised to their faithful all over the world, and in April of this year, they delivered.

For those not familiar with Call of Cthulhu, it's a roleplaying game derived from the works of HP Lovecraft and the books he wrote in the early 20th Century, in which the world found that humans were not

the only life on the planet, or indeed, the universe. There were gods and monsters from across the stars, and many of them were interested in what this world had to give them. Those opposing these ancient powers are called investigators, because the true nature of the enemy is never known for sure, and it's only through finding out what they're up against that these heroes can find a way to halt their machinations. It is here that the players enter the picture, for they are the investigators. The odds are stacked against them to the extent that no one playing Cthulhu believes they're going to get out of the game with a happy ending; it's death and madness all the way. But despite that, Call of Cthulhu has been one of the most popular games in the world since it first arrived on the scene.

We are pleased to have the first commercially available copies at UK Games Expo, and had a chance to take a look through the exclusive slipcase edition. The full product comes in three different parts, The Keeper's Rulebook, The Investigator Handbook, and the Keeper Screen, together with a number of new adventures. All the books are hardbound and in full colour. While some have criticised the decision to split the format into two individual books, you don't need

FANCY FACING UNNAMED HORRORS? THEN WHY NOT JOIN IN A GAME OF CALL OF THE CTHULHU. GET OVER TO THE LIBRARY ROOM TO BOOK YOURSELF INTO A GAME.



By John Dodd

the whole contents of the slipcase edition to play. Besides, 700 pages of content may be a little unwieldy....

THE INVESTIGATOR HANDBOOK

There was a lot of talk about how the game system was going to change for seventh edition, with many of the purists wanting to remain with the original character generation system and not change something that's worked so well for so long. The good news here is that generating a character is still done with the same dice, there's just a multiplier added in to give a percentile figure that then makes all rolls against both skills and attributes a percentile roll. What has changed about character generation is the degree of information that goes into the background and life of the character prior to them taking up the mantle of an investigator, giving them experience, a profession, details of friends, family, acquaintances, and all other things besides.

There are some who would say that this amount of detail isn't necessary to a character that's invariably going to go die or end up in an asylum, but I believe that if you look at a Cthulhu character as a disposable resource, you're missing the whole



point of the game. This is a game where you have no chance to beat the things you're going up against; the gods are so far beyond the reach of investigators that it's comedic to consider that you're going to win.

BUT THAT'S NOT WHAT IT'S ABOUT

All that is required for evil to triumph is for good people to stand by and do nothing, and the investigators aren't trying to stop the gods, they're trying to stop those who would carry out the will of the gods. When you have interest in a character, when you've put the time in and given that character a life of its own, you care more about it, and

New rules have been put in place to allow for greater player involvement, such as players being able to push the roll to get a second try at what they were attempting without an unfortunate roll ending them. There are also clear explanations for what happens when a character fails a sanity roll, ranging from someone jumping in shock to a cataclysmic failure of the mind, depending on the amount of sanity lost in a single hit. There is (of course) the full list of the various Mythos creatures, complete with new art-

The last part of the book comprises two adventures, both set in the 1920s period and ideal for getting investigators introduced to the Mythos.

KEEPER SCREEN

The last part of the slipcase is the Keeper Screen and handouts. It includes a Keeper reference guide that contains all the basic data that a Keeper might need to access at short notice, as well as a guide to where to find everything else should they need it.

There are three A2 size poster maps, one of Lovecraft County, one of Arkham (the area, not the asylum), and one of the Earth, including not just the terrestrial locations but also points

you take the effort not to let them fall in vain.

This book gives you a lot to help you towards that end.

THE KEEPER'S (GM'S) RULEBOOK

This is one of the largest Cthulhu books ever written, although it has to be said that the character creation rules are repeated in an abridged form. It contains everything that you'd need to run the game using just one book, so for those not needing all the additional rules, just buying this keeps the price down.

work for this edition, some of which departs in a striking fashion from the images used in the previous editions. While many of the larger piece of artwork in the book are full colour, the images here stay black and white, leaving the master images for the Petersen Field Guide (available separately) but making sure you have everything you need to know that you don't want to encounter anything found in this part of the book.

of interest regarding the Mythos such as R'lyeh and Irem.

There is an adventure pack containing two more scenarios for the 1920s, and then we come to the highlight, the screen....

The screen is three panels of useful information, each of them A4 in size, with the back depicting a continuous scene where one of the characters is investigating a monument as the others unload their equipment. At the far side, something is investigating them....

The quality of the books and handouts is excellent, and it's a worthy successor to a long and distinguished line of products.

THAT



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BEGINNERS' GUIDE TO GAMES NIGHT

ONE OF THE MANY GREAT THINGS ABOUT BOARD GAMES IS THEIR POWER TO BRING PEOPLE TOGETHER, SHARING GREAT GAMING MOMENTS TOGETHER AS YOU SOLVE THE FIRST CASE IN T.I.M.E STORIES OR FAIL TO SAVE THE WORLD IN PANDEMIC. GAMING IS ALL ABOUT SHARING MOMENTS, THE GLORIOUS VICTORIES OR THE DECIMATING DEFEATS.

By Rosie Reast
grublin.com

Sometimes it can be really difficult to find people to regularly play games with, and all the beautiful games stay on the shelves unplayed. There is nothing sadder than unplayed games.

Fortunately, all over the world groups of people regularly meet up to play games. Some nights are hosted by your Friendly Local Game Shop (FLGS), others by people who found they weren't playing enough games and so decided to set up their own night.

Whether you are a games night newbie, thinking of setting up your own group, or are just thinking of ways to make your games night better, then this article is for you.

WHAT IS A GAMES NIGHT?

"It takes a little extra courage turning up initially, but it is SO worth it." Rachel Dobbs, Plymouth Board-game Meetup.

Like many people, I first started playing games as a child, enjoying family games of Monopoly and Risk before graduating onto classics like Escape from Atlantis, Hero Quest, and Warhammer 40k (with scenery built from Lego). When I went to university I didn't find a new group of people to play with, and my interest in games took a back seat until I rediscovered the hobby a few years ago.

I'd heard of game nights and wanted to join in, but my nerves got the better of me. Last year I visited the UKGE for the first time and played many, many games with people I didn't know. So upon my return to Cornwall, I finally plucked up the

courage to attend my local games night for the first time.

I already knew some people who attended the games night, but not many. I was really nervous and didn't know what to expect. But I was made to feel very welcome and quickly found myself in the midst of a large game of Two Rooms and Boom, a large scale game involving everyone. Afterwards I was helped to find someone to play Netrunner with, and the organiser stayed nearby in case we had any rule queries. Around me I could see X-Wing, Bolt Action, and Pandemic being played, and later on I played Mysterium. I was left wondering why I had waited so long before attending.

The games night I attend is an open gaming night, where any and all games are played, but there are many other types of game nights available. Friday Night Magic is found all around the country, mostly

hosted by an FLGS. Other nights will be dedicated to war games, role playing games, X-Wing, or card games like my personal favourite: Netrunner.

HOW TO FIND A GAMING GROUP?

"I didn't really appreciate how much Facebook would help with bringing in friends of friends. Over time it became the main online hub, both for finding new members and for existing members to plan future games and even spin off events" Adam Steppens, Wednesday Night Gaming @ Heartlands, Cornwall.

Having decided to go along to a games night, the next challenge is to find one. In most towns and cities the first port of call is your FLGS. If they don't run their own nights, then they are bound to know someone who does.

OPEN GAMING IS AVAILABLE IN THE HILTON HOTEL AND NEC HALL 1. SEE PAGE 35 FOR DETAILS.



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If you aren't lucky enough to have an FLGS nearby, then the internet is your friend. Facebook, Meetup, and of course the regional forums on BoardGameGeek are excellent ways of discovering board game groups playing in your area.

Facebook groups can be a fantastic way of bringing the community together, and often become the central space to share news of exciting new games, or plan themed nights such as a two player night. Simply search for events taking place near to you and Facebook will find them for you.

Staff at your FLGS will normally be avid gamers themselves, and will be more than happy to answer any questions you might have about how to get involved.

PLAYING NEW GAMES

"Rule 1. Everyone gets a game"
Duncan, Bus Stop Toy Shop: Largs, Scotland

"Be willing to try new things and don't worry if you lose" Becky, Eclectic Games, Reading, England

Possibly the best thing about games nights, apart from meeting people, is playing new games. When I first attended games night I was really nervous about annoying people by not knowing the rules of different types of games. What I didn't realise,

Rosie Reast is an avid gamer who can be found at the Grublin Games stand # C12 - demoing their new game: Perfect Crime: a modern day, multi-layered, asymmetrical bank robbery game with hidden information, tonnes of tension and based on real life and filmic bank heists. Why not pop over, say hi, and have a game?

though, is that other gamers don't mind teaching a new person their favourite game. In fact they want to, as this means they will have more people to play with in the future.

How each games night deals with teaching new games will be slightly different. A night hosted by an FLGS will have staff available to make sure everyone is having a good time, and many groups will have dedicated greeters who are tasked with looking for newcomers so they can get straight in a game. At a community organised games group, the main organiser (or group of organisers) will be looking around, making sure everyone is having a good time. After all, if a new person has a great time, they are more likely to return, meaning more people to play games with in the future.

If you want to try out a new game or type of game, the best thing to do is ask. Even if you haven't seen a particular type of game at your games night, it doesn't mean the people who attend don't play. The Facebook group page is the perfect place to ask these types of questions, and you'll often see discussion about what games other people will be bringing along, too.

If your games night is hosted by an FLGS, then simply ask the staff and they will be able to help you with the nitty gritty of how to build your

first character for that RPG you've heard so much about, or understanding the basics of building your first Magic deck. Many FLGS also have a library of games for people to try out, perfect for discovering new games.

TIPS FOR YOUR FIRST GAME NIGHT

"Just walk through the door"
Duncan, Bus Stop Toy Shop, Largs, Scotland

"Don't try Twilight Struggle for your first game, not every game is right for everyone" Becky, Eclectic Games

"We have dedicated greeters at all our events as we've realised that for some people, the main challenge isn't the game itself, but meeting new people in a new social situation"
Ian, Rules of Play

"Before you know it, after you've said hello and introduced yourself to whoever is there, you'll find yourself sitting down to a great game with brand new potential friends!" Rachel, Plymouth Board Game Meetup

"You don't need to bring along any games, but if you do have a favourite then bring it along, because you'll almost certainly be able to find players" Adam, Wednesday Night Gaming @ Heartlands, Cornwall

TAKE HOMES

Most games are designed to be played with other people and even more than that, it's more fun playing games with others! Pretty much every games night/group/event is set up to encourage more players to turn up (otherwise they wouldn't be advertising), so not only are you welcome, but chances are you'll find a whole load of people there who are just like you and would love a chance to show you.

One of the nicest things about the board game hobby is that it's jam packed with people who are super friendly, super enthusiastic about playing games, and love being introduced to new people and new games - all you have to do is turn up!

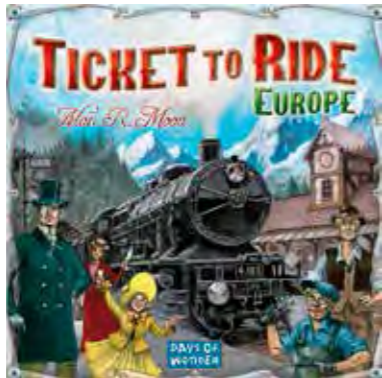


QUIZ

By Matt Young
BGG: mattyoung27



TEST YOUR BOARD GAME KNOWLEDGE AND SEE HOW MUCH YOU KNOW ABOUT THESE WELL KNOWN GAMES?



TIMELORD COLIN BAKER AND COMEDIAN JOHN ROBERTSON DO BATTLE IN A SCI-FI AND SCIENCE QUIZ ON SUNDAY AT 10am IN THE SEMINAR ROOM IN NEC HALL 1.



- In chess, how many different pieces could you move on your first turn?
- In Pandemic, what are the colours of the four viruses?
- In Scrabble, which two letters are worth 10 points?
- Currently, how many official expansions are there to Arkham Horror? (not including promotional releases)
- In Stratego, how many pieces does each player start with?
- Who designed King of Tokyo?
- In Connect 4, how many pieces could you have in one row without winning?

- Rex: Final Days of an Empire, is a remake of which classic 1979 game?
- In Ticket to Ride (Europe), which French city connects directly to seven other cities?
- In the Zombicide Black Plague basic game, how many types of zombie are there?
- In the X-Wing Miniatures Game, what is the cheapest ship you can buy?
- Which game first introduced 'meeples' to the gaming world?
- How many possible outcomes are there, when rolling two six sided dice?
- What year was the game Munchkin first released?
- From which country did Snakes and Ladders originate?

FAMILY ZONE

CAN YOU FIND THE ANSWERS TO THESE QUESTIONS ON GAMES FEATURED IN THE FAMILY ZONE.

- In Castle Panic, how many players can join in defending the castle from monsters?
- In Rory's Story Cubes, how many different images are there?
- In The Little Prince: Make Me A Planet, how many tiles make up your completed planet (including the space tiles around it)?
- In Codenames, what are the chances of choosing the assassin on your very first guess?
- In CVlizations, when choosing an action, how many other players do you hope will choose the same action as you?



ANSWERS

1. Up to 6. 2. 54. 3. 16. 4. 1/25. 5. 2. FAMILY ZONE

- 10 (the 8 pawns and 2 knights).
- 4 (red, black, blue and yellow).
- 0 and Z. 4. 8 (Miskatonic Horror, Horror, Kingsport Horror, The Black Goat of the Woods, The King in Yellow and Dunwich Horror) - 9 if you include the revised The Curse of the Dark Pharaoh. 5. 40. 6. Richard Garfield. 7. 6 (all but the middle piece in the row). 8. Dune. 9. Paris. 10. 4 (walker, runner, fatter and abomination). 11. An Academy settlement. 12. 5x2s (between them they have 2x1s, 3x2s, 1x3, 2x4s, 1x5, 1x6) 13. 11/18 (the Blue can overtake by moving 1 before Y moves; moving 2 after Y moves; moving 3 before or after Y moves; moving 3 after Y moves 1) 14. 1,647,084 (by investing everything at 6:1 and winning every time you could end the first six rounds with 12 - 96 - 684 - 4,800 - 33,612 - 235,296) 15. 57 (after sowing just before each harvest, it is possible to have 10, 18, 26, 37, 48 and finally 57 grain)



KIDS SPOT THE DIFFERENCE

CAN YOU FIND THE FIVE DIFFERENCES BETWEEN THESE TWO PICTURES?

GAMES MASTERS

THIS IS NOT A SIMPLE TEST OF KNOWLEDGE. HOW WELL CAN YOU TAKE YOUR UNDERSTANDING OF THE RULES OF POPULAR GAMES AND APPLY THEM TO THESE FIFTEEN (OFTEN UNLIKELY) SCENARIOS?

- In Settlers of Catan (3-4 player base game), what is the smallest possible total number of resource cards that could possibly be spent to achieve victory?
- In Carcassonne Inns and Cathedrals, what is the minimum score possible for a completed city with a cathedral in it?
- In Puerto Rico, what is the largest number of barrels that could be produced by a player in a single round?
- In Monopoly, what is the greatest number of spaces a player can travel in one turn (ignoring the effects of Chance/Community Chest cards)?
- In Stone Age (base game), how much wood would it be possible to gain in one turn?
- In 6 Nimmt, what is the highest number of points a player could gain in one turn?
- In 7 Wonders (3 player base game), what is the highest number of points that a single card could directly yield?
- In San Juan (base game), what is the highest possible total income in the Trader phase?
- In Pandemic, what is the fewest number of drive/ferry moves required to circumnavigate the world?
- In Love Letter, what is the greatest number of available distinct options a player can have in one turn in a 4-player game?
- In Catan (3-4 player base game), what is the most resource cards a player could possibly pick up in one roll?
- In Perudo, Players A and B each have 5 dice. They bid as follows: A: 3x3s / B: 3x5s / A: 3x6s / B: 4x4s / A: 2x1s. Given that each bid was at the maximum safe level, and the Calza rule is not used, what can Player B say to win?
- In Camel Up, the Yellow camel is in the space in front of the Blue camel, and both are about to move. Ignoring external factors, what are the chances of the Yellow camel ending the leg still ahead of the Blue?
- In Wits & Wagers, what is the highest total that could be won in a game (7 rounds)?
- In Agricola, what is the greatest quantity of grain that a player could end the game with (ignoring the effects of any cards, or the need to feed their family)?

GAMES MASTERS ANSWERS

- 24 (5 VP cards would cost 15, 1 road + 1 Stand and Market Hall bonuses, one could Post to sell 4 Silver for 3 each, plus the Market millitise). 8. 14 (using the Library and Trading of yielding 18 points if the neighbours never 18 (one military building in Age 1 is capable 6: 27 (four cards with 5 bulls, one with 7) 7: 2 from the card giving two resources of your gain 4; gain 3 from other players' cards; gain 2 from the card giving 2 dice for wood and one-off tools = 21; spend one other resource wood rolling 6, plus 12 tools, plus 9 from send you to jail) 5. 30 (7 workers gathering 4: 35 spaces (rolling 12 three times would and the Producer may produce a 13th barrel) player can have a maximum of 12 plantations, hand: the Guard has 7 choices for guessing ta-Sydney) 10: 25 (with Guard and Prince in ro-Baghadh-Karachi-Delhi-Chennai-Jakar City-Bogotá-Sao Paulo-Lagos-Khartoum-Cal- gain 14 cards) 9: 13 (e.g. Los Angeles-Mexico

GOT A BETTER SOLUTION?

For further discussion of solutions, please visit boardgamegeek.com/article/22506327

WARNING FIENDISHLY HARD QUESTIONS



GUIDE



WELCOME

WELCOME TO THE TENTH UK GAMES EXPO. THIS YEAR WE HAVE EXPANDED TO INCLUDE BOTH THE NEC AND THE HILTON HOTEL, GIVING US MORE THAN 15,000 SQM OF SPACE TO FILL WITH GAMES. WE'VE ALSO EXTENDED OUR THIRD TRADING DAY, WHICH NOW STARTS AT 11AM ON FRIDAY, GIVING YOU MORE TIME TO VISIT OVER 200 EXHIBITORS AT THE UK'S BIGGEST AND BEST HOBBY GAMES FAIR.

Over in the **NEC Hall 1** we will have more than 225 exhibitors, demoing and selling a dizzying array of games of all types. There's also a chance to pick up a second hand bargain, or offload some of those games you haven't taken out of the box in a while, at the UK's largest **Bring and Buy** in the **NEC Hall 1**.

If you can't wait to try out that shiny new purchase, never fear - you can dive right in at one of our **open gaming** spaces.

This year open gaming will be taking place in the **NEC Hall 1** during the day. In the evening, open gaming moves over to the **Hilton Hotel**. Once the last move has been played in our tournaments, the **Palace and Kings Suites** will be transformed into a huge space for more than 2,000 gamers to sit together and game. There is also space for gaming in the **Warwick Room** all day on Friday and Saturday, and in the **Pavilion** all weekend.

If you haven't bought anything new, or brought any of your games along, you can check out the extensive games library.

The games library is located, cunningly enough, in the **Library Room** from 6.30pm on Friday and Saturday. During the day you can find the games library in the **NEC Hall 1**. Run by Thirsty Meeples, there are over 1,000 games – yes, you read that correctly – to try out.

Families can head over to the **Fuel Their Imagination Family Zone**, this year sponsored by Coiledspring Games and run by Imagination Gaming. This will be located in the **NEC Hall 1**, and will be packed to the brim with games that are just right for the Expo's younger visitors, and their parents, to try out.

If you want to book a space on one of our events, register for a roleplaying game or two, or sign up for one of our tournaments, you'll need to head to the library, where the event desk is located from 8am until 8pm each day.

Then grab your +1 sword of awesome and get roleplaying! **The Hilton Hotel** will be the

centre of our roleplaying games sessions this year, with a host of games in many different gaming systems taking place in the **York, Lancaster, Colonial and Westminster Rooms**.

Most of the tournaments will also be taking place in the hotel. The Regional X-Wing tournament and the X-Wing Yavin Birmingham Open will be played in the **Monarch Suite**, while the bulk of the boardgame, cardgame and miniature tournaments will be taking place in the **Palace and Kings Suites**. Why not swing by and watch the players do battle, or better yet, have a go yourself?

Events this year include the Watch the Skies Mega Game in the **Warwick Room** on Sunday, the Starship Simulator game in the **Kent Room**, guest panels, Wyvern's Lair, The Dark Room, workshops and more in the **Arden Suite** and yet more panels in the **NEC Hall 1 Seminar Room**.

There will also be a variety of exciting events taking place on the main stage in the **NEC Hall 1**, including a Viking weapon display and cosplay parade.

Speaking of cosplay, the **NEC Hall 1** also houses the cosplay zone, where you can meet costume enthusiasts playing characters from TV and movies.

All that excitement is bound to work up an appetite, but never fear, we've got you covered. As well as the food options in the NEC and the hotel, including bars, restaurants and 'tuck shops' the Expo will be hosting a food festival – a gamers' gourmet choice – in the car park outside the Hilton. A variety of food options will be available, courtesy of Street Scoff, the NEC, and the Hilton.

So get ready for a busy – and fun – weekend as you celebrate UK Games Expo's tenth birthday with us. We hope you enjoy it as much as we do!

Richard and Tony



BRING AND BUY

Hunt out a bargain or sell off your old games, books and figures at the Bring and Buy. Jason and his team will be returning this year to run the Bring and Buy in a large area of the **NEC Hall 1**, so go along and see what goodies you can pick up.

You will be able to register your products for sale from noon to 7pm on Friday and from 9am on Saturday and Sunday. This year we have introduced a new method for registering goods via our website.

All you need to do is register at www.ukgamesexpo.co.uk then turn up at the Bring and Buy to collect your printed labels and put your items on sale. You can also register online on the day by using a tablet, PC or phone. You can check back towards the end of the day to collect earnings or remove unsold goods. The Bring and Buy will charge 10% commission, which will be given to the Expo's supported charities, Children with Cancer, Admiral Nurses and Dreams Come True.

OPEN GAMING ALL WEEKEND

Can't wait to get stuck in to some serious gaming? Well we have 'open gaming' space where you can do just that. With the **NEC Hall 1** and the **Hilton Hotel** combined we have space for almost 3,000 people to game to their heart's content. Please check the schedule below for room availability.

If you need more people for that five player mega-game you've just bought, we've got a nifty way to let other people know you're looking for players. Just drop by the games library and pick up a flag to put on your table, letting others know they can ask to join your game.

	FRIDAY	SATURDAY	SUNDAY
NEC Hall 1	11am till 5pm	9.30am till 5pm	9.30am till 4pm
Warwick Room	9.30am till late	9.30am till late	–
Kings Suite	7pm till late	7pm till late	–
Palace Suite	9.30am till late	9.30am till late	9.30am till 6pm
Boulevard Restaurant	5pm till 10pm	5pm till 10pm	–

Please note, food from the reduced lounge menu or the Expo food festival may be eaten at the Boulevard Restaurant, but not food from other external suppliers. Games are not permitted in the Lounge Bar of the Hilton Hotel. This is a decision reached by the hotel and not UKGE.



BOARD GAME LIBRARY

The board game library can be found in **NEC Hall 1** during the day time and in the **Library Room** at night (closing 11pm). Introduced in 2008, this is always a popular attraction at Expo.

Thanks to Thirsty Meeples, the UK's first Board Games Café, this year's game library will be the best and biggest to date, with over 1,000 titles available. Gamers who wish to use the library will be issued with a library card for a refundable deposit of £10. Using their card they can then borrow titles from our library free of charge to enjoy during the Expo.

Thirsty Meeples Board Game Café is located in central Oxford and houses a collection of over 2,000 board games: the largest publically accessible board game collection in the UK. The latest releases are metronomically added to its shelves every week, and a crack team of game gurus are employed to help patrons choose and learn to play games. The café sells a range of hot and cold drinks, food, beers, wines and cocktails.

As well as running the UK's first board games café, Thirsty Meeples also has an extensive catalogue of games for sale online and in store. To see its full catalogue and competitive prices, check out www.thirstymeeples.co.uk.

Thirsty Meeples' mobile game library is available to hire for a variety of occasions, be it corporate event, gaming convention or a birthday party.

Contact info@thirstymeeples.co.uk to find out more.



ROLEPLAYING GAMES

UKGE aims to offer the best selection of roleplaying games possible. This year we have 60 tables spread over seven rooms (**Colonial, York, the Westminster Suite set of four rooms, and the Lancaster**). These are all on the ground floor). In addition, we are adding some LARP games in **Warwick** this year. These rooms will host well over 300 RPGs in eight sessions over the three days.

HOW DO I KNOW WHAT GAMES ARE POSSIBLE?

The games have been listed online for three months prior to Expo, but you can still sign up on the

weekend at the admin desk in the **Library Room**, where remaining slots for games will be listed. On signing up you'll be given a ticket and told where the game is. Charges for RPG games are £4 each, which helps cover running costs.

WHAT SYSTEMS RUN?

We aim to run a huge variety of games systems. You will find Pathfinder, D&D 5th Edition, Call of Cthulhu, Savage Worlds, and many more. Jude and Graham on the admin desk can help you with any queries about the games on offer.



CHILDREN'S ROLEPLAYING

Our group of dedicated Children's Games Masters are back, with three different games on the go, so youngsters can pick their fate, or come back for a second or even a third helping.

The games are recommended for children aged five to twelve. No knowledge of rules is needed – just imagination and a willingness to learn. It is advisable to sign up early, as places fill up very quickly. The children's roleplay games are being held at the **Fuel Their Imagination Family Zone** in **NEC Hall 1**.

HOOK'S REVENGE

The fearsome pirate king is back, and he is not happy about his crushing defeat last year at the hands of meddling kids. So this time he is turning up the temperature, gathering all his strongest warriors and

preparing his galleon for revenge. It's time to muster your strength and return to Neverland to stop him once and for all.

KNIGHT AT THE MUSEUM

The Natural History Museum has a brand new exhibit, a collection of artefacts found deep inside a volcano. You're going to be one of the first to get to see the artefacts up close and personal. Everything is perfectly normal, until you notice one of the artefacts is starting to move....

THE SIEGE OF MAPLE HILL FARM

Sometimes heroes can come from the unlikelyst of places. Such is the case with Maple Hill Farm. One night the land itself came to attack the farm, and with no adventuring party in sight it's said that the farm animals stood up to defend it.



FAMILY ZONE

The Fuel Their Imagination Family Zone is an exciting area in the **NEC Hall 1**. There will be games on offer that can surprise and entertain everyone. Imagination Gaming will be bringing a range of games from all over the world, some of which you may know, others you will not, but all of which will have you thinking, laughing and enjoying yourselves.

All the games are simple to learn, easy to play and don't last too long, which means you will be able to play a huge number of games before the day is through. There will be a great team of demonstrators on hand to help teach you how to play in the quickest and cleverest ways possible. There will also be lots of prizes and competitions on offer.



FACE PAINTING

We have a Face Painter again this year. After 8 years, Victoria has retired and a new painter - Rowan of Glitter-creep Face and Body art takes up the mantle. Rowan will be located in the **Fuel Their Imagination Family Zone** in **NEC Hall 1**. Charges will apply for face painting.

The opening times for face painting are:
 Friday 11am – 5pm
 Saturday 9.30am – 5pm
 Sunday 9.30am – 4pm

UKGE ENTERTAINMENT

If you fancy something a bit different, head over to the **Arden Suite** in the Hilton Hotel, where our special ticketed events will be taking place.

THE DARK ROOM

Entry £2. Pay at the event desk in the Library Room.

This interactive comedy comes to the UKGE after a three-year run at the Edinburgh Fringe and around the world. Inspired by the text-based adventures of the 1980s, the audience will need to navigate their way out of a prison. It's ridiculous, fiendishly illogical and weirdly addictive!

The Dark Room is hosted by Australian John Robertson, who barks out the game's instructions like Brian Blessed, a solitary torchlight picking his leering face out of the gloom. One audience member at a time will attempt to navigate to safety, choosing from the options that appear on screen. But whatever options are chosen, somehow the dark room keeps drawing them back in.... Can you be the one to escape?

LIVE PANDEMIC

Entry £2. Pay at the event desk in the Library Room.

Can a timelord, a dungeon master, a YouTube sensation and an audience save humanity? The Expo is in lock-down as award-winning comedian (and 2015 UK Carcassonne champion) James Cook asks you to join us in a game of Pandemic unlike any you've ever played before!

Featuring genuine Expo legends Colin Baker (Doctor Who), John Robertson (The Dark Room) and The Dice Tower's Tom Vasel. Based on the popular Z-Man board game, designed by Matt Leacock.



The Dark Room	Friday	9pm – 10pm	£2
The Dark Room	Saturday	1pm – 2pm	£2
Live Pandemic	Saturday	7pm – 9pm	SOLD OUT
The Dark Room	Saturday	10pm – 11pm	£2
The Dark Room	Sunday	1pm – 2pm	£2

NOTE: LIVE PANDEMIC SOLD OUT BEFORE UKGE OPENED. ENQUIRE ABOUT TICKET RETURNS.

MAIN STAGE

This year Battlefield Hobbies have built us a stage in the centre of the **NEC Hall 1**. This will be used for a variety of activities so swing by and see what is going on. No tickets needed. There will be some limited seating available so take a rest and watch the fun.

FRIDAY

12pm COSPLAY THEATRE (TBC) Many of our cosplayers will be on stage playing roles and acting in character.

1pm COMBAT DEMO
 Viking weapons and combat demonstration.

2pm COSPLAY MASQUERADE
 A catwalk style show where cosplayers can strut their stuff, and allow everyone an unhindered look at their amazing creations.

4pm PRIZE DRAW FOR PANDEMIC REIGN OF CTHULHU
 Find out if you get to bag a copy of this highly anticipated new game.

SATURDAY

11am COSPLAY THEATRE
 Thanet Cosplayers and friends create many characters on stage.

12pm COSPLAY THEATRE
 See Star Wars characters in action.

1pm COSPLAY THEATRE
 Doctor Who, monsters and companions will entertain you.

2pm COMBAT DEMO
 Vikings weapons and combat demonstration.

3pm COSPLAY MASQUERADE
 A catwalk style show where cosplayers can strut their stuff, and allow everyone an unhindered look at their amazing creation.

4pm PRIZE DRAW FOR PANDEMIC REIGN OF CTHULHU
 Find out if you get to bag a copy of this highly anticipated new game.

4.15pm THE GEEKNSON'S PRIZE
 One lucky Expo visitor will 'walk' away with a brand new gaming table.

TWEET USING #UKGEXPO

SUNDAY

10am LIVE PANDEMIC NATIONAL
 Main Prize value up to \$10,000.

12pm COSPLAY THEATRE
 See Star Wars characters in action.

12.30pm COSPLAY THEATRE
 Thanet Cosplayers and friends create many characters on stage.

1pm COSPLAY THEATRE
 Doctor Who, monsters and companions will entertain you.

1.30pm COMBAT DEMO
 Viking weapons and combat demonstration.

2.30pm COSPLAY PARADE AND MASQUERADE
 The cosplayers will start at the Cosplay Zone, navigate the hall and end up on the stage.

2.45pm PRIZE DRAW FOR PANDEMIC REIGN OF CTHULHU
 Find out if you get to bag a copy of this highly anticipated new game.

3pm MAIN PRIZE GIVING: Find out who has won this year's Expo Awards, plus the results of the cosplay awards. Prizes presented by Colin Baker.

NOT ALONE

Will you survive the Planet Artemia ?

Visit our stand
D15

Geek
Attitude
Games

SHOP AND DROP Presented by Leisure Games

You know what it's like. You buy some games and then have your arms full. What do you do? Haul them around, getting more and more loaded so you look like a pack mule? Or take them back to the hotel or car and miss some of the show?

We have an answer: The Leisure Games Shop and Drop. This year we have arranged a secure, walled off area of the **NEC Hall 1**, where you can leave your bags of games for a small charge. All bags will be placed in their own secure spot, out of sight. When you are ready for them you just return with your ticket and collect your stuff.

Just £2 gets you all the storage you can fit in our storage boxes for the whole day. You can add more later if you like. Just remember to collect your goodies before the end of the day, as we will not store your stuff over night*.

The Shop and Drop has been made possible due to the sponsorship of Leisure Games, who are supporting this new idea at UKGE 2016.

Leisure Games is a specialist games retailer that stocks games of all types. It stocks roleplaying, wargames, collectable card games, board games from all over the world, miniatures, traditional games and non-collectable card games. The Leisure Games stand is located at C8.

***ANYTHING NOT COLLECTED BY CLOSE OF THE NEC HALL 1 EACH DAY WILL BE AUCTIONED.**



PLAY TESTING

Your chance to get involved with the development of brand new games before they hit the shelves, or refine your ideas with the help of Expo attendees. Playtest UK will have tables in the open gaming space in the **NEC Hall 1**, and is inviting people to get involved.

Just bring along a playable prototype of a board game or card game that you are developing and receive comments from our playtesters.

Alternatively, if you know what makes a great game, sit down and play as one of our playtesters and give constructive feedback to the game creators.

All playtesters who play a prototype will be entered into a draw for games prizes.

Find out more at www.playtest.co.uk
www.meetup.com/Playtest
Twitter: @playtestuk

THE BOARD GAME REDESIGN COMPETITION

Budding designers were given a set of components from an already published game and had seven months to design a completely new game with them. Change the text on the card, adapt the pieces, repurpose tokens and voila; a new game was born.

Once designers had made their new games, given them a name, theme and play tested them a few times, it was time to hand them back to the team at Leisure Games, who shortlisted them. The shortlisted games went on to a team of play test experts, who took each one through the rigors of a professional play test session by Playtest UK. The shortlisted games then went on to the final judging panel and get a demonstration spot at UK Games Expo 2016. The winning game will get a print and video review from Little Metal Dog Show and the designer a year-long mentorship from Surprised Stare Games.

The 2016 Board Game Redesign Competition produced a short list of three games, which will be available to play in the **NEC Hall 1** within the Play Test area during trade hours on the Saturday all day. The winner will be announced at the prize giving on Sunday.

HEXAGON ILLUMINATI

by Philip Tootill
2 players

ELEMENTAL ASCENT

by Andrew Dennison with Loz Mitchell
2 to 4 players

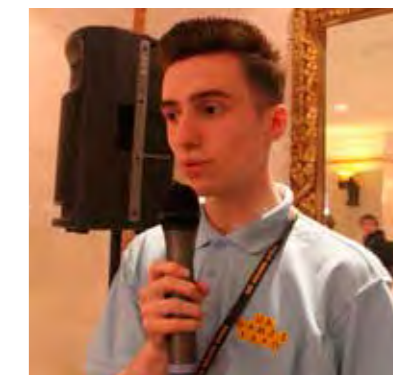
FLEE CIRCUS!

by Hugh Simpson
2 to 4 players

AMBASSADORS

Looking for a tournament room, lost, not sure where you are, holding the map upside down?

Look out for the lads and lasses in blue Expo shirts. The blue shirts are our help team. Their job is to help you. They are based at a help desks at either end of NEC Hall 1, but will also be seen roaming the building looking for folk who have lost their way. They might ask you some questions and try and help or just get some feedback.



CHILDREN'S TICKET COMPETITION

This year's children's ticket was designed by Astrid Gibara, aged ten. She won £100 in UKGE vouchers and an extended entry family ticket.

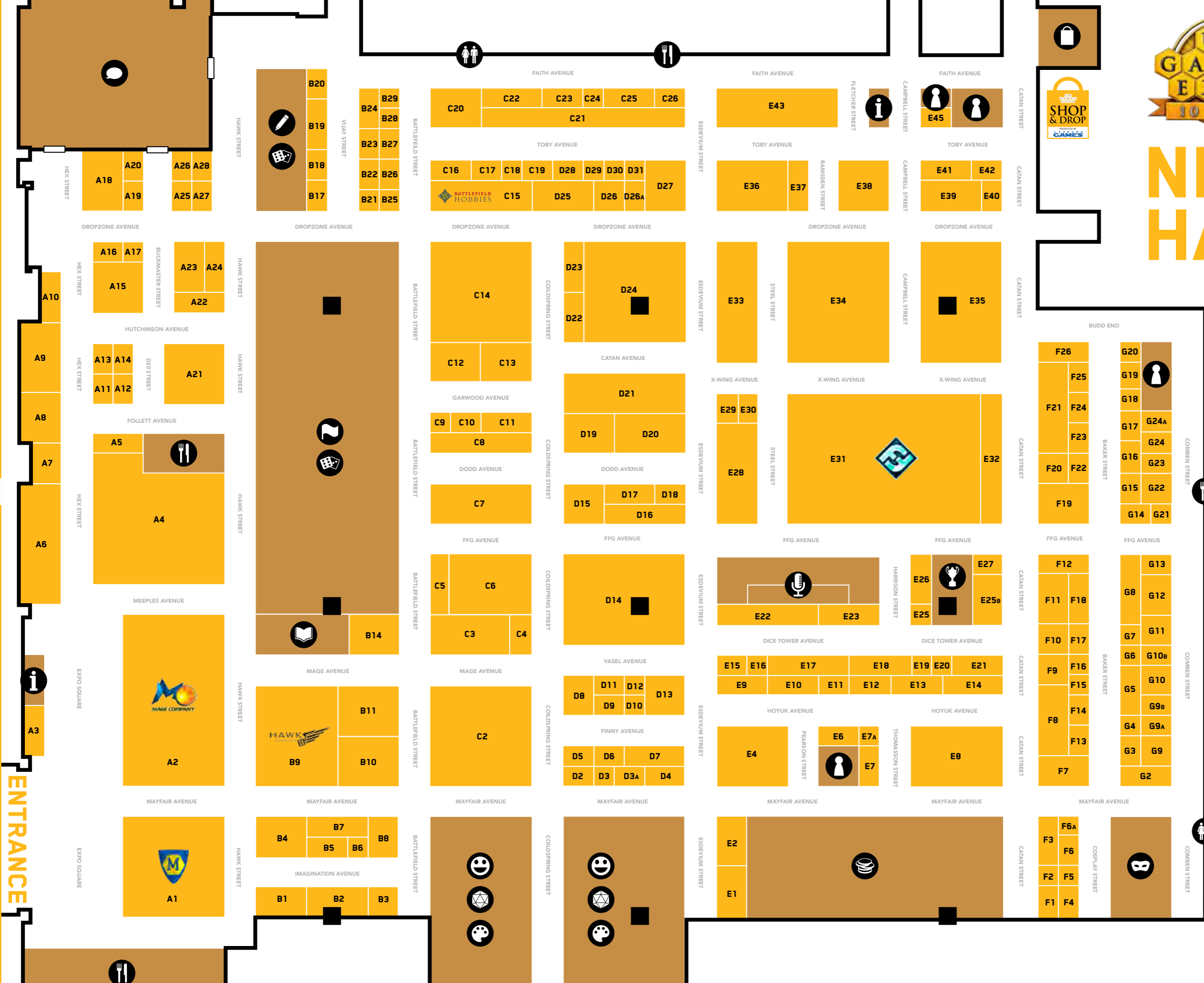
Congratulations Astrid!

If you'd like to enter next year's competition, visit our website for details.



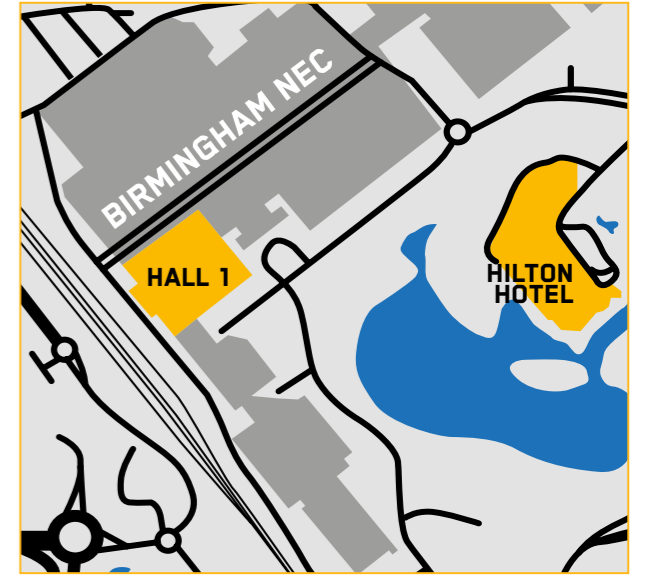
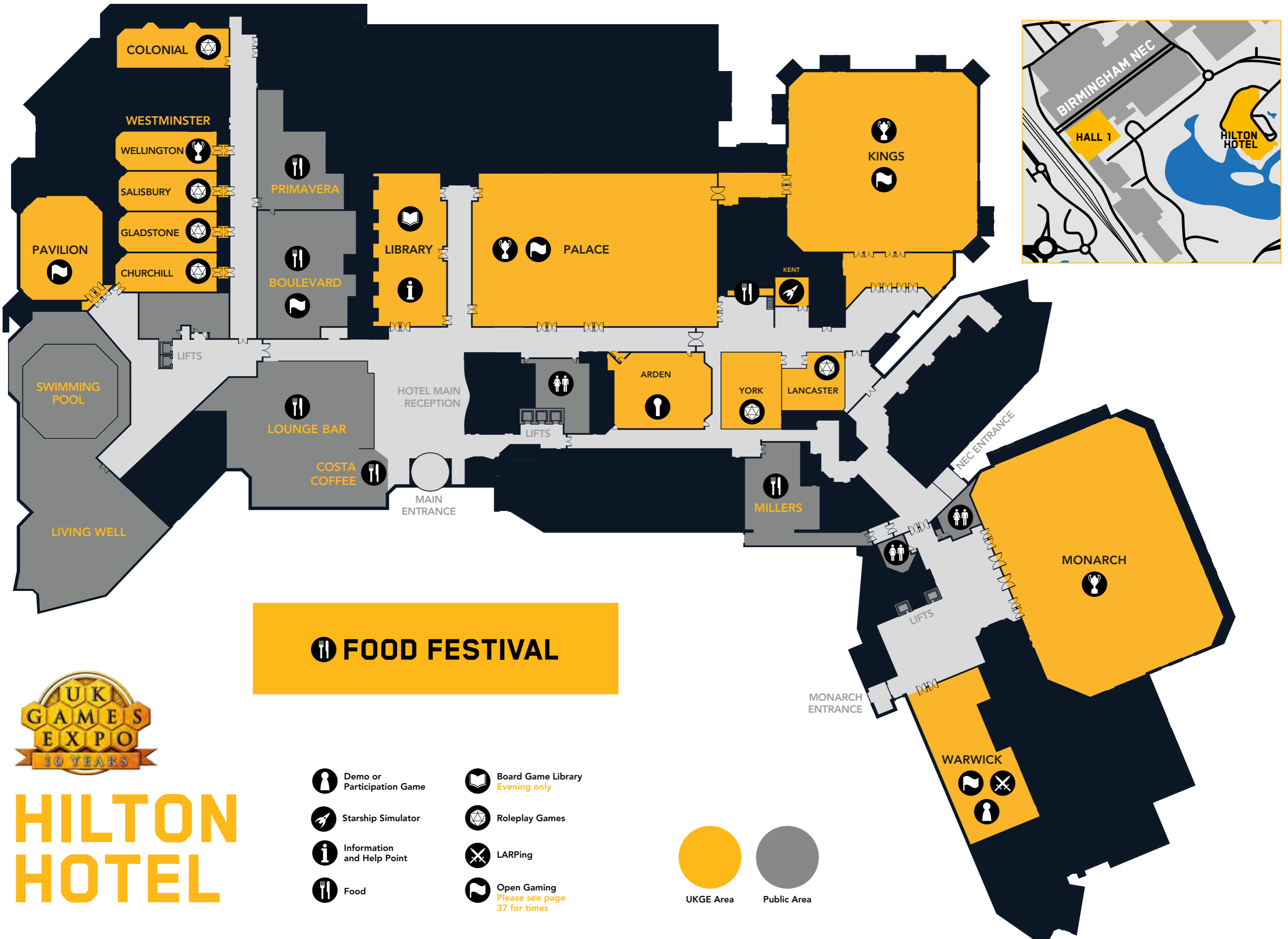


NEC HALL 1



- Board Game Library
- Board Game Redesign Competition
- Bring and Buy
- Cosplay
- Demo or Participation Game
- Face Painting
- Food
- Coiledspring Games Fuel Their Imagination Family Zone
- Information and Help Point
- Open Gaming
- Play Testing
- Roleplay Games
- Seminar Room
- Leisure Games Shop and Drop
- Stage
- Tournament

ENTRANCE

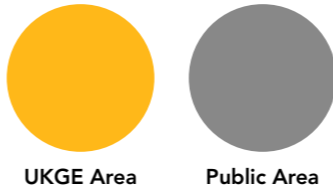


FOOD FESTIVAL



HILTON HOTEL

- Demo or Participation Game
- Starship Simulator
- Information and Help Point
- Food
- Board Game Library *Evening only*
- Roleplay Games
- LARPing
- Open Gaming *Please see page 37 for times*





North and South Games

Fun, Family-Friendly Boardgames

New for UK Games Expo 2016...



In **Bunfight**, the rich and fabulous of Bear Valley Hills throw cakes, pastries, puddings and meringues at each other! When the icing sugar clears, the cleanest Bear is winner!



3-6 Players
30 Minutes
Age 7+



SafeBreaker is an easy to learn game of memory, deduction and elimination. Work out your opponent's colours and numbers before they get yours, or your out! Complete with **MAGNETIC CASTLES!**



3-6 Players
15 Minutes
Age 7+



Terrain: Strata is an expansion for the land-building tile game Terrain. Now the map to be built upwards as well as outward! More strategy but with only 1 extra rule it is available **FREE** with Terrain, or if you own Terrain already - see us for a **FREE** copy!

2-5 Players
+10 Minutes
Age 7+

Pick'n'Mix

Budding game developer? Need to replace lost pieces? Then come grab a bag from our pick'n'mix at a great Expo price! We will have a wide variety of wooden pieces for games. **Free dice bag with every purchase!**



+ Special Offers!
+ Competitions!
+ Badges + Sweets!

Stand E2
By the Bring & Buy
and Family Zone!

EXHIBITORS

THIS YEAR UK GAMES EXPO HAS EXPANDED INTO HALL 1 OF THE NEC WITH OVER 15,000 SQM OF EXHIBITION SPACE AND MORE THAN 225 EXHIBITORS.

3D Total Games A28

The present of tabletop game design.

A1 Comics E23

One of the longest-established comic, memorabilia, and games book stores in Scotland.

AimAchievers F16

A well-established coaching, learning and development company and makers of the scientifically-proven positive psychology board game - The Game Changer.

AKA Games B20

Boardgames and Roleplaying games publishing company.

All Rolled Up E29

A tabletop accessory, designed specifically to carry all those gaming essentials.

Andree Schneider C4

Fantasy, comic, cartoon and board game artist.

Anvil Industry Ltd E25

Offers high quality hand cast resin miniatures and conversion parts for wargamers looking to build a unique collection.

Arcane Wonders F18

Publishers of Mage Wars and the Dice Tower Essential line of games.

Artipia Games E10

A board game publishing company based in Greece. Our goal is to deliver innovative board games rich in theme and mechanics.

Artistic Impressions E12

High quality print services making posters, canvas style prints, banners, and gaming products.

Asmodee E34/E35

A leader in the distribution of board games and trading card games in Europe.

Asylum Wargaming A14

A small business run by three friends who are passionate wargamers!

ATB Games Limited C10

Specialises in inventing, developing and marketing board games.

Auction Lots C26

Have a look at what items will be auctioned off over Expo weekend.

Backspindle Games F7

Publishers of great games, such as Guards! Guards!, Codinca, Luchador! Mexican Wrestling Dice and Clacks.

Badger's Nest C21

Publishers of the post-apocalyptic board-game Waste Knights.

Basically Wooden F20

Makers of unique, innovative wooden storage boxes for all your gaming needs.

Battle Boar Games G18

Battle Boar Games all the way from the wild North.

Battle Systems A22

Offers realistic 28mm sci-fi & fantasy terrain for table top gamers and collectors.

Battlefield Hobbies C15

An accessible and comfortable games venue and retailer located in the centre of the country.

Big Catan E5

On Saturday and Sunday try Catan for 12 players at once.

Big Orbit F19

The place for card games, come over & learn to play!

Big Potato F3

A games design company made up of three little potatoes called Tris, Dean and Ben.

Big Punch Studios B28

Comic creators and game designers with a passion for blockbuster storytelling on an indie level.

Board & Dice C21

Polish Publisher who loves to create games with specific themes (Exoplanets, Dice Brewing, The Curse of The Black Dice).

Board Game Extras C20

Specialists in accessories such as wooden replacement parts for Agricola and Settlers.

Board Game Guru D16

Stock a wide and ever-improving range of board and card games for all ages and interests.

Bomber B21

Designers of Four Elements - a turn-based action strategy game that is easy to learn, but hard to master.

Brain Games Publishing E32

Latvian publisher of family board games like Om Nom Nom, Wash Dash and Logic Cards.

British Briefs D31

A British based games producer/manufacturer that focuses on creating brief and fun tabletop games.

Burley Games B4

An independent designer, manufacturer, distributor and wholesaler of board games.

Burning Games E21

A Spanish RPG Company.

Bushiroad Europe D27

Publishers of collectible card games.

Cartesian Creations B29

Hand-crafted, unique board accessories and card game accessories.

Chaos Cards E8

A leading retailer for collectible trading cards and accessories in the United Kingdom.

Chaosium Inc E13

Publisher of the Call of Cthulhu Roleplaying Game.

Chaos Publishing A2

Dedicated to bringing entertaining and captivating board & card games to your tabletop.

Character Kit F5

A small company dedicated to the import and sale of high quality LARP weapons and costume.

Cog 'O' Two B25

A family-run company with steampunk at the heart of their work.

Coiledspring Games C2

Distributors of high quality toys, games, and puzzles.

Cosy Dice F12

Custom machine-embroidered dice bags for the wargaming and gaming world.

Crystal Hall Team G3

Crystal Hall is an innovative new family fantasy game about discovery, creativity and strategy.

Cubicle 7 D13

The creative team behind The Doctor Who RPG and Card Game, Victoriana and many many more.

Cubiko B6

London-based independent family board-game designer, manufacturer and publisher.

Czech Games Edition A15

Publish the best games of Czech designers and bring them to the international market.

D101 Games E20

Old school games? New school games? Whatever form of roleplaying games you prefer, we've got you covered.

Dark Blade Creations D6

A group of board game enthusiasts who wanted to get their own game out there.

Dark Ops A12

Producers of a range of sci-fi and fantasy wargames scenery.

Daruma Productions D3a

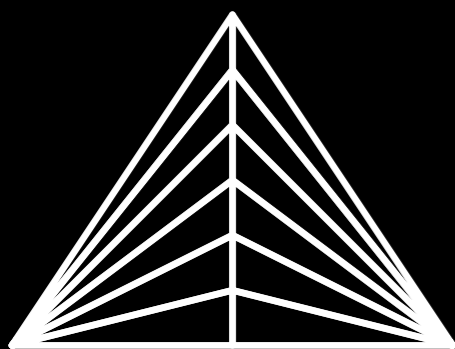
Independent games production, marketing & merchandise company. Produce SLA Industries range.

Days of Wonder D24

Publishes top-quality, family-oriented board and online games.

Death Spiral Ltd G21

Publisher of Sleeper: Orphans of the Cold War roleplaying game.



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MONTIDOTS LTD
ADVENTURE MODULES, ILLUSTRATIONS
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Manufactured more than 850,000 boxes **(2015)**
Produced almost 100 crowdfunding games



wingogames.com

Our Story

WinGo Games is a leading games manufacturing expert located in China since 1992 and has over 20 years' experience producing board games, card games, plastic miniatures, game accessories and educational kits for customers all over the world.

Our state of the art 4600 square meters factory is located in Huizhou City, Guangdong Province, China and employs 150 highly experienced staff dedicated to production, quality management, customer service, and project management.



Game Manufacturing Expert In China

Our Services

A full range of Professional services for your project

- .Product concept development
- .Cost calculation
- .Artwork design
- .Prototype
- .Certification
- .Mass production
- .Distribution service
- .Global delivery solutions
- .After-sales service



Decking Awesome Games F15

An Irish board game company with a real passion for developing games to bring people closer.

Dice Sports B11

Publisher of the game "Z War One".

Dicing on the Cake A25

Their goal is to open a Shop Café with a focus on board games.

District 31 E7a

Following a successful Kickstarter are demoing their new game.

Dized A9

Dized introduces Fusion Board Gaming, which allows players to enhance their gaming experience with a smart device.

DMB Games B2

Dungeons Tiles and more.

Dog Eared Games E19

Publish Stakbots: the battling robots card game.

Drawlab Entertainment LTD F8

Publish board games they love and awesome accessories for all. Manufacture game components made out of plastic or metal.

EBSHobbies G2

EBSHobbies are exclusive distributors of Wrath Of Kings and Dark Age miniature games by CoolMiniOrNot.

Eclectic Games E43

Reading's only dedicated specialist games shop.

Entropic Games A27

Publishers of the game Oligarchy.

Ergo Sum Games (ESG) E4

New British publisher of strategy games including New Earth and Dan Dare.

Esdevium Games Ltd D14

Europe's leading distributor of hobby products.

Extraordinary Art B19

Lee's artwork is an imaginative exploration of Eastern and Gothic settings.

Fabryka Kart TREFL E18

Printing great card games for 70 years – now from the most modern games factory in Europe.

Fantasy Flight Games E31

One of the USA's and the worlds most productive board, card and RPG game companies.

Fat Chance Games D2

Yorkshire-based board games publisher, aiming to put quality, affordable miniatures into our games to make them more immersive.

Firestorm Cards B7

The best source for trading card games and accessories.

Foiballz F2

Home of Tosspot! - a fulltossingreverseflippinghairraisinggoodgame! Come and try!

Forlorn Hope Games C24

Producing High Quality 28mm miniatures and selling accessories for gamers.

Formal Ferret Games G9

Game imprint of designer Gil Hova, with the silly party game Bad Medicine and the engaging strategy game The Networks.

Format 15 D26a

A board game micro-manufacturing producing Astral Peace.

F-Side Games D28

Hobby Game Retailer.

Fuel their Imagination Family Zone C1/D1

The Fuel Their Imagination Family Zone is a FUNtastic demo zone brought to you by Imagination Gaming and Coiledspring Games.

Games & Gears LLP D25

High quality, amazingly detailed injection moulded plastic deluxe gaming boards & hobby brush lines.

Games Lore A6

The UK's largest online retailer.

GamesQuest E28

Famous online retailer for board, card games, RPG, dice and collectibles.

Gametee Ltd B24

Clothing for gamers.

Gaming Books C17

Online shop for the hobby game enthusiast.

Gateway Games C14

Lots of easy to learn games for beginners and more experienced players who wish to learn new games.

GCT Studios Ltd E39

Produce Bushido, an oriental fantasy tabletop miniatures game.

Geek Attitude Games D15

Belgian Publisher that designs board games for the geek community like ESSEN The Game and Taverna.

Geekson Ltd E38

Produce high quality gaming tables.

Gen42 Games D19

Publishers of highly addictive quality and award winning board games such as Hive.

Genki Gear E14

Manufacture a range of T-shirts that appeal to gamers and the broader community.

Gifts For Geeks G11

Stockists of Games Workshop, Warmachine, Avatars of War, Vallejo, Firestorm Armada, Fantasy Flight, Mantic and much more!

Giovanni Franco E41

Sells leather books; book covers, calligraphy feathers and calligraphy accessories following proven old Florentine craftsmanship.

Gregarious Mammal G19

Publishers of Chip Shop, in which you are the head of a computer company in 1980s America. Build your Silicon Empire and create the future.

Greywood Publishing G6

The home of QUERP, Epic Adventure Dungeon Crawl, and the d20 series of books: Fighting Fantasy, Crime Scene and Fright Night.

Grublin Games C12

Cornish games company that design, develop, and produce strategic board games.

Happy Otter Games F13

Independent game design company and makers of Kickstarter-funded game Creature College.

Hawk Wargames B9

Produce the 10mm scale sci-fi massed battle game, Dropzone Commander.

Hellion's Art C5

Artist of book cover and interior game artwork, illustration and cartography.

HexAgony D18

The new abstract strategy game that's deceptively simple, but endlessly challenging.

Hip Hops Cards Ltd B26

Hip Hops is the collectible beer card game that is fast and easy to learn.

Historical Games Factory C21

Polish publisher of heavy/educational history-themed games including: Heroes, Sigismundus Augustus, Theomachy.

Hopwood Games G7

The home of Niche, Mijnlief and Zoom Zoom Kaboom!

Hysterical Games G22

Games for those concerned with Hysterical Accuracy.

I Love the Corps A19

I Love the Corps is a military action, science fiction and horror roleplaying game set in the year 2450.

Imagination Gaming B3

Use games to engage and educate both children and adults in a fun and entertaining environment.

Inspiring Games A20

Indie design studio based in Edinburgh, Scotland - passionate about creating inspiring games to inspire gamers.

IT Games Ltd A17

Developing quick, simple and competitive sports games. Come and try KIX football cards, our first title.

ITB Board Games F25

Rapidly growing indie tabletop publisher with a range of games from high fantasy to political intrigue.

It's an Ashton F4

Producing high quality props for the industry and private collections.

Ivory Graphics Ltd F24

Specialist manufacturers of all types of custom playing cards from one pack upwards.

James Hayball E7

A concept art illustrator.

Jonathan Green A23

Freelance writer of speculative fiction, well known for contributions to the Fighting Fantasy and Black Library publications.

Karin Aela Illustration D12

Art, clothing and accessories.

KR Multicases F11

Carrying cases for figures.

Lab Wars G10a

Showing the new Lab Wars card game.

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WinGo Industry Ltd

WinGo Games

EVERDARK

A rotating maze strategy game for 2-4 players, where teamwork is encouraged, but by no means guaranteed.

You get 3 minutes each round to hastily navigate the constantly twisting and changing labyrinth of city streets and save the people from the horrors in the dark.

Gain power. Take control.

STAY ALIVE!



The Lightbringer is dead. The City of Phos plunged into chaos and the darkness threatening to close in. You are a guardian, a protector of the the people, and one of the chosen to lead the city should the Lightbringer die. Yet with the Everdark threatening to cover the city in eternal darkness, there is no time to elect a replacement. Each round, work together or fight alone to turn the map and reach the events occurring around the city. Clear the threats and save the people to gain their support. As heroes rise in popularity, rivalries emerge. Then you seek to undermine your competitor's claim to the throne, rather than protect those in your care. Further your own secret agenda and be the hero to gather the most support for your cause.

Ultimately there can only be one to rule over the City of Phos.... assuming there is even anything that survived. For what is there to rule over, if all that's left is death and ruin?

Want to get **EXCLUSIVE** early access to the game and survive the EVERDARK?

Visit us at the UK Games Expo:

Walrus Games - Stall B27

Pre-order the game by helping to support the Kick Starter campaign launching on June 1st! Details will be available at the stall or on the website!

For more updates, visit us at:



www.thewalrusgames.com/everdark

Large Visible Machine D26

Showing digital versions of board games

Lazy Juggler F17

Retailer selling board and card games not normally found on the high street.

Legend Express Studios E1

Independent games producer of hits such as Burger Boss, Glimpse and Age of Soccer.

Leisure Games C8

London-based specialist games retailer. Stock games of all types.

Lesley's Bits Box F11

Sci-fi miniatures and second hand figures.

Librium Games F9

A unique brandable game for two or more people from ages 14 to 100!

Little Bighorn Games F1

A small games company, specialising in pocket card games.

Lonely Bears B18

A casual strategy card game, where lonely bears can be armed to the teeth with nukes, chainsaws and superfluous scimitars.

Lookout Games A1

German publisher of Agricola, Le Havre and Caverna.

LOTFP E30

Finland-based producer of old school role-playing products with a fresh twist.

Ludorati Cafe Ltd E4

A brand new board game cafe in Nottingham

Macrocosm Miniatures G16

Oldhammer Style miniatures for all your gaming needs.

Madbeard Games G24

Introducing Wasteland Justice to the world! Working hard for a successful Kickstarter. Pop by for a demo.

MAGE Company A2

From Bulgaria, the publisher of Eragra, 12 Realms and other board games.

Magic Geek D7

Retailer of collectible card games like Magic.

Second Thunder A16

Publisher of Hobby Games and Rules.

Mantic Entertainment D22

Manufacture and sell sci-fi wargames figures and rules.

Mayfair Games A1

US-based international publisher of board games and card games suitable for families and hobbyists.

Mechanical Egg Gamelabs D30

The oval laboratory which designs games made for fun.

Medusa Games C3

Designer of the Great Fire of London 1666 Board Game, Tinker Tailor and the new Nine Worlds game.

Meeples' Corner A5

Online shop for the board game enthusiast.

Mercia Books A23

Indie publisher of fantasy and historical novels including the Northern Crown Series.

Mierce Miniatures F10

Produce the Darklands tabletop skirmish wargame and figures.

Miniature Wargaming the Movie E45

Making a movie documentary that finally reveals the story of Miniature Wargaming and the creative geniuses involved.

Modiphuis Entertainment D20

Publisher of Achtung! Cthulhu, Mutant Chronicles and Mindjammer - The Roleplaying Game.

Montidots Ltd E15

Focusing on creativity - illustration, stories, steampunk, table top games, role-playing modules, tattoo designs.

Mosaic Mats Cirencester G20

Mosaic Mats Cirencester is a brand new business designing new board games and also selling Mosaic Style Table Mats.

Nomad Games G9b

Developers of the electronic games Talisman: Digital Edition and Talisman: The Horus Heresy.

Normandy Landings

Participation Game E46

A massive Memoir '44 game in which you can take a beach or defend one on the Longest Day.

North and South Games E2

Dedicated to creating fun and family friendly boardgames for players of all ages.

Northumbria Games B8

A mail order and show-based shop for the specialist and the casual boardgamer alike.

NSKN Games E9

Romanian publishers of one of a kind strategy board games.

Oathsworn Miniatures B17

Home of some of the finest 1/56 scale 28mm fantasy miniatures available.

Original Content London A24

A small, agile creative studio with a full suite of digital, product and event skills.

Osprey Games G8

Publish a large range of wargames.

Otherworld Miniatures E26

Produce fine quality 28mm miniatures for 'old school' roleplayers, wargamers and collectors.

Paraspace G23

Publisher of the ParaSpace Role Playing System and the Awakened Earth setting.

Pegasus Spiele A4

One of Germany's largest publishers and distributors of games of all types.

Phalanx Games C21

BGG's Best Wargame 2015 Nominee. Come and see new edition of Hannibal: Rome vs Carthage.

Play with History B5

Sell both authentic historic and unique abstract strategy board games, inspired by history.

Polish Publishing League C21

A group of Polish small publishing houses which united to make it easier for gamers to reach good games made by Polish designers.

Premium World Ltd E40

Publishers of Super 11 - The Ultimate Football Strategy Game.

PSC Games C13

Manufacturer and supplier of plastic miniatures for tabletop gaming.

Push It Game C23

Designer and publisher of Push It, the game of ultimate skill and infinite locations.

Queen Games E36

German publisher of a huge range of board game including Kingdom Builder and Escape.

Quirkative C25

Publishers of Orctions.

R B Replicas F21

Memorabilia and Movie Replicas.

Ragnar Brothers D23

Designers of History of the World and the new game DR Congo: Hope out of Horror.

Ralph Horsley C16

Fantasy Artist with credits all over the industry and the artist behind the UKGE Dragon.

Red Scar Publishing A10

Dynamic and fresh creative team who are bursting onto the RPG scene with submissions, commissions and our own exotic works.

River Horse F12

Alessio Cavatore's River Horse designs and produces board games, miniature wargames, card games, etc.

Rogue Artist Creations Ltd D5

A games creation, design and production company developing great board, card, dice & role-playing games!

Rubicon Models A11

Rubicon Models produce hard plastic, high quality, multi optioned 28mm scaled World War 2 tanks and vehicles.

Rumemba D10

Rumemba is a fantastic game for improving memory.

Samsun Lobe F14

Battlecards - a two-player, turn-based card game based on Samsun Lobe's novels and characters.

Savage Forged Games A13

A high quality resin manufacturer, founded by award winning sculptor Dennis Zarnowski.

Scorch's Pyrography E27

We make unique hand-burned pyrographed wooden & leather items with fantasy & geeky themes, plus one-of-a-kind personal accoutrements.

Second Thunder A16

Publisher of Hobby Games and Rules.

Shades of Vengeance C11

Their wish is to produce original Roleplaying Games that give you a great experience!

VGE-G-BT
BP BOOSTER PACK 07

CARDFIGHT!!
Vanguard G



GLORIOUS BRAVERY OF
RADIANT SWORD
CARDFIGHT!! VANGUARD G BOOSTER PACK VOL. 7

Cardfight!! Vanguard G Booster Pack Vol. 7

Product Specification

- 1 pack contains 5 random cards.
- 1 display contains 30 packs.
- 1 card in every pack will definitely be an R or above!
- 2 PR cards (Total 6 types) will be included in each display!
- SP Clan Pack will be randomly included.

JUNE 17 2016
ON SALE

Visit the Bushiroad Booth #D27 at UK Games Expo!

Bushiroad Official Website
<http://bushiroad.com/>

Like us on Facebook!
<http://www.facebook.com/CardfightVanguard/>

Follow us on Twitter @cfvanguard_en

Contact us at eu_info@bushiroad.com



Shadows of Esteren E37
French publishers of a medieval horror RPG.

She Black Dragon C5
Professional freelance artist with many credits in the roleplaying industry.

Shed Games G4
Publishers of a classic Victorian dungeon game including miniatures and resin terrain.

Sopio E11
A card game that uses puns, stick-men and silliness to make a competitive and fun experience.

Spiral Galaxy Games A7
Spiral Galaxy Games publishes and distributes board and card games to the UK, Europe, and the rest of the world.

Spirit Games C22
Bricks and mortar games store for 30 years.

Squarehex D29
Publish Oubliette: a magazine for old school fantasy players and a range of paper pads and accessories.

Steam Works G15
A steampunk worker-placement game of strategy and creative ingenuity.

Steamforged Games Ltd C7
Creators of Guild Ball - A Tabletop Fantasy Medieval Football Game.

Step Puzzle D9
The Russian manufacturing company of puzzles and children educational games.

Stone Hall Studios D11
Ever-expanding range includes products for a large variety of games and hobbies.

Studio Miniatures F22
Manufacturer and seller of Zombie Apocalypse miniatures and rules.

Stuff by Bez B23
A company devoted to publishing games by Behrooz 'Bezman' Shahriari.

Super Hero Gear A18
Offer a wide variety of officially licensed superhero, comic and film/TV merchandise ranging from clothing, accessories, figurines and much more.

Surprised Stare Games A8
Produce games that are original, strongly themed, innovative and, most importantly, fun!

Syrinscape Pty Ltd D17
A dynamic, easy-to-use application designed to create continuous, repetition-free sound environments.

Tabletop Gaming D8
Publishers of hobby magazines including Tabletop Gaming magazine.

Tailor Games C21
Grey matter personal trainers, providing hard but entertaining nuts to crack in the form of compact card and board games.

Terrorbull Games D3
Satirical and educational board game publishers, based in Cambridge, UK.

Thames and Kosmos F26
UK distributors of popular Kosmos games including Lost Cities and Ubongo.

The Bespoke Geek C9
Cosplay for everyday.

The Bottled Imp G17
YouTube channel that explores the realms of fantasy.

The CCG & Boardgame Social D4
Specialists in Dice Masters, X-Wing, Imperial Assault and boardgames for group play.

The Clockwork Tea Party E16
Bespoke steampunk hats and jewellery, assorted Victorian accessories.

The Dice Shop Online E22
The largest retailer of dice in the world!

The Leisure Games Shop and Drop F28
Bags full? Need somewhere to leave your games so you can play some more? UKGE and Leisure Games have you covered.

The London Board Game Company E25b
A London-based family trio of tabletop designers looking to launch their first game 'The Football Game' on Kickstarter this year.

The Purple Unicorn D11
Fresh and funky dice bags.

ThinkNoodle Limited G14
Designers and publishers of fun cooperative games. Their games help children improve numeracy through play.

Thirsty Meeples Shop B14
A range of games stocked by the Thirsty Meeples board game café.

Tinkerbot Games F23
Publishers of Ghostly - come and play our giant version of the game this weekend.

Tor Gaming E6
A wargames producer based in Sheffield, UK. Dedicated to producing some of the most original models and games on the market.

Travelling Man E33
A comic and games retailer.

Treasure of Müfu G13
Publishers of the strategy game where archaeologists of fortune race to retrieve the Treasures of Müfu.

Triple Ace Games B10
Publish a range of roleplaying products and rules such as the League of Adventurers and Hellfrost.

Tritex A21
Retailer of wargaming and roleplaying miniatures and specialist family games.

Triton Noir E42
Canadian publisher of the WW2 tactical cooperative game: V-Commandos.

Twisted Pinnacle Games G5
An online retailer of tabletop hobby games, miniatures, paints and other products.

UK Backgammon Federation B22
Exists to promote the game of Backgammon and to facilitate tournaments.

UK Games Expo Board Game Library B12
Run by Thisty Meeples - here you can find hundreds of board games to book out and play.

UK Games Expo Board Game Redesign Competition B16
See the 2016 Board Game Redesign Entrants and try them out.

UK Games Expo Bring and Buy E3
Will you find a bargain from the treasures within?

UK Games Expo Cosplay Zone G1
Find out about cosplay, meet the vikings.

UK Games Expo Help Desk A3/E44
Lost? Upset? Need advice? Ask away.

UK Games Expo Merchandise A3
Where to buy the souvenir T Shirt, limited edition miniature and your UKGE pin badge.

UK Games Expo Play Test Zone B16
Run by Playtest, here you can try out dozens of prototype games and give your feedback.

UK Games Expo Press Facility F28
Space for the media to conduct interviews.

UK Games Expo Seminars A29
Running a range of panels and sessions on all aspects of gaming and the games industry.

UK Games Expo Staff Room F27
UKGE staff only.

Vicki Dalton Art A8
Artist on mobile games for phones and tablets, PC games, board and card games.

Walrus Games B27
One man games design house behind the game Everdark.

Warlord Games G12
Manufacturers and distributors of finely detailed historical miniatures in plastic, metal and resin.

Warmacre C18
Publisher of Hour of Glory, a game on covert operations in World War II.

Wild Boar C19
Italian-based games company.

Wings of Glory Demo Game G26
Take to the skies in World War One biplanes, try out a Spitfire in the Battle of Britain or play Sails of Glory.

Wizkids C6
An expert in pre-painted collectible miniatures, a leader in specialized game dice manufacturing and table-top gaming.

Word Forge Games A10
Publishers of Devil's Run and other games.

Wotan Games D21
Games publisher from 25 years ago which relaunched in 2013.

Xi Cards Ltd E17
Xi Cards is a strategic fantasy card game with an easy to learn, hard to master rules system.

Yay Games! B1
UK publisher making quirky and original games Frankenstein's Bodies and Sandcastles.

Brian Gomez

ICE COOL

The first flicking game with pieces which curve and jump!

Booth # E32



BRAIN GAMES



WWW.BRAIN-GAMES.COM

SEMINARS

FRIDAY 3RD JUNE

SEMINAR ROOM, NEC HALL 1

11.30am UK BOARD GAME YOUTUBERS: EVERYTHING YOU WANTED TO KNOW, AND MORE.

Gaming Rules!, Box of Delights, No Pun Included and Actualol discuss making videos, what inspired them, things they've learnt along the way, and the challenges they face. They'll also offer tips for those considering creating their own content and answer your questions.

12.30pm ASK ME ANYTHING WITH LEWIS PULSIPHER

Game designer, teacher and author Lewis Pulsipher takes your questions.

2pm TEACHING WITH GAMES

Come and find out how games help us learn, what academics are getting up to in various universities around the country, and where you can learn games design! Dr Esther MacCallum-Stewart is joined by Douglas Brown, Brian McDonald, Patrick Morrison and James Wallis.

3pm IS THERE ANYTHING NEW UNDER THE SUN

Are there any new game ideas yet to come or is it just rinse and repeat? With so many games in existence where do the next big thing ideas come from? Is new technology a kick to new designs or is there still a lot to be gained by looking at old ideas? Game designer Eric Lang, designer, teacher and author, Lewis Pulsipher and Christain Petersen (CEO of Fantasy Flight Games and designer of Twilight Imperium) form our panel.

4pm COSPLAY 101: HOW TO MAKE YOUR OWN SUIT OF ARMOUR

Join Beth, Alex, Rebecca and Jo for a talk on armour crafting in a variety of mediums. Come along if you are a total cosplay novice or want to expand your skills.

ARDEN SUITE, HILTON HOTEL

11am DRAW LIKE A PRO

Gill Pearce (Hellion's Art) and Linda Jones are artists with numerous credits for art used in roleplaying games. In this two hour workshop you'll have the chance to work with them. There are limited spaces available, and participants must bring their own drawing materials. However, others may join the audience to watch.

2pm WRITE LIKE A PRO

Darren Pierce is a prolific author for Dark Quest Games, Mongoose Publishing, Cubicle 7 and other roleplaying publishers. In this workshop you'll work with Darren to fine-tune your RPG writing skills. There are only limited spaces and you must bring your own

PLEASE NOTE SEMINAR TIMINGS ARE SUBJECT TO CHANGE AND ARE CORRECT AT TIME OF GOING TO PRESS.

writing equipment. However, others may join the audience to watch.

5pm SHUT UP & SIT DOWN LIVE PODCAST

Shut Up & Sit Down will be recording one of their shows live at the UKGE!

9pm THE DARK ROOM

Live Entertainment and 1980s style computer adventures combine in this truly unique experience. See page 39 for details. This is a ticketed event.

SATURDAY 4TH JUNE

SEMINAR ROOM, NEC HALL 1

10am RUN LAST CLICK NETRUNNER PODCASTING

Join Chris, Eady and co of the Run Last Click podcast for a wry look at the world of Netrunner.

11am Q&A WITH COLIN BAKER

Join Doctor Who Cosplayer Richard Ashton for a Q&A session with Colin Baker, who played the sixth incarnation of The Doctor.

12pm THE DICE TOWER LIVE

Tom Vasel and Sam Healey of the podcast and YouTube show The Dice Tower will be recording an episode of their show live at UK Games Expo. Come and be part of the audience at its first ever recording in the UK.

2pm MAKING ROLEPLAYING GAME DESIGN FIT THE THEME

Veteran game designer Lewis Pulsipher explores this subject with guests from the roleplaying game publishing world, including Joe Dever, Darren Pearce, Ed Jowett and Johnathan Lewis.

3pm HYBRID GAMES - COMBINING TRADITIONAL GAMEPLAY WITH ELECTRONIC ELEMENTS

Dr Reiner Knizia reflects on the new developments in games. There will also be a question and answer session following his talk.

ARDEN SUITE HILTON HOTEL

1pm THE DARK ROOM

See Friday.

2pm THE WYVERN'S LAIR

See hopeful game designers face the Wyverns of the Wyvern's Lair and discover whether their game could be the next big thing. Find out more at www.ukgamesexpo.co.uk/wyvernslair.php

5pm SHUT UP & SIT DOWN LIVE PODCAST

This year at UK Games Expo Shut Up & Sit Down will be recording one of their shows live at the UKGE! Come along and be part of the episode.

7pm LIVE PANDEMIC

Can a timelord, a dungeon master, a YouTube sensation and an audience save humanity? Award-winning comedian James Cook asks you to join in a game of Pandemic unlike any you've ever played before! This event is sold out - ask at the admin desk about returned tickets.

10pm THE DARK ROOM

See Friday.

SUNDAY 5TH JUNE

SEMINAR ROOM, NEC HALL 1

10am SCI-FI QUIZ

Sci-fi and science quiz with Time Lord Colin Baker and comedian John Robertson assisted by teams of cosplayers. Hosted by Richard Ashton. Fun and games on a Sunday morning.

11am WHAT USE IS ART IN GAMES?

With Ralph Horsley, Gill Pearce, Linda Jones and others. How important is art in games? Can it make or break a board game's success? Can it create atmosphere or destroy it in roleplaying games and miniatures rulesets? How do you go about sourcing good artwork for your game design? How do you go about a career in art in the games industry? A session for artists, game designers and those interested in good looking games.

12pm COLIN BAKER IN CONVERSATION WITH JOHN ROBERTSON

Join The Dark Room's John Robertson in conversation with Colin Baker, who played the sixth incarnation of The Doctor in the long-running science fiction television series Doctor Who from 1984 to 1986. Find out everything you ever wanted to know about Colin Baker and Doctor Who.

1pm TOM VASEL Q&A SESSION

Lewis Pulsipher, veteran game designer, takes on the role of host in this Q&A session with Tom Vasel and Sam Heeley of the Dice Tower. What makes the Dice Tower tick? What do they think about the games industry? What are their predictions for the future of gaming? Come and find out all this and more, and ask your own questions too.

2pm COSPLAY 101: COSPLAY? WHAT'S THAT? CAN I JOIN IN?

Join Vijay from Thanet Cosplay, Joe Ice from Halo UK, TC and Jennifer from I'm With Geek plus other guests for a talk on how to get into cosplay.

ARDEN SUITE HILTON HOTEL

1pm THE DARK ROOM

See Friday.

Makers of Custom Cards



We are **Ivory**.

A well-established maker of custom playing cards capable of producing high-quality customised cards within rapid turnaround times.

We don't just make playing cards, we offer trump, tarot or practically anything you could think to put on a card! We routinely produce educational and coaching cards and work with a wide range of game designers to help make their ideas reality.

Our strength is versatility. With a wide range of materials, sizes and packaging options on offer we trump our competitors when it comes to flexibility and our ability to quickly adapt. As you walk around the Expo we guarantee you will run into stands that have worked with us to create the cards for their projects they will no doubt be very excited to share with you.

However we aren't attending the Expo this year just to offer our services as playing card makers. At the Expo we will be unveiling a very new concept and innovative platform that we are incredibly excited to share to the world.

We will be on **Stand F24** on **Baker Street** and we encourage everyone interested to pop by for a friendly chat and take a look at what we have to offer - along with a chance to win some exciting prizes!



TOURNAMENTS

Reckon you're the best X-Wing pilot in the Outer Rim or have what it takes to claim the Iron Throne? Why not enter one of our any tournaments and find out? Head over to the **Library Room** at the Hilton Hotel to sign up.



Day	Tournament	Time	Room	Organiser	
FRIDAY	7 Wonders National	10am	Kings Suite	Keiran Roberts	
	Android Netrunner Regional Tournament	10am	Kings Suite	Michael Coop	
	Dicemasters Constructed Open Qualifier	10am	Kings Suite	Stephen Cassidy	
	Heroclix Constructed Open Qualifier	10am	Kings Suite	Alec Thorne/Phyl Cook	
	Splendor National	10am	Kings Suite	Gordon Robinson	
	Star Trek Attack Wing National Tournament	10am	Pavilion	Stephen Christian	
	X-Wing Regional	10am	Monarch Suite	Vince Kingston	
	Shadowfist Modern World Championship	3pm	Kings Suite	Daniel Griego	
	Play Mega Civilisation with the Designer	7pm	Warwick Room	Flo de Haan	
	SATURDAY	The X-Wing Yavin Open in Birmingham	9am	Monarch Suite	Vince Kingston
UKGE Guild Ball Open		9am	Palace Suite	Jamie Perkins	
Memoir '44		9.30am	Kings Suite	Barry Ingram	
Official UK Agricola Tournament 2016		9.30am	Kings Suite	Gordon Robinson	
UK Catan Championship 2016		9.30am	Kings Suite	Scott Moore	
40k Birmingham Open IV		10am	Pavilion	Leon Smith	
Bushido Grand Masters		10am	Kings Suite	Gordon Cunningham	
Dicemasters Sealed Qualifier		10am	Kings Suite	Stephen Cassidy	
Doomtown European Marshall Event		10am	Palace Suite	Scott Wisely	
Dreadball European Open Championship		10am	Kings Suite	Rob Taylor	
SUNDAY	Dystopian Wars Tournament	10am	Pavilion	Nenad Sarcevic	
	Game of Thrones LCG Regional	10am	Palace Suite	Eddie Skelson/Steve Alcock	
	Heroclix Sealed Open Qualifier	10am	Kings Suite	Alec Thorne/Phyl Cook	
	Summer Invasion 2016 Dropzone Commander	10am	Palace Suite	Simon Edwards	
	Ticket to Ride UK National	10am	Kings Suite	Keiran Roberts	
	UK Epic Team Championship	10am	Pavilion	Tim Hunt/Dave Bartley	
	Pandemic Survival Regional	12pm	NEC Hall 1	UKGE	
	Shadowfist Classic World Championship	3pm	Kings Suite	Daniel Griego	
	SUNDAY	The X-Wing Yavin Open in Birmingham	9am	Monarch Suite	Vince Kingston
		C&C: Ancients	9.30am	Kings Suite	Barry Ingram
UK Carcassonne Championship 2016		9.30am	Kings Suite	Scott Moore	
40k Birmingham Open IV		10am	Pavilion	Leon Smith	
Android Netrunner - Uroboros Cup 2016		10am	Kings Suite	Michael Coop	
Dicemasters National		10am	Kings Suite	Stephen Cassidy	
Dystopian Wars Tournament		10am	Pavilion	Nenad Sarcevic	
Heroclix National Tournament		10am	Kings Suite	Alec Thorne/Phyl Cook	
Infinity Expo 2016		10am	Palace Suite	Peter Acs	
Lords of Waterdeep Tournament 2016		10am	Kings Suite	Keiran Roberts	
Heroclix Battle Royale	10am	Kings Suite	Phil Cook		
Pandemic Survival National	10am	NEC Hall 1	UKGE		
Shadowfist Modern Cube Draft	10am	Kings Suite	Daniel Griego		
UK Epic Team Championship	10am	Pavilion	Tim Hunt/Dave Bartley		

STARSHIP SIMULATOR

Want to crew a spaceship, fly around and shoot aliens, explore new sectors and even go to red alert? Well we have the game for you. You play one of six position aboard ship:

Helm - Fly the ship, go to warp, dock with space stations.

Weapons - Fire beams, shoot torpedoes, drop mines.

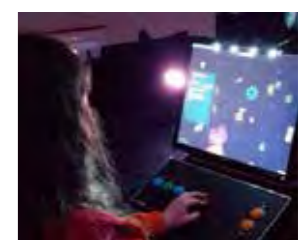
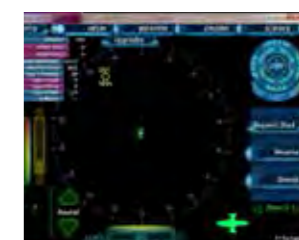
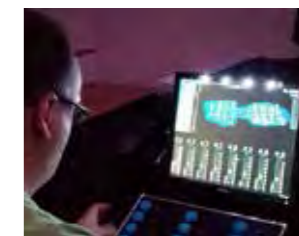
Science - Scan for enemies and sometimes friends.

Communication - Talk to allies and insult enemies. You even get to press the red alert button.

Engineering - Repair and power the ship.

Captain - Tell the others what you decide to do.

This is a computer game with full lights and sound setup. The game can accommodate six players at a time and is run in quick sessions of randomly generated missions. Located in the **Kent Room** in the Hilton Hotel. Entry is £6 at the event desk (Library Room in the Hilton Hotel).



BATTLE OF BRITAIN

PSC Games are proud to bring you a re-mastered and upgraded version of Richard Borg's much loved old TSR classic, The Battle of Britain.

COMING SOON

TO KICKSTARTER

CONTACT: 01273 492730 info@theplasticsoldiercompany.co.uk
www.pscgames.co.uk
www.plasticsoldiercompany.co.uk



FOOD

This year we are hosting a food festival – a gamers' gourmet choice – in the car park outside the Hilton Hotel. A variety of food options will be available courtesy of Scoff Street and the Hilton.

FAST TRACK COLLECTION OR TABLE DELIVERY SERVICE

Avoid the queues at the food points and order for quick collection at selected vans. Want to be able to place an order then game on and have the food to come to you? Well (for a reasonable charge) this can be done. Please text or ring your orders quoting delivery or collection, and, if delivery, the room you are in and table number. The trader will confirm your order with cost and delivery/collection time. If collecting please come to the Q Jump poster attached to the stall. If ordering from NEC then the service is collection only.

BIG DADDIES DINER

Big Daddies serves the best gourmet dogs around, topped with home smoked pulled pork or chilli cheese with homemade sauces and relishes on artisan baked buns.

Slim Jim	£3.50
All beef hot dog with onions.	
Big Bob	£4.50
Large all pork frankfurter with onions.	
Jeff dog	£4.50
Pork dog with hint of garlic and herbs.	
Edna	£6.00
Two slim jims served with a topping of homemade beef chili cheddar cheese crispy onions and hot sauce.	
Turbo Pete	£7.00
Jeff dog topped with home smoked pulled pork homemade slaw and BBQ sauce.	
Hand Cut chips	£2.00
Order line 07824099590. Delivery collection service available between 11am and 4.30pm and 8.30am until close approx 11pm. 50p charge for delivery.	

BRITISH BUS BAR

The Bus Bar serves ice cold draught beers, ciders, bitters, and selected real ales as well as specialist drinks such as craft beers, wines, spirits and champagne. The bus has an open deck for you to sit and relax, and of course, drink.

BECKY'S BHAJIS

Proper onion bhajis, freshly prepared and cooked to order. It also serves mirchis and Mumbai butties. All dishes are served with either homemade dips or special chilli chutney. This food is 100% vegetarian, mainly vegan (just ask for the vegan dip option) and the bhajis are made with non gluten ingredients.

HABENERO CAFE

Mexican street food based. Fresh every day using locally sourced produce. Creators of its own special sauces. Viva la burrito.

ROLLING SMOKE

Locally sourced, British meat rubbed in Rolling Smoke's own recipe rub, left to soak it up for 24 hours, then slowly smoked over mesquite chips. Rolling Smoke serves all the classics: pulled pork, brisket, ribs, with homemade side dishes like coleslaw, BBQ beans and mac & cheese with a selection BBQ sauces.

Meatloaf Roll	£5.00
Pulled Pork Roll	£6.00
Brisket Roll	£7.00
Ribs	£7.00
Smokehouse Taster Box	£8.00
A bit of everything (pulled pork, brisket and a rib plus one side). Order line 07796815062. 50p delivery charge.	

MEATSHACK

Dripping, filthy goodness. These aren't trying to be trendy, they're just damn good burgers for the people!

Mr C.	£6.00
Classic cheese burger.	
The hell shack	£6.50
Fresh hot green chilli burger.	
Sassy Red	£6.50
BBQ onions, Red Leicester burger.	
The piggy shack	£7.00
Dutch cheese and bacon burger.	
Order line 07814 343 081. We will confirm your order with cost and delivery/collection time. Delivery/collection service available between 1pm and 4.30pm and 8.30pm until close.	

VICTORIA CREPERIE

Fancy a bit of something sweet? Victoria Creperie is at UKGE with some tasty crepes and cheesecakes.

Fresh Lemon & Sugar Crepe	£3.00
White Choc & Oreos Crepe	£3.50
Billionaire Crepe	£4.00
(Caramel, shortbread, chocolate)	
S'mores Crepe	£4.00
(Marshmallow, chocolate, biscuit)	
Victoria Special Crepe	£4.50
(Nutella, strawberries, banana, white choc)	
Salted Caramel Cheesecake	£3.50
White Chocolate & Raspberry Cheesecake	£3.50
Sicilian Lemon Cheesecake	£3.50
Oreos Cheesecake	£3.50

CANOODLE

An eclectic range of food from pan Asia including Vietnamese, Malaysian, Thai, and Indonesian. Their signature dish of Malaysian beef rendang curry with soured mango has won legions of fans. Canoodle is also the first street food company to bring Taiwanese steamed buns to the region.

Malaysian Beef Rendang Curry	£8.00
Thai Green Chicken Curry	£8.00
Thai Green Pumpkin & Sweet Potato Curry	£7.50

All curries are gluten free and served with jasmine rice, herb salad and pickled vegetables. Order line 07775 621183. We will

confirm your order with cost and delivery/collection time. All food for delivery or collected from Q Jump strictly cash only.

SPECTACULAR GOAT

Sourdough base pizza packed with flavour. The time taken to mature the dough also allows the naturally occurring enzymes to break down the natural sugars and create a much more easily digestible dough, so you don't suffer with a bloated stomach. Spectacular Goat uses San Marzano tomatoes, from the slopes of Vesuvius with simple ingredients that create a flavour combination that really packs a punch.

Marge	£7.50
Fresh Mozzarella & Basil	
Brad	£8.50
Fresh Mozzarella & Pepperon	
Angelina	£8.50
Fresh Mozzarella, Roquito Chillis & Olives	
Bob	£8.50
Fresh Mozzarella, English Ham & Chestnut Mushrooms.	
Order line 07841 920 947.	

SAVANNAH GRILL / BIG RED PIG

Specialize in South African street food from all over the country from Durban's 'Bunny Chow' to Cape Town's 'Gatsbys'. Combining locally sourced ingredients with South African family recipes.

Bunny chow	£6.50
Lamb curry served in a mini loaf, mango salsa.	
Peri peri chicken burger	£6.50
Flame roasted peppers.	
Fries	£2.00
Fries topped with lamb curry, mango salsa	£4.00
These prices include 50p per dish delivery charge. Order line 07780716864. Delivery 11am to 4pm and 8pm to 11pm.	

HILTON HOTEL FOOD SERVICES

The Lounge Bar will offer a bar food and drinks service. Costa Coffe will be open nearby. There will be 'tuckshops' open by the Kent Room area just outside Palace Suite and inside the Monarch near the board game library. The Boulevard Restaurant will offer a reduced lounge bar menu during UKGE. Millers Restaurants will be open in the evenings.

NEC HALL 1 FOOD SERVICES

There is food and drinks stand on Follet Avenue in NEC Hall 1, a food area behind the Mayfair Games stand, off Expo Square, as well as two restaurants run by the NEC.

VISIT WWW.UKGAMESEXPO.CO.UK/STREETFOOD.PHP TO SEE MENUS.



TEAM

UK GAMES EXPO TAKES MANY MONTHS OF WORK TO BRING TOGETHER AND REQUIRES SCORES OF VOLUNTEERS TOGETHER WITH THE NEC AND HILTON STAFF TO MAKE THE WEEKEND HAPPEN. WE EXTEND OUR THANKS TO EVERYONE WHO HELPED OUT IN WHATEVER CAPACITY, BECAUSE IT IS SIMPLY NOT POSSIBLE TO RUN THE CONVENTION WITHOUT YOUR HARD WORK.

RICHARD DENNING EXPO DIRECTOR

Founding Director of Expo since 2007, Richard is jointly responsible for the overall organisation of the show. He handles the communications, emails, trade and a hundred other tasks that keep everything moving. He also created the awards (a role now passed on to Pat). His main area of the show is the board games. In 'real life' Richard is a GP, as well as a board game designer and writer.

TONY HYAMS EXPO DIRECTOR

Since 2007 Tony has been responsible for the website, booking systems and all the ticketing. He is jointly responsible with Richard for the overall show. His main responsibilities include all the technical aspects of running Expo. Tony created the programme and keeps an eye on it (although the editor is now Laura). In 'real life' he is an ordained minister.

JOHN DODD EXPO FLOOR MANAGER AND ORGANISED PLAY MANAGER

Through the year John handles the organised play, LARPs, RPG and tournaments.

TEAM LEADERS AND VOLUNTEERS

UK Games Expo relies on scores of volunteers whose activities are coordinated on the weekend by a number of team leaders, which include Peter Collins, Darren Green, and Andrew Stephenson. These guys are our eyes and ears all weekend, spotting issues and rushing to sort them out.

PETE HEATHERINGTON

Pete looks after the tournaments during the weekend of the show and makes sure everyone has the trophies that are required. No Pete - no cup. This year he is helping judge the Board Game Redesign Competition.

NIGEL SCARFE AND CHRIS STANDLEY

Nigel and his team are continuing their work in expanding and running the Family Zone. Working with children is always a challenge but these guys always produce a good time for all the children involved.

RICHARD LAW, CHRIS LOWE AND TEAM

Richard and Chris will be running their very popular roleplaying games for children ages five to twelve.

On the weekend he takes over operational running of the show and makes sure that the only things that get through to Richard and Tony are the things that need to get through to Richard and Tony.

KEITH THOMASSON EXHIBITOR LIAISON MANAGER

Keith handles the booking and organisation of crowd control, car parking and a dozen other operational tasks. Keith is a retired games retailer, having run Heron Games for many years, and is now the poacher turned gamekeeper as he tries to keep the exhibitors in order.

PATRICK CAMPBELL AWARDS MANAGER AND CONVENTION SUPPORT

Pat is one of the founder members of the Expo and has been at work in the background since 2007. He does a substantial amount of the pre-show PR work at other shows during the year. Pat also runs the awards.

LINDSEY HARRISON EXPO ADMINISTRATOR

Lindsey has handled all the accommodation

MILLIE LAVELLE

Millie organizes the seminar schedule and keeps it running to time.

ROB HARRIS

Rob is an active member of Playtest and runs the play test area where you can get prototype games played and tested.

JASON GARWOOD AND JERRY ELSMORE

Jason, Jerry and their team are running the bring and buy again this year.

JUDE DODD AND GRAHAM PALK

In the front line for answering questions and directing people, the admin desk team know where everything and everyone is. The only things they lose during the Expo weekend are their lunch breaks.

MATTHEW COMBEN AND LAURA HUTCHINSON

The fruits of Matthew and Laura's efforts are in your hands right now. Matthew handles the graphic design for the Expo, including the programme. Laura is the programme editor and thorn in Tony's side.

for 200 volunteers and GMs and also helps run the office on Expo weekend and when UKGE visits Essen.

HEATHER AND SIMON RAMSDEN-FLETCHER VOLUNTEER MANAGERS

Significantly promoted this year, Heather and Simon have recruited and organised the volunteers.

CHRIS FINNEGAN TRANSPORT AND LOGISTICS

Finny organises our transportation and storage and makes sure everything is where it should be.

MICK PEARSON: PRESS MANAGER - WYVERN'S LAIR

Mick has handed the press passes and press preview this year as well as the Wyvern's Lair.

JANE DENNING AND MARGARET DENNING

Richard, as a shameless slave driver, has no problems recruiting his entire family. His wife Jane and mother Margaret are chained to the front desk handling tickets for the weekend. Their work is greatly appreciated.

HELEN DENNING

Helen is our official photographer.

ABBIE HYAMS

Abbie runs the blue-shirted ambassadors.

STUART DAWSON

Those YouTube videos on the website that thousands of you watched? Stuart made those. This year he'll be back with his trusty vid. Who knows, you might be in the scene next year.

UMPIRES AND GMS




We want to thank the dozens of Games Masters that are running anything from one to eight RPG sessions over the Expo (for a full list of names see the vast online RPG schedule) and the many Tournament Umpires who run the tournaments (see the tournament schedule).



ERGO SUM GAMES



Game design
& development: N J Higgins 'The prof'
Playtest Director: G Cohen
Art: G De Michele

 2 - 4 players
 60 - 90 mins
 10 +

'Just one continent remains home to civilisation after a cataclysmic event. Much of the human race has perished - from billions to a few million. The world as we knew it has gone. Those who survived are split into various factions. Each player assumes the role of a 'government' leader, charged with building their country.'

Rebuild your nation's economy... develop your society...expand your influence...on Earth's last surviving continent. Welcome to New Earth...

Visit the ESG stand and play the exciting new game from Ergo Sum Games - the first in a stellar line-up of forthcoming titles.

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Long Bennington Business Park
Long Bennington
NG23 5DE

Tel: 01400 281892
www.ergosumgames.com
info@ergosumgames.com



102 High Street
Burton on Trent
Staffordshire
DE14 1LJ
Tel: 01283 511293
Email: salnpril@spiritgames.co.uk



www.spiritgames.co.uk



MADE IN BRITAIN

by Mike B
www.whodaresrolls.com
@whodaresrolls

RECENTLY, WHILE RECLINING ON MY EXTRAVAGANT SOFA SIPPING ON A DRY MARTINI, SUCH BEING THE LIFE OF A BOARD GAME REVIEWER, I HAPPENED TO BE PERUSING A DOCUMENTARY 'FROM BEDROOMS TO BILLIONS'. IT CHARTED THE RISE OF THE UK VIDEO GAMES INDUSTRY, SPECIFICALLY THE EARLY 80S, WHICH SAW US BECOME THE SOGGY DIGESTIVE DUNKING EQUIVALENT OF SILICON VALLEY FOR A FEW GLORIOUS YEARS. THIS STORM IN A TEACUP WAS BROUGHT ABOUT LARGELY THANKS TO SIR CLIVE AND HIS RUBBER KEYBOARDED DOORSTEP, THE SINCLAIR SPECTRUM, AND THE SUBSEQUENT RISE OF THE BEDROOM CODER.

For those ignorant of any of this, well the bedroom coders were a uber-talented group of teenagers, a sort of hive mind wunderkind who went on to revolutionise the video games industry, all from the safety of

(this is going to be so sweet kiddies). The Expo's very own daddy Richard Denning, designer of 'The Great Fire of London' and 'Nine Worlds'. Martin Wallace, Andy Hopwood, the Tinkerbot Games crew with their recent hit 'Ghstrel' and even Greg Carslaw....



Far more eloquent types have joined the dots between video games and tabletop many times on many different blogs, articles and napkins.

But what I'm alluding to is a reimagining, if you will, of those early faltering steps of the software industry, albeit with

their Super Ted pyjamas. I heartily recommend giving it a watch, especially if you grew up during this period and savoured some of these 8-bit delights. It's a classic rags to riches tale, brimming with Hollywood clichés. Imagine Wall Street if directed by Mike Leigh and consisting primarily of the cast of Grange Hill; not so much Gordon Gekko more Sonic the Hedgehog.

Now, you may well ask, what has any of this got to do with board games? Why is this buffoon wasting our time with this nonsense? Well allow me to elaborate. It's my belief that we have started to see some of that good old British ingenuity frothing to the top of the board games cappuccino.

We have many excellent English designers who've switched the bedroom for a shed: the industrious Tony Boydell, designer of 'Snowdonia' and this year's 'Guilds of London'. Mark Chaplin and his nerve-jangling 'The Thing' and long-gestating 'Lifeform'

a lot more cardboard. Not so much drugs and alcohol as Gaviscon and a good strong cup of tea.

Much as the multitude Muggles didn't "get" video games during its birth pangs, writing all that joystick waggling off as a stage we were going through, our beloved tabletop is meandering about those same confused corridors. The fact we're celebrating the tenth anniversary of the Expo is proof that we're wearing them down, and you need only look up from this article, go on I'll let you. Look around that hall, gloriously busy ain't it? Aside from the Fantasy Flights and Asmodees there is a satisfying amount of good old British talent to be found out there. Feel free to take a moment and go indulge yourself.

You back? Great! Each of us has a secret mission, a sworn oath we've taken without knowing it. Board gamers, by their choice of obsession,



"BOARD GAMERS, BY THEIR CHOICE OF OBSESSION, INHERIT AS PART OF THEIR DNA THAT EVANGELICAL NEED TO SPREAD THE LOVE OF OUR HOBBY LIKE CHICKENPOX AT A KIDS' BIRTHDAY PARTY."

inherit as part of their DNA that evangelical need to spread the love of our hobby like Chickenpox at a kids' birthday party. Collecting is fine and something that many of us do to excess, but if you're not sharing your toys then you're really missing the point of what we do. Now for the science. We as a species need 'Play'. Just take a look at the work of Dr Stuart Brown or Scott Nicholson. Playing makes us better people, sociable, intelligent, creative.

Back to the analogy, you remember the whole video games thing we were doing. In the 80s we had Llamasoft with the eternally cool Jeff Minter coding his homespun innovative psychedelic delights. Well now we have Andy Hopwood, Greg and John-Paul, who beaver away to put out clever little gems like '6', and Greg's 'Escape the Nightmare'. Maybe they're not always as chrome as their American cousins but, more importantly, they have lots of interesting moving parts, and they approach our hobby in fresh and ingenious ways. I think that's what the English invasion has always brought to our side of the table, an abundance of enthusiasm, a newfangled way of looking at things and a dash of cool Britannia.

And do you know what the coolest thing about all of this is? We are all capable of becoming shed-based tinkerers. The tabletop design space is far more accessible than that of the video games sector. All we need is a musty work area or dining table, a fistful of felt tips, cardboard, dice, sticky back plastic and some passion for creating. The world is your oyster, you just need to channel your inner Blue Peter presenter. We all have





Immersive games, created by gamers, for gamers.

Booth A15

The CGE demo team will be happy to show you any of our previous games and also a sneak preview of the new games we are working on for 2016!



Prototypes on display



Through the Ages expansion



Alchemists



Codenames



new picture version

www.czechgames.com



"YOU CAN LITERALLY MAKE A BOARD GAME OUT OF ANY GENRE OR INTEREST. MANY ALREADY HAVE."

half-remembrances of playing with cut up cereal packets and crayons that can be now directed into a far more worthwhile venture than some scrappy Christmas decorations or a droopy Tracey Island. And it's not just for the young at heart; get the kids involved and spark those imaginations. If it doesn't work at first, my money's on there being something there that will lead you to something that does.

So we're probably not going to see a fresh new wave of video games designers, well boo hoo! That industry, like Hollywood, squashes any innovation and pummels creativity,

instead chasing billion dollar franchises and sequel after sequel of the same idea strung out ad nauseam. Board games, on the other hand, are still in their rebellious teenage years. You can literally make a board game out of any genre or interest. Many already have. Name another entertainment medium where you could play as a post-apocalyptic survivor sheep, shoot it out as a cowboy with a flicky disc or befuddle your friends as a frustrated poltergeist. There's no rule book to be followed because you're writing it. Just please make it a good one.



Are you a budding games designer? Then be sure to check out 'The Wyvern's Lair' at 2pm on Saturday in the Arden Suite in the Hilton Hotel, where you can hear shortlisted entrants pitch their game to the professionals.

HOME GROWN TALENT

HERE ARE A FEW GAMES OUT THERE BY BRITISH DESIGNERS WELL WORTH CHECKING OUT.

OMINOES
by Andrew Harman



TINKER TAILOR
by Richard Denning



6
Gregory Carslaw,
Andy Hopwood,
and John-Paul Treen



STAK BOTS
by Tom Norfolk



ODDBALL AERONAUTS
by Nigel Pyne



WAGGLE DANCE
by Mike Nudd



LUCHADOR
by Mark Rivera

HIVE
by John Yianni





MAD JACK MCMASTERS

ANCIENT EVIL MEETS WORLD WAR TWO IN ACHTUNG! CTHULHU COURTESY OF MODIPHUS ENTERTAINMENT. ADD MAD JACK MCMASTERS TO YOUR CAMPAIGN WITH THE RULES PRESENTED HERE.

By John Houlihan
@johnh259
www.john-houlihan.net

Lieutenant Colonel 'Mad' Jack McMasters VC, DSO, MC + Bar (Sept. 1906-March 1996) was a much decorated and ever-so-slightly deranged hero, whose fearless nature, ability to inspire men, and deep loathing of the Order of the Black Sun, made him one of the Allies' most potent weapons in Achtung! Cthulhu's Secret War.

McMasters was born in Edinburgh and educated at an obscure public school before attending the Royal Military College, Sandhurst. There he graduated top of his class and was subsequently dispatched

to learn his trade as a soldier and diplomat in India, where he served as commander of a squadron of Kashmiri Lancers.

A superb horseman and athlete, it was in that ancient land that he first acquired his mastery and enthusiasm for a host of ancient weapons such as the broadsword, longbow, and lance, though it was apparently his slightly inept handling of the bagpipes that struck most fear into the native inhabitants.

McMasters was stationed along the troubled North West Frontier and distinguished himself in several minor



Modiphius Entertainment, publishers of Achtung! Cthulhu can be found at stand D20 in Hall 1 of the NEC

actions against bandits and rebellious tribesmen in the high Kush. McMasters also served as an agent in South Waziristan during the short lived Pink's War, where he penetrated deep into the interior before releasing carrier pigeons to guide British bombers to their targets.

During his time in India, McMasters played a major part in the suppression of several devilish cults devoted to the darker gods that held the villagers in thrall. McMasters, fearless to the point of recklessness, led several raids into these cults' hidden temples and forbidden tombs. It

'MAD' JACK MCMASTERS

STR 17 DEX 15 INT 15 CON 17
SIZ 14 APP 11 POW 17 EDU 15
SAN 70 Hit Points: 16

Damage Bonus: +1D4.

Skills*: Climb 40%, Close Combat 65%, Command 65%, Cthulhu Mythos 10%, Disguise 20%, Dodge 50%, Espionage 30%, Fieldcraft 65%, First Aid 50%, Listen 50%, Occult 20%, Parachute 50%, Ride 60%, Sabotage 25%, Spot Hidden 45%, Swim 40%, Tactics 60%, Throw 60%, Track 50% .

Language Skills*: English (own) 80%, Hin-

di/Urdu 65%, Sanskrit 40%.

Weapons & Equipment*: Webley .38/200 service revolver (Handgun) 60%, damage 1D10, atts 2, base range 15 yds.

Sten Mk.1 (Submachine Gun) 55%, damage 1D10, atts 2 or burst, base range 30 yds. 'Nelly' - Scottish basket-handled broadsword (Melee Weapon - Sword) 65%, damage 1d10+4 (enchanted to be able to damage Mythos and supernatural entities), base range touch.

English Longbow (Archery) 75%, damage 1d10+4 (arrows enchanted to be able to damage Mythos and supernatural creatures), range 300 yds.

* - These values represent the character's skills at the time of the Assault on the Mountains of Madness campaign. Adjust as necessary for events taking place earlier in the Secret War.

Special Abilities: When Nelly inflicts damage on a spellcaster - all subsequent rolls become Difficult. This penalty lasts for three hours.

Mad Jack relishes close quarters combat and a chance for Nelly to 'weave her spell'. As well as his formidable attack, he receives up to two chances to parry per round at no penalty.

was there he acquired his nickname and his distaste for what he called "blasted magic and superstition, which keeps the common man in bondage". He also made enemies of powerful local princes (who were rumoured to be in league with the cults) and became a thorn in the side of his superiors, who refused to believe his reports of 'dark gods and blasphemous monsters'.

McMasters left the army in 1934 and moved to America, where he renewed his childhood friendship with screen idol Robert Taylor, became a jobbing actor and stunt man, and deputised for many of Hollywood's leading actors. In between takes, he found time to represent Great Britain at the World Archery Championships, though he refused to go to the 1936 Olympics on the grounds that Hitler was an "absolute blighter and I'll be damned if I'll take part in a Nazi-sponsored tournament".

With the outbreak of World War Two, McMasters was re-commissioned and served as part of the British Expeditionary Force in France alongside his younger brother, Tom. It was during this campaign he formed his famous opinion that "an officer is never properly dressed without sporting a sword" and always wore his distinctive basket-hilted highland broadsword, nicknamed 'Nelly', during operations.

The brothers volunteered for several reconnaissance missions to thwart the German Blitzkrieg and it was there that he first encountered the Order of the Black Sun. Captured by a Black Sun patrol, Mad Jack bet his and his brother's freedom that he would prevail in single combat against the masked Canon who commanded them. But the Canon fought the younger brother first, killing him in a prolonged single combat.

Incensed, Mad Jack slew the Canon and the rest of his captors, and it is said he kept the Canon's head preserved in a box which apparently accompanied him on his campaigns throughout the rest of the war. Sometimes, during the long vigils of the night, he could be heard conversing with it. His brother's death certainly fuelled his hatred of the Black Sun and he made it his mission to seek out and destroy its representatives. Soon after this incident, McMasters was recruited by the secretive British Section M and became one of its most

trusted operatives.

After several subsequent skirmishes, McMasters realised that cold steel and a dead eye would not be enough to combat the horrors the Black Sun employed. An encounter with Professor Richard Deadman led to Nelly being enchanted with wards and sigils and his arrows inscribed with the Elder Sign, so that both could damage supernatural creatures. Despite his distrust of magic, McMasters deemed this "a necessary evil, to combat the ultimate evil".

McMasters was seconded to several successful commando operations in the early parts of the war and served with distinction in theatres as varied as Norway and North Africa, where he joined the Long Range Desert Patrol Group. However, he was an eager volunteer for any and all missions that involved direct operations against the Black Sun, and conducted several covert raids alongside Eric 'Badger' Harris's commandos.

As part of Operation Archery in 1941, a raid on a secret Black Sun base near the Norwegian town of Vågsøy, he is said to have given the signal for the attack by playing (badly) the March of the Cameron Men on his pipes at dawn, startling several seals and not a few unsuspecting SS sentries, before charging in to slay several Black Sun operatives in hand-to-hand combat. Mad Jack was awarded the Military Cross and bar for his part in this operation.

As the US entered the war in 1943, a chance encounter with an old Hollywood colleague in the newly formed Majestic gave McMasters a chance to serve alongside the Tlingit, or Pathfinder demonhunters.

Sharing their fondness for melee weapons and a burgeoning hatred of occult horrors, McMasters felt a particularly affinity with the Native Americans and was seconded to several Majestic missions in the Far East and Pacific theatres.

As the war drew to a close, McMasters returned from the east and became a consultant on the operation in Antarctica against the Nazi base that came to be known as the Assault on the Mountains of Madness. It was there, while taking a stroll one morning, that he surprised a Black Sun assassination squad on their way to attack Allied HQ. McMasters shot half of them down with his arrows, then charged the rest with Nelly, fighting until none remained. Heavily wounded and left half dead on the ice, he recovered to be awarded the Victoria Cross for his endeavours.

By war's end, McMasters had earned the rank of Lieutenant Colonel and retired from active service. He appeared in the 1946 movie Ivanhoe as an extra alongside old friend Robert Taylor, then spent a year in Australia, where he became a passionate surfer. He was the first man to surf the River Severn's tidal bore and explored and mapped much of Britain's finest surfing coastline, including the then little known resort of Newquay, detailed in his book Seeking the Perfect Wave. His life-long reputation for eccentricity was cemented when, on the train home to Surrey, he would often apparently leap through a train window into his own back garden, explaining that he preferred this shortcut to the roundabout walk home from the station.



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LOW LEVEL HEROES

By Richard Law

BACK IN 2010, WHEN EVERY GAMING TABLE WAS STILL PLAYING 4TH EDITION DUNGEONS AND DRAGONS, WIZARDS OF THE COAST PUT OUT A SMALL ADVENTURE MODULE CALLED "MONSTER SLAYERS, THE HEROES OF HESIOD". THIS WAS A SIMPLIFIED VERSION OF 4TH EDITION, DESIGNED SPECIFICALLY FOR CHILDREN.

I was in the process of emailing over the "grown up" adventures I was planning to run that year at the Expo, and I made mention of Heroes of Hesiod and asked if there were any plans to run it. That simple question sealed my fate: 2010 was the last year I ran any "grown up" adventures at the Expo. By the next year, the children's RPG had taken over my entire Expo experience, and it has now grown to three different adventures being run simultaneously over the entire Expo weekend, and requiring a team of five people to run it.

Every year I make the adventures we run at the Expo freely available for download for you to run at home, but you could just as easily take your favourite system and adapt it for children. I'd like to share with you some advice from my time running the children's roleplaying at the Expo.

KEEP IT SIMPLE

One of the biggest challenges that we face is keeping the games simple enough that they are easy to pick up, regardless of the age of the child, but challenging enough for the older children to still enjoy.

The best way to do this is to be flexible with your rule set. It's a common practice while running many RPGs to rigidly stick to the rules, but flexibility is key with children. Every child is different; they have different skill sets, different levels of education, and a different approach to problem solving. For example if one child's math skills are not really developed enough to work out modifiers, a simple solution is for you to work out the minimum roll they need to hit. "You need more than 14 on your dice" is the same as telling another with better math knowledge that they have +3 to hit, +2 for flanking, and the monster has an armour class of 19.

It's equally important to be flexible with the way you run your

adventure. The adventure modules we bring to the Expo each year are essentially extended combat encounters, but that has not stopped some groups coming up with non-violent ways to get through them, from befriending the clearly misunderstood dragon, to deciding to throw a tea party that the main villain was not invited to.

CHARACTERS, NOT CHARACTER SHEETS

When I first started running games for the children, I approached the characters like you would for any other game: character sheets with stat blocks, descriptions of moves, and hit points to keep track of. It quickly became apparent that the children were instead focusing on the miniatures and completely ignoring the character sheet.

Since then I have stripped away almost everything on the character sheet. Now they get a nice big picture of what the character looks like, big circles to fill in to represent the remaining health, and brief descriptions of the way the character attacks. This allows the children to fill in the gaps, making the character come alive to

them. Ask them to describe the way they attack, or the way they move and you will be surprised the detail they go into and how quickly a child can fill out a character's backstory. One of my favourite moments every year is asking the character playing the barbarian what battle cry they are going to use as they rush into battle. I'll never forget the little girl who had a barbarian shouting "You smell like Daddy's socks!" every time she swung her axe!



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VISIBLE PROGRESS

Children can have short attention spans and I've found over the years that they can lose interest in a fight quickly if they feel they are having no effect on what they are fighting. End bosses with huge pools of hit points quickly turn into "is it dead yet?", and rather than the epic battle for the ages you had planned, you have a group of children who no longer care if the dragon eats the princess.

Combating this is fairly easy, however. First things first, throw away your Dungeon Master's screen. Don't keep monsters' hit points and damage secret. I've found laying out a number of glass beads to represent the monsters' health works much better than keeping track of it on paper. Each time they score a hit on the monster they can see the beads being taken away, and know they made a difference to the fight. This method of keeping track of hit points can also help you ramp up a big fight; they have been happily knocking down the monsters with four beads each, but every one of them will open their eyes wide when you slowly lay out the twenty beads for the final boss.

If you are using miniatures for your game, I would also suggest you don't clear away the defeated enemies. Leaving them laying



SEE PAGE 36 TO FIND OUT MORE ABOUT OUR CHILDREN'S ROLEPLAY SESSIONS.

out on the game board lets them know just how epic a fight they have overcome. In one game, a few years ago, an enterprising archer built himself a wall of cover out of defeated zombies.

PREPARATION

Doing a little preparation is something I would recommend no matter what the age of your group, but there are a few additional steps I would recommend for a children's game.

Make all your characters in advance, especially if you are planning on using an actual system to run your games. If you are running a game for your own children, get them to tell you about their character in advance, but do the work of actually creating it yourself. When the children sit down at the table, your game should be ready to go; you will lose them quickly if they sit down and then have to wait while you get a character rolled up for them.

Visuals matter, but not as much as you might think. The games we run at the Expo are good to look at, with plenty of

miniatures to play with. But that's not as important to the children playing; they are more than capable of using their imagination. If you're running a game on a budget, folded paper miniatures and hand drawn maps work just as well, if not better in some cases.

Have a stock of monsters to fight, but keep your story as loose as possible. The children are going to take the adventure you have given them, and run with it in ways you have never imagined. The beauty of a roleplaying game is being able to take the story where you want it to go. Don't try to keep them on track, they will have much more fun exploring than they will being told a story, but it's a good idea to have a bunch of monsters in reserve for when they need something to fight.

YOUR TAKE AWAY

One of the most surprising aspects of running these games over the years has been the effect it has had on me. I was running games before I started doing this, and I still run weekly sessions with my regular gaming group. However the Expo has become a way for me to recharge my batteries every year. Games Masters work very hard to create their games, and even if you have the best gaming group in the world, it's hard not to burn out when your players are walking through every dungeon with a 10 foot pole and checking for traps every 20 seconds, or when you finally reveal the epic Dracolich fight you have been planning all week, and instead of running in fear your party knows exactly what it's capable

of and instead argues about marching order and who gets the magic sword it's guarding.

Children can give you back the joy of the game, and make you remember why you started running games in the first place. When you pull out the Dracolich they are not going to ask you what resistances it has, they are going to tell you how cool it is, and worry about how they will survive it.

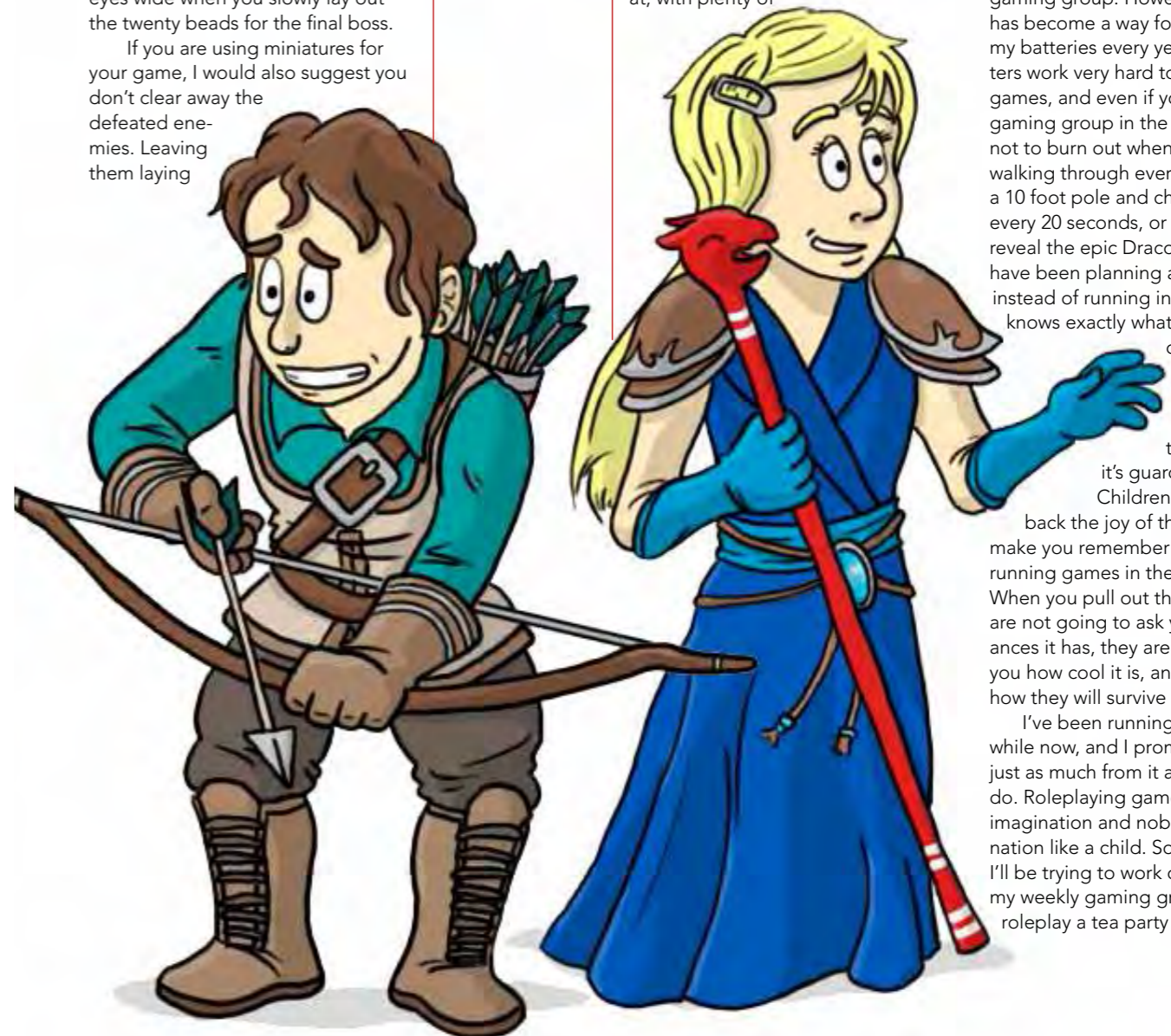
I've been running these games a while now, and I promise you, I get just as much from it as the children do. Roleplaying games are all about imagination and nobody does imagination like a child. So if you need me, I'll be trying to work out how to get my weekly gaming group to agree to roleplay a tea party with a troll.

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Simply tick one box in one or more categories to vote for your choice of the best game in that category. Return the form by 1pm on Sunday to the help desk in NEC Hall 1. Please only return one voting form per person. We do monitor suspicious forms and reserve the right to reject them.

In the weeks before Expo the games have been rated by our judges in several local gaming groups. Half the marks for a game come from the judges. The other half comes from YOU the public. Patrick Campbell, our Awards Organiser and chief Umpire, will collate all the marks and at 3pm on Sunday 5th June we all find out the results when they are announced on the main stage in NEC Hall 1.

Good luck to all our entries.

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FAMILY GAMES



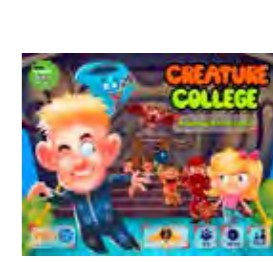
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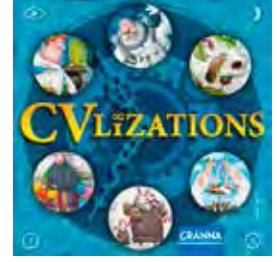
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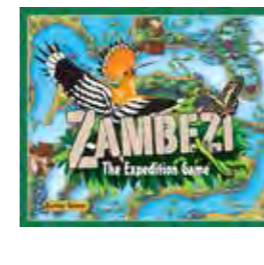
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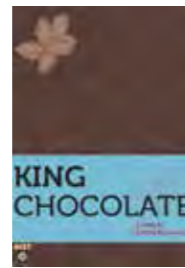
ABSTRACT GAMES



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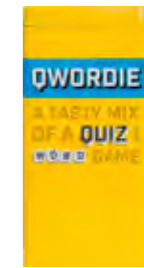
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Mayfair Games



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Tasty Minstrel Games



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Space Cowboys and Asmodee

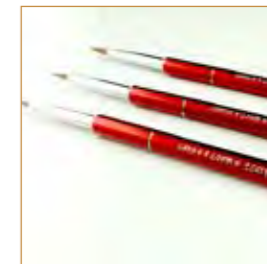


QUEEN'S NECKLACE
Spaghetti Western Games and Cool Mini or Not

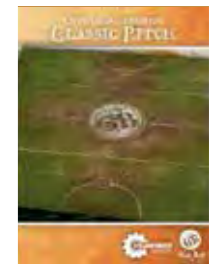
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GUESTS



COLIN BAKER

Colin Baker is probably best known as the sixth incarnation of The Doctor in the long-running sci-fi classic, Doctor Who, which he starred in from 1984 to 1986. He is also known as Paul Merroney in The Brothers from 1974 to 1976 and has had many stage appearances as well as further TV including Top Gear, I'm a Celebrity and Little Britain.



TOM VASEL

Tom Vasel is a well-known podcaster and reviewer of board games. Tom co-hosts the long-running and popular gaming podcast The Dice Tower.



SAM HEALEY

Sam Healey is the co-host for the Miami Dice Podcast, and you can see him on many other things on the Dice Tower Network where he is a co-host and contributor.



LEWIS PULSIPHER

Lewis Pulsipher is a teacher, game designer and author, whose subjects are role playing games, board games, card games and video games.



JOHN ROBERTSON

John Robertson is a comedian, TV presenter, columnist, multimedia artist, games designer, crowd-surfer and recreational sadist. He is the star of The Dark Room.

PLEASE SEE THE SEMINAR SCHEDULE ON PAGE 55 ON HOW TO SEE OUR GUESTS



ERIC LANG

Eric Lang is a game designer with over 100 credits to his name, including games based on licenses like Star Wars, Lord of the Ring, World of Warcraft and A Game of Thrones. He has also designed many original themed games such as Quarriors! and Mystick.



REINER KNIZIA

Reiner Knizia has been a full-time game designer since 1997, and has designed over 600 published games. He is highly acclaimed, having won the Deutscher Spiele Preis four times, a Spiel des Jahres and numerous other national and international awards. At the Origins Game Fair in 2002 he was inducted into the Gaming Hall of Fame.



RALPH HORSELY

Ralph Horsely is an artist whose work has appeared in many roleplaying games. His Dungeons & Dragons work includes the 4th edition Monster Manual (2008) and Manual of the Planes (2008). He is also known for his work on the Magic: The Gathering collectible card game and has contributed art to the World of Warcraft Trading Card Game.



JOE DEVER

Joe Dever is an award-winning author and game designer who began his career as a musician and recording engineer. In 1976, he created the fictional world of Magnamund that was to become the setting for his early Dungeons & Dragons campaigns. In 1984, his original series of Lone Wolf adventure game books were first published and became an international success.



Expo Hall of Fame at the 2013 UK Games Expo looked to right that wrong and show the world the level of influence that this country has on the world scene. An inaugural intake in 2013 was followed up by the addition of legends Livingstone and Jackson in 2014. We did not induct anyone in 2015, but this year we are adding another inductee to the UK Games Expo Hall of Fame.

OUR HALL OF FAME

David Parlett – David Parlett's writings on card and board games are essential reading for any scholar of the industry.

Francis Tresham – Francis was responsible for the initial publication of the legendary boardgame Civilisation, as well as essentially inventing the whole genre of railway-themed boardgames.

Don Turnbull – Don was one of the founding contributors to Games Workshop's White Dwarf, as well as being behind many of the

THE CONCEPT OF A HALL OF FAME IS ONE THAT HAS APPEARED IN MANY INDUSTRIES, BUT HAS BEEN SADLY LACKING HERE IN THE UK WHEN IT COMES TO THE GAMES THAT WE LOVE TO PLAY.

earliest Dungeons and Dragons modules.

Bruce Quarrie – Bruce is a founding father of the Wargames Hobby and writer of many early sets of rules.

Gibsons Games – Publishers of the board-game Diplomacy and many other veteran titles.

Ian Livingstone and Steve Jackson – Ian and Steve were jointed inducted as founders of Games Workshop as well as the groundbreaking Fighting Fantasy series of adventure books.

AND NOW THE 2016 INDUCTEE: DANIEL STEEL

We believe that Dan has quietly and without fuss had a massive impact on the growth of the hobby games industry in the UK over the last 30 years via his company Esdevium Games. He established and grew Esdevium Games from a small one-man business to one of the largest games distributors in the world. During this time Esdevium has developed organised play, provided demo teams around the UK, and popped up in shops and cons and even book stores and garden centres. Its role as an industry leader in supplying hobby games to the retail sector has provided the support and the games to fuel the growth we see today. In 2010 Esdevium became part of the Asmodee Group



of companies, a group that now includes Fantasy Flight Games and Catan to name but a few. Daniel continues in the industry, heading up European distributors as part of Asmodee. For this long term and ongoing commitment to the hobby, we would like to induct Daniel in to the Hall of Fame.

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