

UK GAMES EXPO



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OPENING TIMES

TRADE HALLS

Friday: 9.30am – 6pm
Saturday: 9.30am – 6pm
Sunday: 9.30am – 4pm

OPEN GAMING AND TOURNAMENT SPACE IN NEC HALL 2

Thursday: 7pm – 11pm
Friday: 8am – Midnight
Saturday: 8am – Midnight
Sunday: 8am – 5.00pm

OPEN GAMING IN THE HILTON HOTEL

Friday: 10am – 2am
Saturday: 10am – 2am
Sunday: 10am – 5pm

ROLEPLAYING ROOMS

Friday: 10am – Midnight
Saturday: 10am – Midnight
Sunday: 10am – 7pm

SEMINARS

Open during scheduled sessions – see page 17.

If you want to attend any events, go to an event desk at the NEC Hall 2 or the Hilton Hotel to buy your tickets.



HOW TO GET HELP OR RAISE CONCERNS

See page 6

Cover by: **Ralph Horsley**
www.ralphhorsley.co.uk

Copy editor
Laura Hutchinson

Programme design/layout
by **Matthew Comben**

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#UKGAMESEXPO

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Tony Hyams, Richard Denning and the whole UKGE team welcomes you to the 2019 UK Games Expo. This is the UK's largest annual celebration of tabletop gaming. We have worked hard all year with our sponsors and partners to bring you the very best games, experiences, live entertainment, tournaments and opportunities for a great day or weekend now. We invite you to get stuck in and have fun with friends and family - and maybe make some new friends too. Let the games begin!

Before you head into the halls, grab a drink, put your feet up and take a moment to leaf through the Guide section of the programme in order to help you get the most out of your visit. In these pages we detail the exhibitors, events, seminars and more that you can enjoy during your time with us.

The show is now huge, occupying more than 35 times the space of the first UKGE, back in 2007.

NEC Hall 1 has the bulk of our exhibitors, along with the HABA Family Zone, Reading Zone, Children's Roleplaying Games, Playtest Zone, Main Stage, GamesQuest Shop and Drop, and Pack and Post. You can also find a help desk, and official UKGE merchandise on sale here.

Hall 2 of the NEC houses the rest of our exhibitors, Open Gaming space, one of our Boardgame

Libraries, the Battlefield Hobbies Nerd Necessities, cosplayers, Tournaments, and the event desk, where you can buy tickets for the various fun activities we have going on this weekend.

Hall 3a, brought back into use by UKGE this year, is where you will find our Bring & Buy and even more Tournaments and Open Gaming space.

The Tote Suite outside NEC Hall 1 is where our seminars are being held. The Piazza Suite is where the Publisher & Designer track takes place.

The lakeside area between the NEC, Resort World and the Hilton Metropole Hotel is where you will find the Viking Village.

The Hilton Metropole Hotel is the home of our Roleplaying Games, Live Entertainment, and even more Open Gaming. There is also a second Board Game Library here, which is open in the evenings.

In the VIP car park, outside the Hilton Hotel, you will find the UKGE Food Festival, Chow Street.

UKGE is a great place to walk around and see everything to do with tabletop gaming, whether that means boardgames, roleplaying games, family games, miniatures gaming, party games or card games. The choice is yours!

If you are new to UKGE and haven't played many games before,

don't worry! There are hundreds of tables in the exhibitor stands where you can sit down and try out games, and you don't need to know all the rules. There will be tens of thousands of games on sale. And if you're feeling a bit lost, just flag down one of our 'Blue Shirt' Ambassadors, who will be happy to help you out.

In the tournament halls you can watch some of the best in the hobby battling it out - or even enter yourself to try to win some great prizes, or just for fun!

In the roleplaying rooms you can leave the everyday world behind and become a hero - or a villain - for an hour or two as you get lost in an immersive story.

In the Tote Suite and Piazza Suite you can hear talks and panels from industry professionals and social media stars, covering everything from how to get started and develop your own games, to comedy quiz shows and live recordings of podcasts.

The Live Entertainment schedule gives you a chance to have a break from all that shopping and gaming and enjoy a show that blends comedy and gaming.

Outside you can have a close encounter with a Viking, watch them do battle or even challenge them to a game! So what are you waiting for? Dive in!



**NEW TO
UK GAMES
EXPO?
THEN PICK
UP OUR
FIRST
TIMER
GUIDE.**



HELP DESK



Feeling a bit lost? Don't worry - if you need any help and advice head to the help desks or flag down an Ambassador.

Help desks are located in Hall 1, Hall 2, and in the Hilton Hotel Library Room. These are manned by our friendly Ambassadors, who will be happy to help you. You can also spot Ambassadors - easily recognisable in their pale blue shirts - roaming the Expo, ready to step in quickly if you need a hand.

This year we have even more volunteers on hand to make sure everyone is having a good time, and gets the help and assistance they need. UKGE attracts a wide range of attendees of all ages, and we aim to provide a safe environment in which all visitors, traders, volunteers and venue staff can have a great time.

If you spot anything that you feel needs to be reported to Expo staff, look out for any of our yellow shirted Volunteers, green shirted Team Leaders, or an Ambassador.

Over in the roleplaying area, each room has a room Captain on hand. Their role is to keep an eye on things to make sure everything is running smoothly, and intervene in the event of any problems. They can be approached by any player or GM who wishes to raise an issue.

To find out more, visit our website at www.ukgamesexpo.co.uk and click on Keeping You Safe, under Contact Us.

BRING & BUY



Transform some of your games into cash, or grab yourself a bargain at the Bring and Buy. Our Bring & Buy is the largest for hobby games at any UK games convention, and we believe it may even be the largest in the world!

This year you can find the Bring & Buy in Hall 3a.

The Bring & Buy will be open on Thursday, 30th May from 7pm to 11pm to check in goods only.

Opening times for shopping are:
Friday, 31st May, 9.30am - 5pm.
Saturday, 1st June, 9.30am - 5pm.
Sunday, 2nd June, 9.30am - 3pm.

If you're planning on selling your old games, you must pre-register them online at our website, and you will need a UKGE account. Once you've done that, you can head to the booking in point and drop off your games for sale.

Bags are not allowed in the Bring & Buy area, you can leave them at the Shop & Drop or in cloakrooms. All sales are cash only.

UKGE takes 10% of any sales for charity, plus £1 per 10 items entered, whether sold or not. All money made on commission goes to charity.

This year the Bring & Buy is being run in remembrance of Autumn Garwood, the daughter of Jason, who runs our Bring & Buy, and Jackie. Autumn sadly died in 2018 as a result of Sudden Unexplained Death in Childhood. We have chosen SUDC UK as one of our charities this year, to help raise awareness and funding for research into this issue, and to remember Autumn.

BOARD GAME LIBRARY

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Want to settle down for some gaming in our Open Gaming Space, but don't have anything with you that you fancy playing? Or want to try out a game before you buy? Check out our Board Game Library, courtesy of Thirsty Meeples.

The Thirsty Meeples Board Game Library has around 2,000 games on offer. All you

need to do is get a library card, borrow the games you want, and check them back in once you're done. You'll need to pay a £10 deposit, which you'll get back once you return your last game.

You can find the Thirsty Meeples Board Game Library in:

NEC Hall 2: Friday 31st May, Saturday 1st June 9.30am - 11pm, Sunday 2nd June 9.30am - 4pm. Hilton Hotel Library: Friday 31st May 6pm - 11pm, Saturday 1st June 6pm - 11pm.

TELL US WHAT YOU ARE PLAYING AT #UKGAMESEXPO





Can't wait to open your new purchases and get stuck in? Just picked up a great looking game from the Board Game Library? Grab a seat in our Open Gaming areas and get playing!

UK Games Expo has by far the largest number of Open Gaming seats at any UK convention... and probably the largest worldwide.

There are approximately 3,000 spaces available this year, with over 1,050 in NEC Hall 2, hundreds more in NEC Hall 3a, and around 1,200 in the Hilton. In addition, Ibis Styles and Genting hotels are happy for residents to use their lounges for Open Gaming.

Don't have enough players? Pick up a Gamers Wanted flag, sponsored by Fantasy Flight Games, and Key Forge, from the Board Game Library, and stick it on the table.

Please note: the Hilton lounge cannot be used for Open Gaming.

The Open Gaming space in Hall 2 will be open from 7pm - 11pm on Thursday night, so early arrivals can get a pre-show gaming fix. There won't be a Board Games Library at that time, but you can play any games you've brought with you.

Open Gaming is free to anyone with a UKGE pass, please note that tables cannot be reserved.

LOCATION	THURS	FRI	SAT	SUN
NEC Hall 2	7pm – 11pm	8.am – midnight	8.am – midnight	8am – 5pm
NEC Hall 3a	Closed	8.am – midnight	8.am – midnight	8am – 5pm
Palace Suite at the Hilton Hotel	Closed	10am – 2am	10am – 2am	10am – 5pm
Library Room at the Hilton Hotel	Closed	6pm – 11pm	6pm – 11pm	Closed
Lounge Bar at the Ibis Styles Hotel	Available, check at hotel			
Lounge Bar at the Gentings Hotel	Available, check at hotel			



You know what it's like. You buy some games and then have your arms full. What do you do? Haul them around, trying to balance an ever-more precarious stack? Or take them back to the hotel or car and miss some of the show?

We have an answer: The GamesQuest Shop & Drop.

This year we have a secure, walled off area of the Hall for you to leave your purchases. Just £3 gets you one of our storage boxes for the whole day, and you can add additional boxes if needed. Your

goodies will be kept safe and sound, out of sight, while you enjoy the rest of the day, unencumbered!

When you're ready, simply return to the Shop & Drop, hand in your ticket and collect your stuff. Please do remember to pick up your goodies at the end of the day, as we will not store your stuff overnight. Anything not collected by close of the Trade Hall each day will be auctioned.

You can find the GamesQuest Shop & Drop in the corner of NEC Hall 1, stand 1-189.



Bought a few too many games to get home on the train or fit into the car? We have partnered with GamesLore to bring you the solution: Pack & Post.

This brand new feature for this year's UK Games Expo gives you the opportunity to get your newly purchased goodies safely packed up and posted home to you.

Just visit stand 1-T7, next door to GamesLore, during trade hours to take advantage.

There are two box sizes available; the first will accommodate up to six square boxes the size of Ticket to Ride, while the second, larger, box can take items up to 50cm in length. Prices are standard and

are based on box size, but the maximum weight is 20kg per box.

There are a limited number of boxes that can be processed and shipped each day so please check what capacity remains, particularly on Sunday.

Prices per box start at £15 for mainland UK postage, including VAT. Full details of rates are available at the stand.

GamesLore will dispatch your parcels out to you within the following week. Shipping is available to addresses in the UK and EU countries. Shipping is via Parcelforce, and neither GamesLore nor UK Games Expo accept liability for damage or loss incurred in transit.



BOOTH #1-702

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NERD NECESSITIES

BATTLEFIELD HOBBIES

The Battlefield Hobbies Night Nerds Supply Truck is back for 2019! Except this time it's not a truck, and it's also open during the day!

The renamed Battlefield Hobbies' Nerd Necessities is landing in NEC Hall 2, to help you out with all the bits and pieces you may be missing.

Forgotten your dice? Give them a shout. No card sleeves? No problem! Nerd Necessities will be there throughout UK Games Expo for all your emergency gaming needs, plus it has a dazzling array of board games, card games and miniatures.

Nerd Necessities will also be open during the late night open gaming - and is conveniently located near the bar!

Founded by Nobby and Hammy, Battlefield Hobbies offers the full spectrum of hobby games, both online and in its Midlands-based store - where it also hosts events.

You can find out more about Battlefield Hobbies, its range of miniatures, rules, board games and collectible card games, and its busy events calendar at battlefieldhobbies.co.uk. Facebook @BattlefieldHobbiesUK. Twitter @BFHobbies. Give a shout out! #NerdNecessities



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CHOW STREET

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All that gaming can definitely work up an appetite. We've got you covered. During UK Games Expo, the Hilton carpark, located outside the main lounge, is transformed into a food festival, with all sorts of exotic offerings to satisfy your appetite.

Chow Street is open from noon until 10pm on Friday, 31st May and Saturday, 1st June, and from noon until 5pm on

Sunday, 2nd June. There will be plenty of special offers and deals on meals. At Chow Street you will find:

- Big Daddies Diner, artisan hot dogs and fries.
- Bournville Waffle, traditional Belgian waffles with some not-so-traditional toppings.
- Becky's Bhajis, vegetarian bhajis and other Indian snacks.
- Canoodle Pan Asian Street Food, noodle and stir fry dishes and curries.
- Habaneros Mexican Cuisine, burritos, tacos, and nachos.
- Jabberwocky Streetfood, award-winning toasties.
- The Meat Shack burgers, with or without buns.
- Souvaki, Greek cuisine and kebabs.

Full menu details and pricelists can be found, when available, at www.ukgamesexpo.co.uk/chowstreet.php

Please note, there is a special V-que for volunteers so they can get their food quickly and get back on duty running your Expo. Please be understanding.

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MAIN STAGE

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If you're interested in hearing more about what's going on in gaming, or want to find out which titles you need to check out, make sure to head over to the Main Stage. The Main Stage will play host to the OnTableTop crew throughout the weekend, where they will discuss what's going on at the show and chat with professionals and attendees alike. It will also be the location of the annual UK Games Expo Awards Ceremony at 3pm on Sunday, giving you your chance to hear about the latest games that have got both judges and the community raving.

The Main Stage can be found in NEC Hall 1 (Stand 1-394) The Main Stage was built by the Neale Agency who own Battlefield Hobbies.

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EXHIBITION SERVICES



Potential exhibitor? Planning to run a Kickstarter campaign? Convention organiser? Visit Exhibition Services on stand 1-T2 to find out how we can help.

Our Exhibition Services staff can talk to you about how you could be part of UKGE 2020. This can include an idea of potential stand costs based on this year's fees (costs will be finalised by October 2019) as well as an outline of optional add ons. Expressions of interest can be taken, but no firm bookings will be accepted until October. UKGE can also offer social media and email marketing opportunities. UKGE is offering support to other tabletop games shows by making resources available from our warehouse. Printing services for banners and cafe barriers are also available.



There's loads of fun and games on offer at the Haba Family Zone. This is where families can learn and play together, with help from the dedicated team of demonstrators from Imagination Gaming.

Entry to the Haba Family Zone, which can be found in NEC Hall 1, Stand 1-1052, is completely free to UKGE ticket holders from from 9.30am to 6pm on Friday and Saturday and from 9.30am to 4pm on Sunday.

This year, the Haba Family Zone has plenty on offer on its Games Menu, with its range of starter, main course and dessert games, and the Imagination Gaming team will be on hand to let you know how long they take to play, how many players you need, teach you everything you need to know, and make sure you have the most fun possible!

As well as an impressive collection of tabletop games, there will be giant games

of Pandemic and Ticket to Ride to enjoy.

This year any child attending UK Games Expo will have the opportunity to represent their school in a series of games challenges. There is no cost and it will simply involve sitting down and playing a few games and puzzles. Each child's scores and progress will be recorded and the school that has the most points from their eager pupils at the end of the event will be contacted and prizes be given.

The Haba Family Zone will also feature a Creative Zone. This area is a little more chilled out and enables young Expo visitors to really get their creative juices flowing. From story writing to designing and construction activities, there's sure to be something for everyone. There will also be a display board, where everyone's hard work will be shown.



Children can come and get lost in a good book at our brand new Reading Zone. Found at Stand 1-895, the Reading Zone is completely free, and will have books available for all ages.

At the Reading Zone you can find Coram Beanstalk, one of the UKGE supported charities, while Warhammer Adventures will be showing their brand new adventure story books.

Coram Beanstalk recruits, trains and supports volunteers to provide one on one reading support to children aged three to 13.

They will be on hand with books all weekend, so youngsters can dive into a good book while adults chat to some of the charity's amazing volunteers.

The Warhammer Adventures books are action-packed stories from the fantasy and far-future worlds of Warhammer. Brave heroes battle monstrous enemies and win great victories against impossible odds in these tales designed for children and parents alike. Children will be able to claim a free book packed with previews of the stories at the Reading Zone.





Our Children's Roleplaying Games give younger visitors to UK Games Expo the chance to step into another world! Recommended for children aged five to 12, each game lasts around an hour. No equipment or knowledge of rules is needed, just plenty of imagination and a willingness to learn!

Games run on the hour, starting from 10am, and can be found at NEC Hall 1, Stand 1-394. Games are free, but we advise signing up early, as spaces fill up fast!

This year, we have five different games available.

Twinkle Twinkle Little Star Eraser

It's the final days of the greatest battle the universe has ever seen, the plucky rebel fleet has managed to fight back the forces of the Evil Galactic Kingdom, but just when victory was assured, the Galactic King unleashed his ultimate weapon, capable of Erasing the stars themselves. In a final last ditch attempt to prevent this evil being unleashed on the galaxy, the rebels have built a bomb capable of taking this weapon out, and they know just the crew to deliver it to the target. You.

Heave Ho and Up She Rises

It was only after the final climactic battle with the storm king, that his last terrible

scheme was revealed. Before heading into that fateful battle, he had captured the Spirit of the Seas and chained her below deck. When his dread fleet was defeated and sent to the underworld, he took her with him. Now the sea itself is dying, and the only way to save it is to sail your ship directly into the heart of the underworld and bring her back.

Teddy Bear Panic

If you shrink down with your friends today, you're sure of a big surprise.

It should have been a simple spell, it made sense when you found it, if you make yourselves smaller, all your sweets get bigger. But something's gone wrong, you and your friends succeeded in making yourself small, but now all your toys want to play, and they don't seem to play nice. Can you fend off the waves of attacking toys and find a way to restore your true size?

How Doth the Little Crocodile

Attention all who seek to find, A treasure lost and left behind, When the Croc begins to Grin, Danger's all you'll find within. The Treasure lies beneath the wave, For any who are strong, and brave But heed my warning and stay back Or else end up a tasty snack.

Tails of Equestria

Magic is always a tricky thing in Equestria, but lately it seems to be getting completely out of hoof! Strange things have been happening all over ponyville, from rains of fish to grass turning pink! Equestria needs some new heroes to help find the source of these magical problems, so come make your very own pony character and dive into the magical world of My Little Pony, and remember: Friendship is magic!



Take part in our Treasure Hunt for the chance to win a stack of games! Every child who takes part in our challenge will win a small prize, and be entered into a grand draw to win games from Coiledspring Games, Beanie Games, Gen 42, and the Historic Games Shop.

All they need to do is find the hidden letter at each location across NEC Hall 1 and Hall 2, then put them together to reveal a secret word!

You can pick up a Treasure Hunt form from the Expo entrance, or from one of our Help Desks. Completed forms must be returned by 4pm on Friday, 4pm on Saturday, or 2pm on Sunday. Please make sure an adult includes their mobile phone number, so we can contact winners.



A team of facepainters will be in the Haba Family Zone in NEC Hall 1, courtesy of Fairytale Party Planners, Birmingham. Charges will apply.



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Blood & Plunder



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AND MDF TERRAIN



JADZIA KOSCIUSZKO
WINGED HUSSAR CAPTAIN
2019 PROMO MINI AVAILABLE AT BOOTH!



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COSPLAY



Throughout your visit to UK Games Expo, you're certain to see plenty of characters from movies, TV, anime, comics, and games brought to life by our wandering cosplayers. They will be joined by a horde of Vikings, who will be settling outside the NEC over the weekend, and the Galactic Knights Star Wars and sci-fi costuming group, which will be based in NEC Hall 2, at Stand 2-399.



VIKING VILLAGE



Find out more about how the Vikings lived, worked, ate, and gamed a thousand years ago, at our Living History Encampment.

Ardenweard, the Warwickshire-based group of The Vikings, will be camping on the grass between Pendigo Lake and the NEC. Throughout the day, you'll have the chance to rub shoulders with the Vikings, and try out some Dark Ages boardgames such as Hnefatafl and Nine Men's Morris.

There will also be some amazing combat displays, weapons demonstrations, and battles - plus the chance for children aged under 11 to have a go at combat training and battle Vikings!

The Encampment opens at 10am each day, and all events are completely free.

Daily Schedule:

10.30am	Weapons Display and Skirmish in the Arena
11.30am	Talk: The Realities of Adventuring
12.30pm	Hrothgar's Sake and Kiddie Vike in the Arena
2pm (Saturday only)	Hnefatafl Competition
3.30pm	Main Battle in the Arena

STARSHIP SIMULATOR

PROVIDED BY



Take control of a spaceship and try to complete a mission with your crew at the Starship Simulator.

Six players select their role – Engineering, Science, Communications, Weapons, Flight and, of course, Captain – to battle aliens and make choices that could help save the galaxy.

The Starship Simulator takes place at the Hilton Hotel's Kent and Sussex Rooms.

Tickets cost £10 per player for an hour-long game, and are available from the Event Desks in NEC Hall 2 and the Hilton Hotel. A full schedule is available to view online at our website, and on the UKGE app.





Exhausted after a hard day of shopping and playing games? Take a break by catching one of our live entertainment shows, which blend comedy, audience participation and gaming. A perfect way to relax and have a laugh along with the rest of the UKGE community. You can find full details of all these events on our website at www.ukgamesexpo.co.uk. Buy your tickets at the Event Desk in NEC Hall 2 or the Hilton Hotel. All live entertainment shows are taking place in the Pavillion Room, in the Hilton Hotel.

BOARD GAME SMACKDOWN PRESENTS 'THE RESISTANCE'

From the minds behind 'Pandemic Live', the cult hit of the Edinburgh Fringe comes to Expo! Join award-winning comedian (and 2015 UK Carcassonne champion) James Cook and his guests from the world of comedy and board-gaming as they play games live on stage. Guests include Tommy and Ed Croft from Jollyboat.

THE DARK ROOM

You awake to find yourself in a dark room... but can you escape? The Dark Room is the world's only live-action videogame, and definitely the only live-action videogame to become an actual videogame. Based on 1980s text adventures, The Dark Room combines improv comedy and retro gaming as



audience members make their choices and try to get out... while host John Robertson delights in making them suffer! Beat the game and you could win £1,000 (but you probably won't).

JOLLYBOAT: BARDS AGAINST HUMANITY

Jollyboat (real-life brothers Tommy & Ed) are the UK's best comedy-pirate-geek-rock duo. They write catchy comedy songs packed with one-liners and puns, touring conventions, comedy clubs and festivals around the world. Their songs cover all the geeky things they love: D&D, Batman, Harry Potter, Game of Thrones, and many more.

Jollyboat have performed at Edinburgh Fringe and Glastonbury Festival, won the Musical Comedy Awards in London, and toured Europe & Australia.

KNIGHTMARE LIVE

A live stage adaptation of the cult kids TV show Knightmare, hosted by Treguard (Paul Flannery). Following two sell-out Edinburgh runs, national tours, and a show in the glittering West



End, Knightmare Live returns with more adventure, characters, puzzles, and monsters in this critically acclaimed stage adaptation of the TV classic.

Each show one member of the public will be guided through Treguard's dungeon but will they succeed in their quest, or fall foul of one of Lord Fear's schemes?

M.M.O.R.P.G SHOW

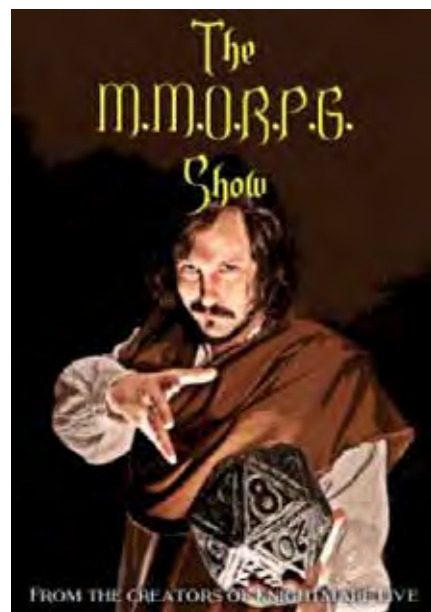
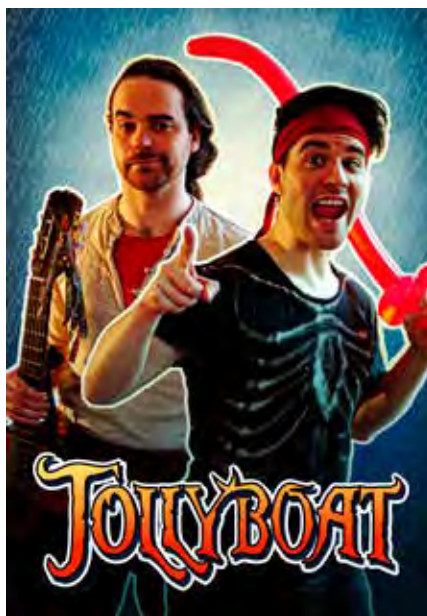
From Knightmare Live creator Paul Flannery comes The M.M.O.R.P.G show, the show that combines improvised comedy with tabletop gaming is back with even more adventures, campaigns and absurdities.

For every choice there is a consequence, and for every show... a new quest, where success will be decided by a giant D20.

The M.M.O.R.P.G show combines improvised comedy with tabletop gaming in an epic, sprawling, entirely made up fantasy quest of the audience's devising.

STAR TREK VS STAR WARS

Prepare yourself for the ultimate showdown – Star Trek vs Star Wars! Geek culture collides in this fight to see which





is better, a galaxy far far away or the final frontier. Hosting this passionate, explosive and heartfelt panel show, Rik Carranza invites two of the Expo guests (John Robertson of The Dark Room and Paul Flannery of Nightmare Live and M.M.O.R.P.G) to engage in this battle for sci-fi superiority.

The panel enthuse, defend, debate – but the audience decides.

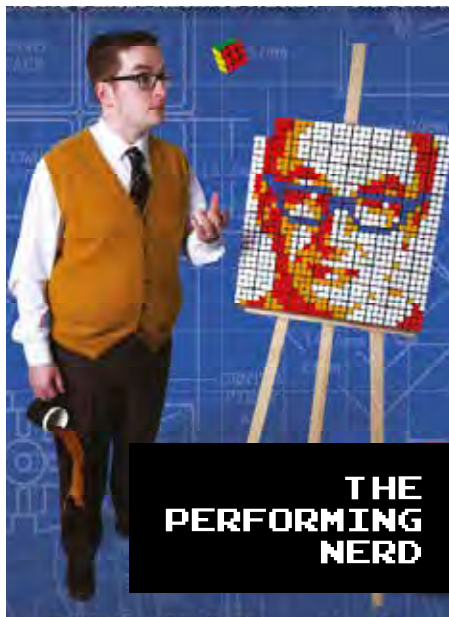
TOM CROSBIE: THE PERFORMING NERD

An hour of amazing skills with Rubik's cubes, mathematics, and memory. A great show for the family.

Some might say Tom Crosbie's nerdiness knows no bounds. Tom disagrees; his nerdiness does know bounds, it's just that nobody has found the scale to measure it on yet. Tom's return to the UK Games Expo sees him taking a jaunt into the unknown, with only his wit, cunning and surprising skills with a Rubik's cube to guide him.

WEREWOLF: LIVE

Come onstage and fight for your life, hunt down the werewolves or laugh from the



FRIDAY

Werewolf: Live	8+	2pm – 3pm	£6.00
Tom Crosbie: The Performing Nerd		3:30pm – 4:30pm	£6.00
Knightmare Live		6:30pm – 7:30pm	£10.00
Jollyboat: Bards Against Humanity		8pm – 9pm	£6.00
The Dark Room	12A	9:30pm – 10:30pm	£6.00
Werewolf: Live (Late Show)	12A	11pm – 12pm	£6.00

SATURDAY

The M.M.O.R.P.G. Show		12:30pm – 1:30pm	£6.00
The Dark Room	12A	2pm – 3pm	£6.00
Tom Crosbie: The Performing Nerd		3:30pm – 4:30pm	£6.00
Star Trek vs Star Wars		5pm – 6pm	£6.00
Board Game Smackdown – The Resistance		6:30pm – 7:30pm	£6.00
Knightmare Live		8pm – 9pm	£10.00
Jollyboat: Bards Against Humanity		9:30pm – 10:30pm	£6.00
The Dark Room till ya die!	15	11:pm – late	£10.00

SUNDAY

The Dark Room	12A	1:30pm – 2:30pm	£6.00
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audience in this immersive comedy game show!

A theatrical reimagining of the classic game of deception, Werewolf: Live has been performed all over the world, allowing hundreds to hurl accusations and unjustly murder their friends.

Jon Gracey of The Beta Males presents an interactive hour of mob rule and delicious paranoia. Will you save your village... or tear it apart?

**SHOWS SELL
OUT QUICKLY
SO BOOK EARLY
TO AVOID
MISSING OUT!**

**TICKETS ARE ON SALE
AT THE EVENT DESKS
IN NEG HALL 2 AND
THE HILTON HOTEL**



ZOMBICIDE INVADER

Try the game at UKGE
at CMON's booth: 2-502

Find the best weapons, learn
new skills, and work together
to survive a deadly invasion
of zombie aliens!



#CMONGames
Follow CMON for updates,
contests, and inside scoops!
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WARHAMMER FANTASY ROLE-PLAY STARTER SET

Visit Stand I-1002 to find out more about Warhammer Fantasy Roleplay and much more!



cubicle7games.com



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Hear our UKGE guests speaking about their experiences in tabletop gaming, podcasters and vloggers record live shows, and companies reveal news of new products. Our seminars are a celebration of boardgaming, and a chance to get a look behind the scenes of the industry.

There are four event spaces, but they're all really easy to find in the NEC. Most of the seminars will take place in the Toute Suite, next to the main ticket desk, just outside NEC Hall 1. Events will also take place in the Piazza Suites, comprising the Cartamundi Theatre Room, The Meeple Workshop Room and the Dice Class Room. These are all located off the same

corridor, near NEC Hall 2. Don't forget our Ambassadors are on hand to help you if you get lost – look for the pale blue UKGE shirts.

Please note, seminars are not ticketed and there is no reserved seating for them. Please arrive early. You may be asked to leave after each event, this is by the request of some of our speakers.

If you're interested in learning more about designing games, see our Publisher and Designer Track on page 46.



FRIDAY, 31ST MAY

12pm – 12.50pm **20 YEARS OF PORTAL GAMES** **Toute Suite**
Join Ignacy Trzewiczek from Portal Games and learn 20 things you never knew about Portal Games as they celebrate their 20th birthday!

1pm – 1.50pm **ANALOG UK: TABLETOP GAMING IN THE 21ST CENTURY** **Cartamundi Theatre**
Matt Coward-Gibbs, a PhD researcher at the University of York, gives an overview of his academic study of play, before discussing the development of his research, which has been ongoing for the past 15 months. The second part of the session will feature a discussion around the emergent themes of the research, and what best practice in tabletop gaming should look like. Matt's research has included interviews, focus groups, attending conventions and, of course, playing games.

1pm – 2.50pm **DRAWN TO THE FLAME!** **Toute Suite**
Join Frank and Peter of Drawn to the Flame for the first ever live recording of their podcast dedicated to Arkham Horror: The Card Game! Frank and Peter have been running the podcast for over two years. They talk about the game in an approachable way for all players and enjoy spreading their scope beyond the cards on the table.

3pm – 3.50pm **KATIE'S GAME CORNER: SELF CARE THROUGH BOARD GAMES** **Cartamundi Theatre**
Join Katie for this relaxed chat about her experiences of using board games as self care.

3pm – 3.50pm **THE WARHAMMER STUDIO AND COMMUNITY PREVIEW** **Toute Suite**
Join the Warhammer Studio and Community Team for an exclusive first look at what's in store for Warhammer fans in 2019. You'll be among the first in the world to know what the future holds with a look at some major reveals. You'll even have a chance to ask your questions in person.

4pm – 4.50pm **CUBICLE 7 HOUR** **Toute Suite**
Join the Cubicle 7 team for some exciting news about their range of products.

5pm – 5.50pm **WHO DARES ROLLS** **Toute Suite**
Third time's the charm for the Who Dares Rolls guys! They are back again with their own brand of board game Podcast. Please note: Adult language will be used throughout this event.

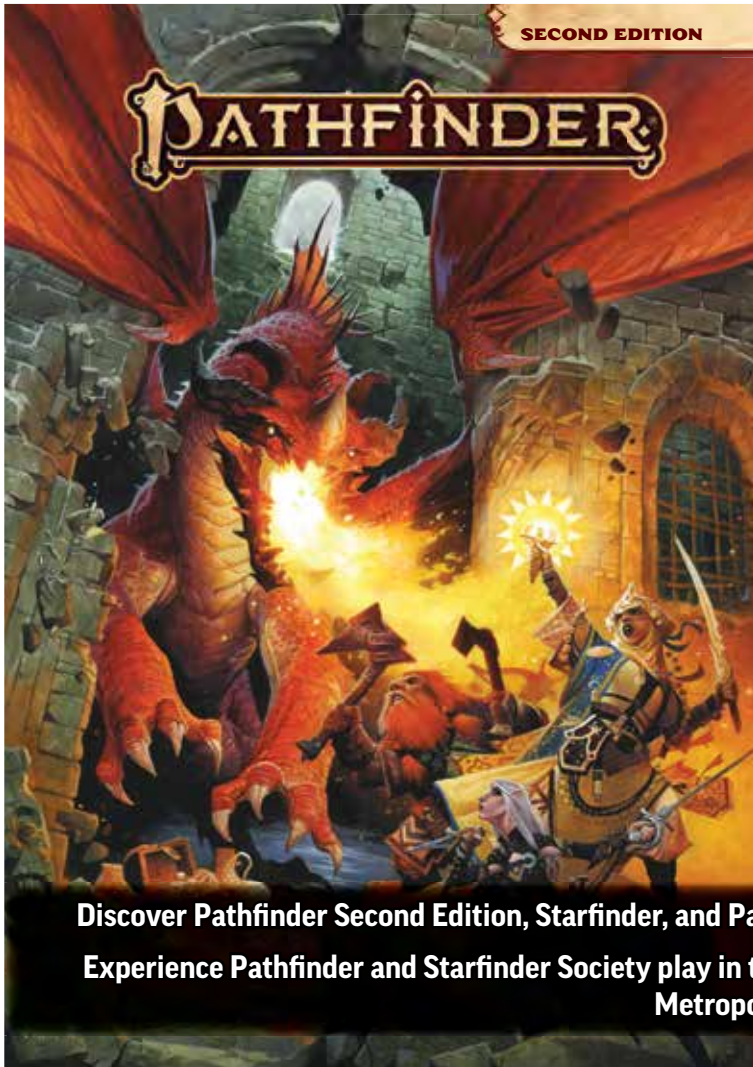
6pm – 7.50pm **DICE TOWER TOP 10** **Toute Suite**
The Dice Tower will be sharing their latest Top 10 countdown with fans at UKGE! Join Tom, Zee and some of their Dice Tower contributors for this popular countdown!

8pm – 8.50pm **BANTER BEHIND THE THRONE** **Toute Suite**
The UK's first podcast concerning all things related to A Game of Thrones: The Card Game, comes to the UK Games Expo! Dave Bamford, Tom Peel and Tony Makos will be recording live from the Toute Suite on the eve of UK Nationals 2019.

**Stop by Booth 1-852
to see what we've
got brewing!**



**GREATER
THAN
GAMES**
play greater >>>



Discover Pathfinder Second Edition, Starfinder, and Pathfinder Adventure Card Game demos at stand #1-638. Experience Pathfinder and Starfinder Society play in the Roleplaying Gaming Area at the Hilton Birmingham Metropole Hotel.

SATURDAY, 1ST JUNE

12pm – 12.50pm **HOW TO GM AT CONVENTIONS** **Cartamundi Theatre**

Join The Smart Party and special guests from The Grogard Files and The Good Friends of Jackson Elias, as they give you the lowdown on how to get the most out of your RPG sessions. With decades of experience, they've got top tips, sage advice, fascinating war stories, and are eager to answer your burning questions. Whether you want to know how to get started, or are an old hand looking for the latest hot take – they're here for you!

12pm – 12.50pm **THIS GAME IS BROKEN! LIVE** **Toute Suite**

The board game comedy panel show is back! This year sees the expansion of the guest list to include Efka and Elaine from No Pun Included, and board game rockstar @actualol aka Jon Purkis will return as a special guest. Join them for an epic board game comedy battle in the second instalment of This Game is Broken: LIVE! with Matthew Jude, Dave Luza, Efka and Elaine (No Pun Included), Jon Purkis (actualol) and guests.

1pm – 2.50pm **THE DICE TOWER QUIZ SHOW!** **Toute Suite**

It's Tom vs Zee vs You! Join the Dice Tower for this live quiz show, where your board game knowledge will be tested to the limits.

4pm – 5.50pm **NO PUN INCLUDED BOARD GAME SHOW!** **Toute Suite**

Board game reviewers No Pun Included host a panel show that will take their guests through a gauntlet of Victorian parlour games - a series of challenges designed entirely to help people make a fool out of themselves. Expect riotous laughter and good vibes.

6.30pm – 7.50pm **SHUT UP & SIT DOWN LIVE** **Toute Suite**

Shut Up & Sit Down return for their fourth year at UKGE. Will this year beat the dizzy heights of Animal Olympics, or will Quinns still have Matt's copy of Pandemic Legacy?

8pm – 9.30pm **GAMING RULES! LIVE!** **Toute Suite**

Join Paul Grogan, Tom Heath, and a variety of special guests for their rundown of this year's Expo and general chatter as they record their podcast, live.

SUNDAY, 2ND JUNE

11am – 11.50am **ADVENTURES IN FAMILY GAMING** **Cartamundi Theatre**

Join Max Davie and special guests for an hour of adventures into family gaming! From a scientific demonstration that board games can save the world, to massive card games with Imagination Gaming, to a Kids v Grown-ups elevator pitch contest, this seminar is the perfect Sunday treat for families of all ages.

12pm – 1.50pm **TOM VASEL INTERVIEWS** **Toute Suite**

Join Tom as he interviews board game designers and guests from the board game industry.

2pm – 3pm **DARKER DAYS RADIO: 10TH ANNIVERSARY** **Cartamundi Theatre**

Darker Days Radio – the premier World of Darkness and Chronicles of Darkness podcast - celebrates its 10th birthday. For this live show they will discuss the exciting releases coming up for these gamelines, and dive in the weird and spooky in their iconic 'Secret Frequency' segment. Guests TBA.

2pm – 4.30pm **MINIATURE WARGAMING THE MOVIE** **Toute Suite**

This event is a full screening of Miniature Wargaming The Movie, which dives into the heart of the wargaming industry. The film follows four individuals as they unveil how wargaming affects their lives in different ways: Andy Bryant, a British war veteran who turns to wargaming as an escape; Chris Nicholls, owner of a small business fighting to secure his family's future; and two young gamers Matt and Adam who travel across Europe in a bid to fulfil their dream of competing in an international tournament. Uncover the true story behind this incredible hobby with best-selling author Henry Hyde who reveals how this hobby came to pass. Miniature Wargaming the Movie includes never before seen footage with Sir Peter Jackson (director of The Lord of The Rings), and interviews with Rick Priestley (creator of Warhammer and Warhammer 40,000), legendary sculptors Alan and Michael Perry, Warlord Games co-founders Paul Sawyer and John Stallard plus many more. Please note this film contains mild adult content which may be offensive to some viewers and/or inappropriate for children.





UK Games Expo isn't just a board games convention. Take a brief look across the lake towards the Hilton, to where another type of game is being run, one that needs smaller rooms and comfortable chairs and a lot less noise...

Roleplaying games.

At UK Games Expo, we have the largest roleplaying games schedule outside of America, with nearly 500 individual games to choose from. We cater for more than 2,000 players across the weekend, more than 600 players a day, with over 100 different games on each day to suit every taste.

In previous years, we haven't really made mention of what goes on over in the Hilton, because most roleplayers have booked their games ahead of time and don't need to be told what we have on because they already know. But that doesn't account for all the games that we put on for everyone who's not a regular roleplayer and everyone who's never

played a roleplaying game.

This year, the D&D Open is being held outside of the United States for the first time this century. After building up the presence of the Adventurers League at UK Games Expo over the last five years our awesome team of volunteers is taking it to the next level. This eight-hour spectacle pits teams of six against more than 100 other players for the chance to be named the official winners of the D&D Open. We're also building on the massive success and popularity of the Adventurers League offering over the last two years by staging our third massive, multi-table Epic.

For both these showpiece events players can expect some fiendish wandering monsters, wonderful costumes and much laughter and cheering. Alongside the Open and Epic, we are also thrilled to be able to offer a raft of Adventurers League scenarios to test new and experienced players. This includes three brand new adventures written specifically to debut here at UK Games Expo: The Sunken Sanctum by Declan Feeney; The Tainted Grove by Richard Green; and Bourne of Candles by Ian Hawthorne.

And on Saturday afternoon don't miss the chance to get up close and personal with some of the people shaping the game and Adventurers League content. For our first D&D Q&A, we're delighted to have with us Chris Lindsay, Product Marketing Specialist for Dungeons and Dragons, who has flown in from Wizards of the Coast's (WoTC) HQ in Seattle to be with us. Chris will be joined on our panel by Adventurers League Community Manager Alan Patrick, who has flown in from Michigan, and our very own Will Doyle – author of numerous

Adventurers League adventures, Epics and Open tournaments. The panel will be available to answer your questions and give you their unique insight into the mechanics of D&D and the Adventurers League and perhaps give you an inkling of the direction of travel for the game we all love.

It's been a lot of work to get us noticed on this side of the pond, and we need to mention the contribution of Martin Tideswell for all his efforts with the Wizards of the Coast team in securing it for us.

In previous years we've had worldwide premieres of both D&D and Pathfinder events, and we expect to have them again. The Open is being run on Saturday from early afternoon to midnight, with the Epic being run on Friday evening.

Another tournament with a long history at the Expo is the Cthulhu Masters, initially designed and arranged by the Expo staff. In the Masters, roleplayers engage in competitive playing and the players themselves judge who wins the tournament. With handmade prizes such as perfect copies of the Indiana Jones Grail Diary and antique vampire hunting kits for the winners, not to mention scenarios specially designed for the event that could never be played anywhere else, this inspired a number of other games companies to offer tournaments of their own. The Cthulhu Masters this year is being run by Chaosium on Friday afternoon, with those who prevail in the first round being invited to the final to compete for the trophy of Cthulhu Master.

Another special event is the Starfinder Scoured Stars Invasion, running on





Saturday evening for a limited number of players with the chance to influence the global storyline as it progresses with Paizo.

This year, Amy Williams, a veteran of the convention games scene for many years, will be on the desk for the whole convention. Amy takes on the unenviable role of having to know all the games going on, where and when, and also if there's any spaces left in them to play. But she's awesome, so when you have any questions about roleplaying games, she's the lady to ask.

All the roleplaying events are happening in the Hilton Hotel, with the room printed on your ticket. Tickets are required for every game, and these range from £2 for the Games on Demand short games

to £4 for all the regular events and £8 for special events like the double session Open. Tickets can be bought from the front desk. If you have tickets for a session that you're not going to be able to attend, you can bring them back for a refund as long as the session previous has not yet been started (so if you have an afternoon ticket, you can refund it until the morning session for that day starts, an evening ticket can be refunded before the afternoon session starts, and a morning ticket can be refunded before the evening session of the previous day starts).

Games start at 9am on Friday and run until 7pm on Sunday. Please arrive five minutes before your game is due to start. For the full schedule of roleplaying games, see our website.



**CHILDREN'S
ROLEPLAYING
GAMES,
SEE PAGE 11**



GAMES ON DEMAND



All the roleplaying games on offer at UKGE are suitable for those who have no familiarity with roleplaying games. Pre-generated characters are always available, and the GMs will provide everything the players need to enjoy the games.

But to make it even easier to start playing right away, we brought in Lloyd Gyan, one of the best GMs on the circuit, to run the Games on Demand section. At Games on Demand, regular scheduling of games is put on hold and several specialist GMs will be on hand waiting for players to turn up.

All you have to do is turn up, tell them what sort of game you want to play, how many players you've got, and how long you've got to play. They'll find you something to play and make sure that it's what you were after. When you're done, if you enjoyed it, they'll be able to recommend what to try out next, at which point you come back to the front desk to chat to roleplaying expert Amy Williams, who will point you in the right direction.

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CHILDREN'S ROLEPLAYING GAMES

UK GAMES EXPO
MAIN STAGE
 PROVIDED BY









UK GAMES EXPO
READING ZONE
 PROVIDED BY

UK GAMES EXPO
PLAYTEST ZONE
 PROVIDED BY



UK GAMES EXPO

NEC HALL 1

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-  **GIANT DICE**
-  **HELP DESK** PAGE 6
-  **MERCHANDISE**
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-  **TOILETS**

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-  **FACE PAINTING** PAGE 11
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-  **READING ZONE** PAGE 10

NEC HALL 1 OPENING TIMES

Friday: 9.30am – 6.00pm
 Saturday: 9.30am – 6.00pm
 Sunday: 9.30am – 4.00pm



UK GAMES EXPO

NEC HALL 2

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TOURNAMENTS PAGE 44

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NEC HALL 2 OPENING TIMES

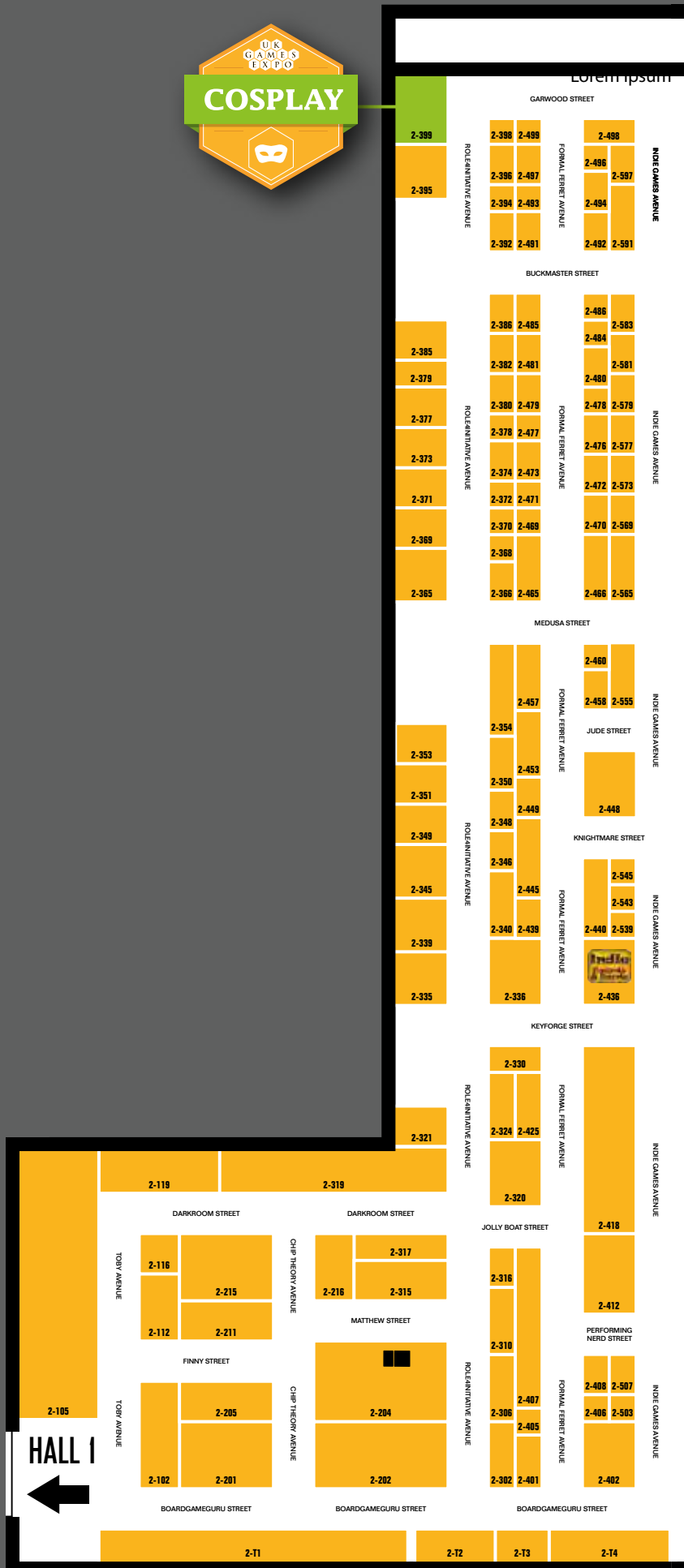
TRADE STANDS

Friday: 9.30am – 6.00pm
 Saturday: 9.30am – 6.00pm
 Sunday: 9.30am – 4.00pm

OPEN GAMING AND TOURNAMENT SPACE

Thursday: 7.00pm – 11.00pm
 Friday: 8.00am – midnight
 Saturday: 8.00am – midnight
 Sunday: 8.00am – 5.00pm

MAP CORRECT AT TIME OF PRINT AND IS SUBJECT TO CHANGE.





UK GAMES EXPO

OPEN GAMING

BATTLEFIELD HOBBIES

2-795

GARWOOD STREET

2-582

CMON AVENUE

2-698

2-696

2-694

2-692

BUCKMASTER STREET

2-584 2-583

2-580

2-684

2-680

2-678

SMACKDOWN STREET

2-574

2-572 2-573

CMON AVENUE

2-674

HELEN STREET

2-568 2-565

2-670

2-668

MEDUSA STREET

2-558

2-552

CMON AVENUE

2-658

2-654

STEEL STREET

2-542

2-538

CMON AVENUE

2-648

2-644

2-640

2-638

KEYFORGE STREET

2-510

CMON AVENUE

2-628

2-624

2-614

2-610

CMON

2-502

CMON AVENUE

BOARDGAMEGURU STREET

UK GAMES EXPO

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UK GAMES EXPO

OPEN GAMING

OPEN GAMING

AREA A

AREA B

AREA C

AREA D

AREA E

AREA F

AREA G

AREA H

AREA I

AREA K

AREA L

AREA J

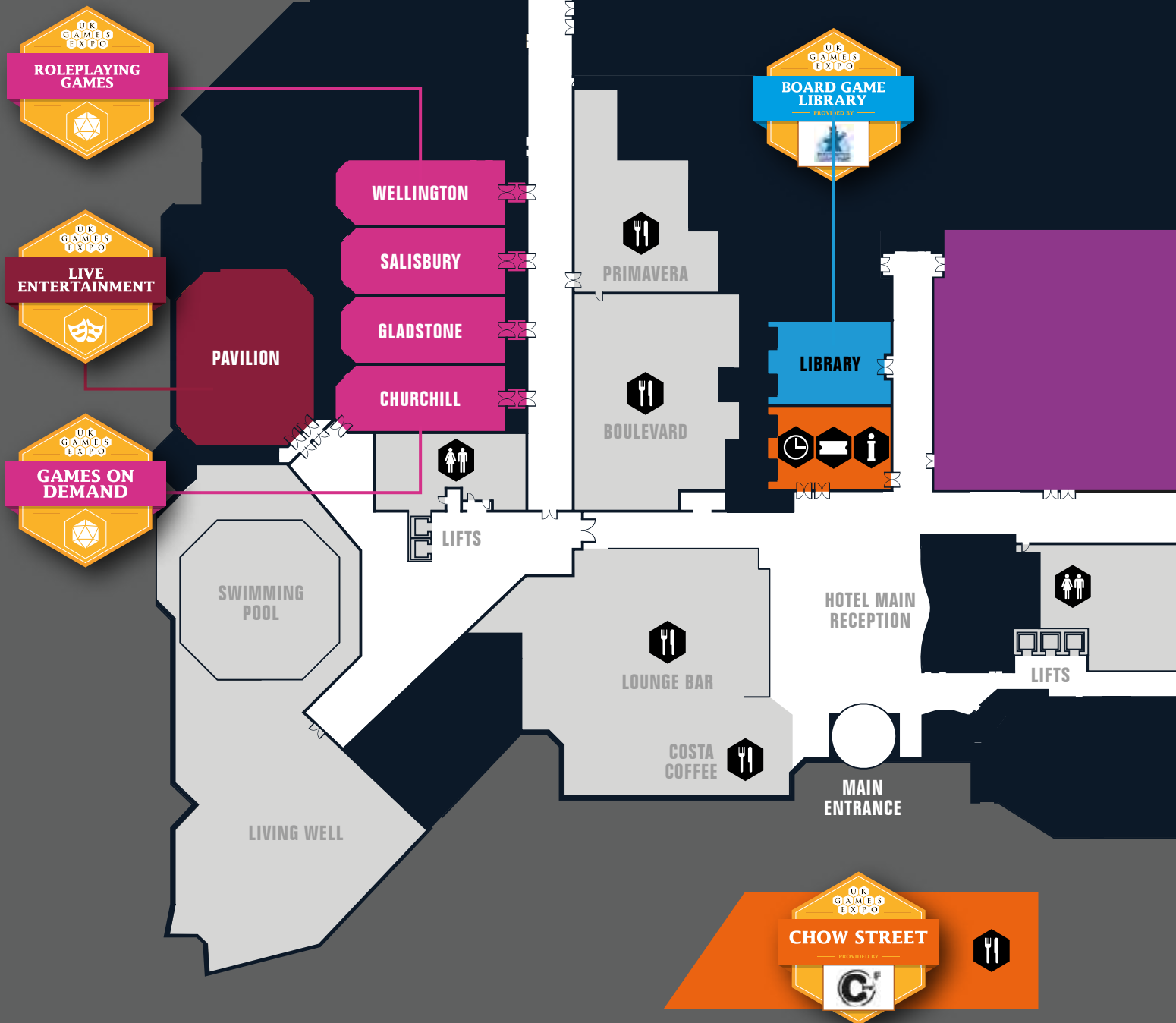
AREA M

ENTRANCE

UK GAMES EXPO

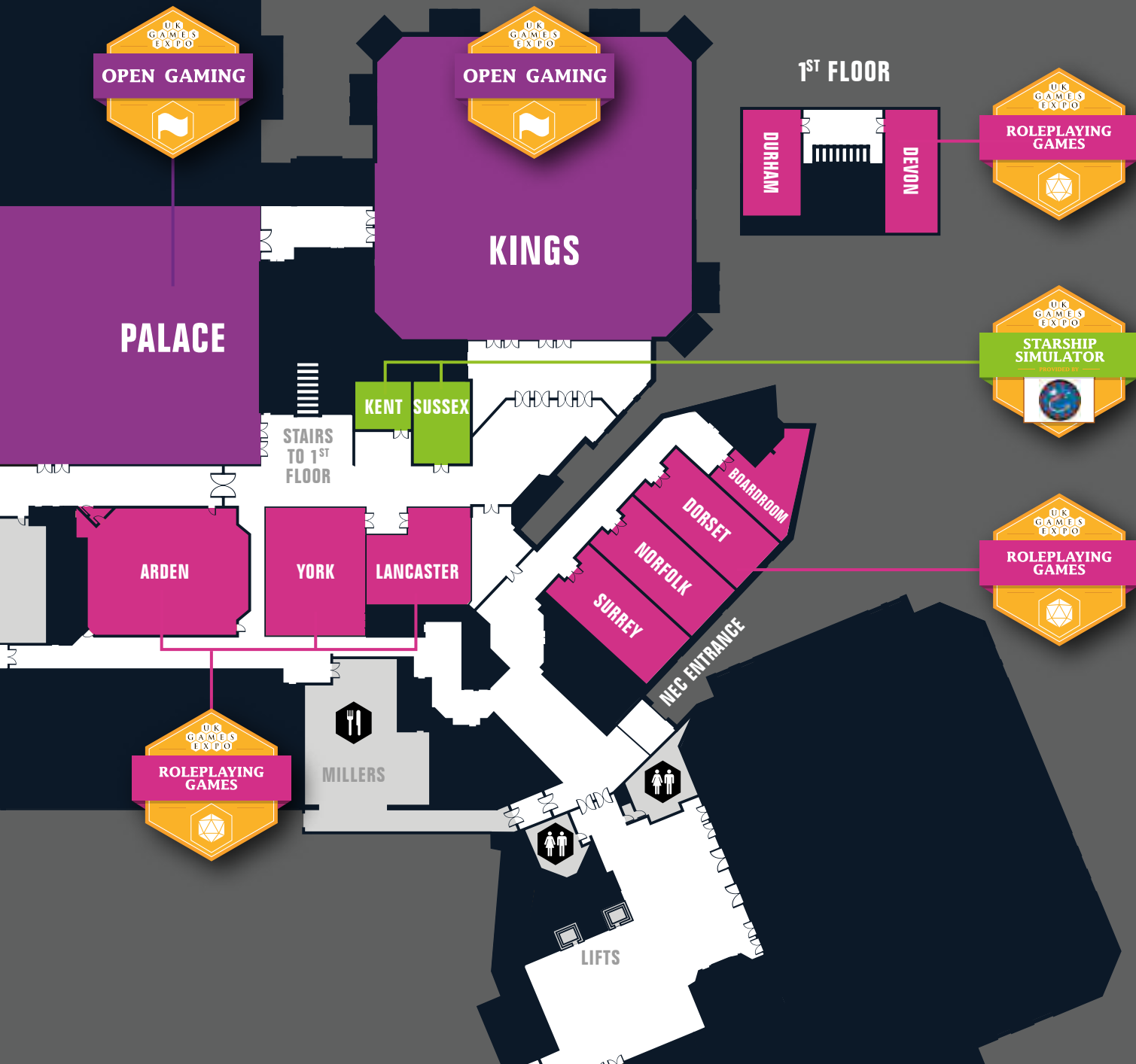
TOURNAMENTS

AREAS N, P, Q & R ARE IN NEC HALL 3A



HILTON BIRMINGHAM METROPOLE HOTEL

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OPEN GAMING

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GAMES ON DEMAND

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STARSHIP SIMULATOR

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LIVE ENTERTAINMENT

PAGE 14

HILTON HOTEL OPENING TIMES

OPEN GAMING IN THE HILTON HOTEL

Friday: 10am – 2am
 Saturday: 10am – 2am
 Sunday: 10am – 5pm

ROLEPLAYING ROOMS

Friday: 10am – midnight
 Saturday: 10am – midnight
 Sunday: 10am – 5pm

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Syrinscape

Syrinscape brings you the first official sounds of the legendary DUNGEONS & DRAGONS roleplaying game.

THE SOUNDS OF LEGENDS!

Visit **Booth #1-673** at UKGE 2019 to try out the Official sounds of the D&D RPG, then enter the Syrinscape Sound Cave for your chance to appear in an upcoming D&D SoundSet!

Bring the city of Waterdeep to life with the power of Sound!

With a myriad of characters recorded by industry celebrities – including Chris Perkins performing the pivotal roles of Volo and the glorious Xanathar; Mike Mearls performing the role of the spoilt young noble Renaer Neverember; and Satine Phoenix, performing 'scary' gazer growls – Syrinscape's *Waterdeep: Dragon Heist* SoundPacks help immerse your players in the adventure like never before.

The SoundPack also includes a rollicking evening in Waterdeep's notorious watering hole, the Yawning Portal, a thunderous troll attack, a fully interactive Durnan the barkeep to buy drinks from or probe for information, the streets of Waterdeep in all four seasons, kenku, kobolds, goblins, a treant, a squidgy gray ooze battle, the gold dragon Aurinax, and so much more.

"Syrinscape is the perfect tool to give my D&D sessions an audio track to match the action in my imagination." – Mike Mearls, Franchise Creative Director, DUNGEONS & DRAGONS

DUNGEONS & DRAGONS

EXHIBITORS

2Tomatoes Games	Indie publisher from Barcelona. Will be doing demos of upcoming game "New Corp Order".	1-592
3C GROUP SPRL	German group developing wargames, tactical card games and cooperative games.	1-190
3T Merch	Officially licensed Superhero, Comic, Anime, Film and Video related clothing.	2-382
A1 Comics	Scotland's best comic, toys and gaming stores.	1-227
ABC Brushes	High Quality Artists brushes for miniature and model painting. Large choice - Great Value!	2-405
Absolute Dice	Designer and Manufacturer of Fast, Fun and Family Friendly Dice Games.	1-168
Accentuate Games	Award-winning game developer, showcasing their new strategy game, Rats to Riches.	1-578
Adversity Games	Publisher of the forthcoming Nightlancer cyberpunk game.	2-573
Aegir Games	Demoing grand strategy title Europa Universalis: The Board Game, soon on Kickstarter.	2-324
Aether Void	Aether Void is a tabletop RPG combining the best of Fantasy, Steampunk and SciFi.	2-396
Affinity Studios	Games Developer.	2-T2
All Rolled Up	Award-winning tabletop accessories, handcrafted game rolls & folding dice trays.	1-266
Alley Cat Games	Showcasing the popular game "Dice Hospital", as well as Chocolate Factory & Coral.	1-936
Allingham Games	Ever wanted to go self-sufficient? Try our fun faily game, The Good Life.	1-287
Animal Ailments	Come and play Animal Ailments - The Wild Miming Game! Wild fun for all the family!	1-370
Anne Stokes	Fantasy artist Anne Stokes will be signing. Plus loads of products and art prints.	1-337
Archon Studios Sp Zoo	Polish company producing high quality and detailed gaming miniatures.	2-315
Ares Games	Italian based board games company.	1-302
Arkenforge	Map maker, audio and campaign management tool for tabletop RPGs	2-507
Art Of Andree	Fantasy, comic, cartoon and board game artist.	2-665
ART of WAR Shirts	Unique and striking T-shirts for gamers, re-enactors and lovers of military history.	2-470
Art of War Studios	The best tokens and accessories for your games.	1-278
Artis Opus Limited	The finest brushes for passionate artists, crafted by artisans using true Kolinsky Sable.	1-677
ASK Games	This husband/wife duo are debuting their first game Warren Wars. A game of Bunny Warfare!	1-515
Asmodee	A leader in the distribution of board games and trading card games in Europe.	1-652
Asmodee Digital	Digital versions of board games.	2-558
Atlantis Miniatures	Creators of High Quality Fantasy Resin Miniatures.	1-1121
Awaken Realms	Publisher and creator of many KS hits like Nemesis, Tainted Grail or Lords of Hellas.	1-385
Backspindle Games	Family games. Selling NEW Dance of the Fireflies & demoing MourneQuest & Ninja Squad.	2-555
BadCat Games	Scottish publisher of exciting boardgames including ElemenZ and Gladiatores.	1-565
BARPIG	The Compact Adventure Party Game with a Hilarious Piggy Twist.	1-691
Basically Wooden	Gorgeous game storage boxes, organisers and game accessories - something for everyone!	1-244
Battle Foam	Battle Foam is the leader in storage solutions for the table top wargaming community.	1-985
Battlefield Hobbies	An accessible, comfortable games venue and retailer located in the centre of the country.	2-795
Battlesystems	Offers realistic 28mm sci-fi & fantasy terrain for table top gamers and collectors.	1-1034
Beanie Games	A family owned hobby game store and tabletop gaming centre in the North East of England.	2-317
Coram Beanstalk Children's Reading Area	Children's reading area showcasing Coram Beanstalk, our literacy charity.	1-895
Bebop	Games retailer from Malaysia.	1-414
Berserker Art	New pirate card game with art by Simon Bisley and kid's colouring competition ages 6-12.	2-371
Bezier Games	Bezier Games, Inc. publishes a variety of fun strategy and party games.	1-152
Big Potato	Everything from quiz games to party games, kids games to toys.	1-382
Black Armada Games	The publishers of Lovecraftesque, the GMless roleplaying game of brooding cosmic horror.	2-628
Black Box Adventures	An indie tabletop games developer and publisher from the Netherlands.	1-693
Blackrock Games	French board games publisher.	1-665
Blue Donut Studios	We are the publisher of Line The Skateboard Card Game.	2-445
Board Game Book	A hardback book packed with game critiques, exclusive designer interviews and photography.	2-471
Board Game Box	Family business located in Germany and Switzerland specialising in board games.	2-566
Board Game Crate	Delivering the best, award-winning board games directly to your door, every month.	1-305
Board Game Extras	Providing that something EXTRA for your board game experience.	1-202



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JOHN CARTER OF MARS

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GEEKNSON

INTRODUCING READY-MADE TABLES BY

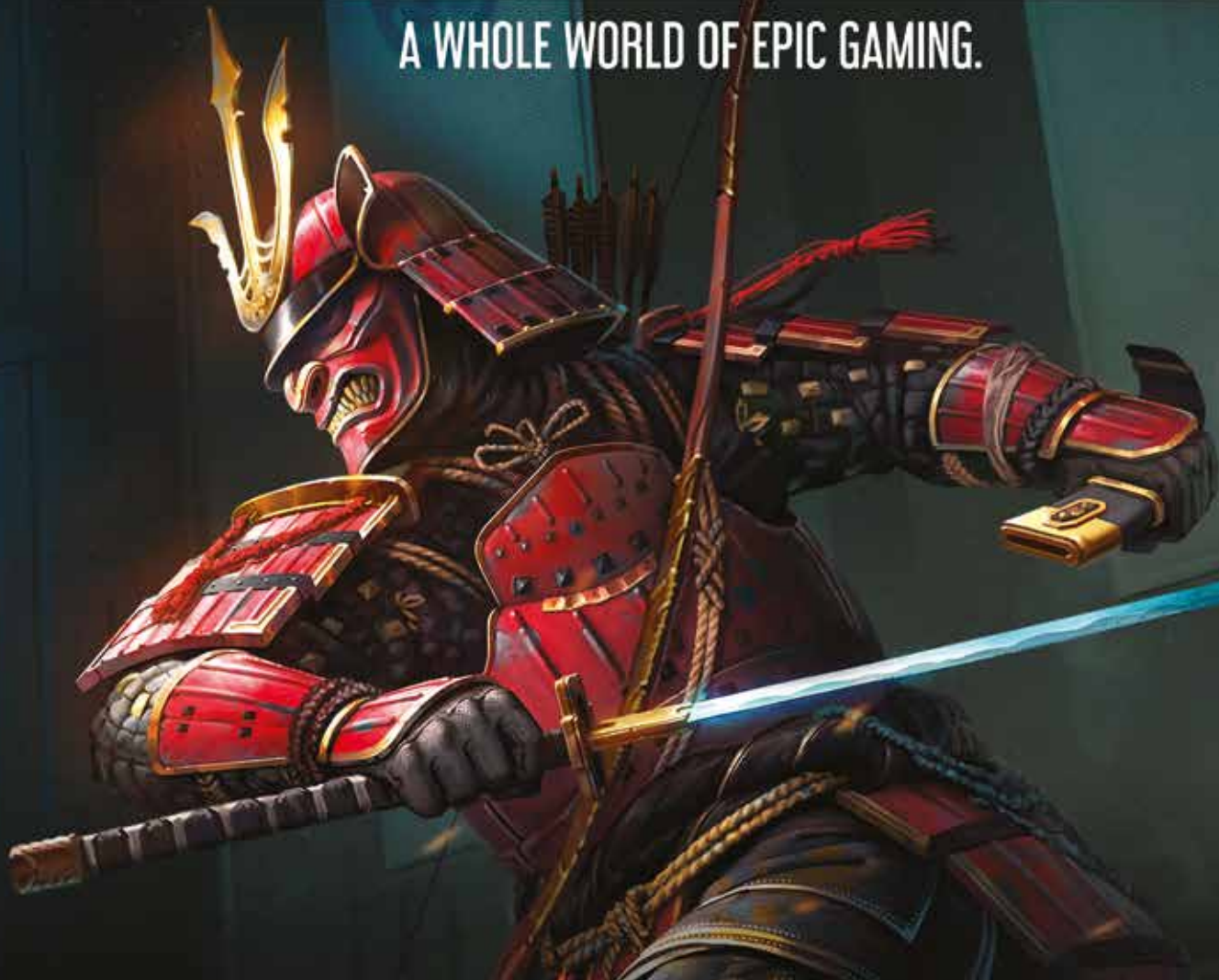
MOBS GEEK™
 by GEEKNSON

Board Game Guru	Stocks a wide and ever-improving range of board and card games for all ages and interests.	2-T1
Board Games Maker	Online manufacturer of components, for games and prototypes with no minimum order limit.	1-366
Board&Dice	We aim to make interesting, deep and diverse games, each being a unique experience.	1-506
BoDa Game Ltd	Highly experienced and longstanding manufacturer in the board and card game industry.	1-1123
Brain Games	Latvian publisher of family board games like ICECOOL, Doodle Rush, Logic Cards and others.	1-940
Braincrack Games	UK-based publishers of Downsize, Mined Out!, Farsight and Dead & Breakfast.	1-836
Brambledown Designs	Artist available to provide bespoke illustration for games and many other projects.	2-458
Brother Vinni	Brother Vinni is a miniatures sculptor from St. Petersburg (Russia).	2-477
Burley Games	An independent designer, manufacturer, distributor and wholesaler of board games.	1-1008
Bydand Design	Beautiful, unique and quirky jewellery and accessories all lovingly created by Helen.	1-160
Cake, Battle and Roll	Mobile board game library for hire, board game accessories and general geekery.	1-198
Call-to-Mind	A playful communication tool that combats boredom & agitation in people with dementia.	2-385
Cardboard&Coffee Games	Designer. I'll be playtesting/demo'ing 3 games: X Arrr!, Retro, and Nuts And Bots.	1-424
Cards of Fate	Designer and publisher of storytelling games for the tabletop.	2-449
Cards on the Table Games	Publisher of the Quiz Casino Game.	1-699
Cartamundi	The world's largest manufacturer of card and board games.	1-333
Catan Studios	Catan Studio develops and publishes Catan, the famous board game by Klaus Teuber.	1-702
Cerberus Studios	Design studio of highly detailed miniatures for fantasy tabletop games.	2-466
Certain Death Publishing	The creator of the RPGs Pigsmoke, Plague of Storms and Gods and Monsters.	2-628
Chaos Cards	A leading retailer for collectible trading cards and accessories in the United Kingdom.	1-314
Chaos Generators	Creating RPG tools like encounter generators, story icons, and our blog RandRoll.	1-422
Chaosium	Publisher of the Call of Cthulhu Roleplaying Game.	1-484
Characterville	We sell a massive range of very popular Geeky Jewellery and Pocket Watches.	1-144
Chip Theory Games	Providers of the most amazing board game experience!	2-201
Cinnamon Games	We are a new boardgame developer and publisher from the Netherlands.	1-699
Clever Unicorn Ltd	Isle of Man Based Boardgame Designers and Publishers.	2-425
Click Heat	Reusable instant heat pack for your hands, neck, feet, or even as a baby bottle warmer!	1-274
CMON	Publisher of critically acclaimed games including Zombicide, Blood Rage and others.	2-502
Cog 'O' Two	Feed your acrylic addiction with our high quality gaming accessories.	1-684
Coiledspring Games	A leading UK distributor of some of the world's best games, puzzles and jigsaws.	1-960
Comic Turns	Play a hand of Comic Turns, the Comic Strip Storytelling Card Game! For Ages 7+.	1-559
Cosy Dice	Custom made dice bags and accessories for the gaming and wargaming world.	1-632
Creative Quest	Hand crafted RPG accessories, Dice Book Boxes & Bags, Flight Stands, Healing Potions.	1-273
Crooked Dice	Specialise in wargames rules and miniatures inspired by the many and varied iconic worlds.	1-108
Cubicle 7	The creative team behind The Doctor Who RPG and Card Game, Victoriana and many more.	1-1002
Cubiko	Unique, handcrafted wooden boardgames. JamSumo, Q.E. Carreau, Paras and Chopsticks.	1-557
Cucafera Games	Our games bring travel, myths, legends, culture, and traditions to the table and beyond.	1-517
Cucumber Games	Developers of the worlds greatest Cucumber themed games.	2-479
Czech Games Edition	The best games from the Czech Republic and beyond. Games designed by gamers, for gamers.	2-418
D.Taylor Woodworking	Dice trays, chests and other handcrafted gaming accessories, built from quality hardwoods.	1-192
Darren Pearce	A fantasy and sci-fi author and game designer.	2-680
Days of Wonder	Publishes top-quality, family-oriented board and online games.	1-1102
Decking Awesome Games	An Irish board game developer of thematic and exciting games. Come play our games.	1-236
Deep-Cut Studio	Game mats and gaming accessories extraordinaire.	1-979
Deneb	The tactical fantasy miniatures game Deneb.	2-581
Devir Games	A Spanish board games publisher presenting their new releases and full catalogue.	1-602
Dice Sports	Publisher of the games Z WAR ONE, Airflinx and Starflinx.	1-361
DigiSprite	Publisher of Doomsday Bots, presenting our next game - Adventure Mart!	2-346
DJECO	DJECO offers a range of classic and original games for children and families.	1-1183
DMB Games	DMB Games Makes 3D Resin Gaming Tiles & Accessories for Tabletop Games.	2-T4
DnDice	Premium exciting and unique metal dice plated for RPGs and tabletop wargames.	1-880
Dongguan HongSheng Printing Company	Chinese based games manufacturer.	1-527
Draco gaming Inc	Creating miniature games for the settings Eldritch Century and Dragon Lords.	2-T1
Dranda Games	Dranda Games is an indie publisher that will be showing off its newest game, Solar Storm.	1-297
Draw Lab Entertainment	A publisher of board games and accessories. Come and try Fired Up and our previous games.	1-467/2-407



BOOTH 1-686

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MONUMENTAL

TOKAIDO 東海道

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Nakniji 波路

Dream Big Games	Demoing Wreck and Ruin, the home of post-apocalyptic vehicle miniature violence!	2-636
Dreamcraft Games	We are a small indie board game publisher based in Thessaloniki GR and Braunschweig DE.	2-345
Drink Drank Drunk	The Game of Mis-Beer-Having!	2-340
DungeonCraft	Moulds and casting supplies for war games and RPGs.	2-579
East Street Games	We are an independent games company. We develop, produce and distribute board games.	2-320
Eclectic Games	Dedicated retailer for Repos Productions and Atlas Games.	1-864
Edge Hill University	Specialises in Games Programming.	1-108
Ed's Gaming Emporium	We offer boardgames, RPG's, card games, pre-orders and more at excellent prices!	2-481
Eldritch Rach	Artist & Creator.	2-406
Elzra Corps	Publisher of Catacombs, the first fantasy, dexterity "dungeon crawl" tabletop game.	2-569
Emmerse Studios	Creators of the Laugh-Out-Loud Family Card Game; Quirk!	1-1091
EN Publishing	EN Publishing is the publishing arm of EN World.	2-T1
EpicDungeonTiles	Bring your adventures to life. Dungeon tiles & Accessories.	2-469
Esdevium Games	The UK's largest distributor of games, now Asmodee UK.	1-1092
ET Games	Beautiful wooden games, encompassing dexterity and strategy.	1-1136
Everything Epic	We're a US games publishing company, makers of Big Trouble in Little China the Game + more.	1-476
Fabryka Kart Trefl	Printing great card games for 70 years. Now the most modern games factory in Europe.	1-799
Fanboy 3	A favourite gaming destination in Manchester.	2-673
Fantasy Flight Games	Fantasy Flight Games is a leading hobby game company based out of Roseville, Minnesota.	2-510/ 2-536
FeralGamersInc	An independent publisher from the UK and the creators of Ghost Ops and League of Seekers.	2-503
FireGangs 1840s	The fast, fun and frantic game of inter-gang firefighting. Dice rolling strategy action.	1-416
Firestorm Cards	Basingtoke based shop & online retailer of board games, card games and CCG's.	1-1011
First Falling Leaf Ltd	Publishes the SINS RPG.	1-454
Flatpack Forces	Full colour wargaming figures and terrain.	2-497
Floodgate Games	Makers of Sagrada, Bosk, Vault Wars, Epic Resort & Legacy: Gears of Time.	2-336
Flying Leap Games	Publishers of Wing it the extreme story telling game.	2-698
Foam Brain Games	We sell dice!	2-116
Fog of Love	Danish publishers of the Fog of Love game.	1-976
Formal Ferret Games	Formal Ferret Games is the publishing outlet for board game designer Gil Hova.	2-402
Free League Publishing	Swedish Publisher of award-winning tabletop role-playing games.	1-598
F-Side Games	Hobby Game Retailer.	2-498
FUNFORGE s.a.r.l.	French publisher of fun and beautiful card and board games.	1-686
FunkiFruit	2019's freshest card game: can you get the Funkiest Fruit before insect swarms devour it?	2-496
Galactic Knights	Star Wars Costumes and Props on display.	2-399
Gale Force Nine	Publisher of board and miniatures games.	1-768
Game on Tabletop	All-in-one crowdfunding solution for Tabletop Games.	2-112
Game Toppers LLC	High quality, portable gaming tops which transform your table into a gaming table.	2-373
Gameland	Publisher and producer from China, developer of children's and family games.	1-470
Games and Gears	Sophisticated high end design & high quality goods at an affordable price.	1-1125
Games Lore	One of the UK's largest online retailers.	1-T8
Games Quest	A leading supplier of many popular, traditional and educational games.	1-520
Games Workshop	Publisher of the Warhammer AOS, 40K, and Underworld miniatures games and figures.	1-802
Gametee	Gaming T-Shirts, Gaming Goods, Luxury Roleplaying Accessories and Journals.	1-908
Gaming Books	The Home of Loke BattleMats Books of Battle Mats!	1-426
Gangly Games	Gangly Games brings you Gangs of Britannia, the strategic and bluffing boardgame.	2-583
Gatehouse Gaming UK	Everything for your army and diorama.	2-366
Gateway Games	Lots of easy to learn games for beginners and more experienced players who wish to learn.	1-892
GCT Studios	Designs games, that are both challenging for the strategist and fun for the casual gamer.	1-327
Geeknsons	A UK based manufacturer of bespoke furniture made out of the highest quality hardwood.	1-842
Geeky Clean	Geek themed bath products.	1-1132
Geekycool	A Marvellous Emporium of Handmade and Bespoke Jewellery.	2-349
Gen 42	Vektorace a board-less car racing game. Hive, Tatsu and a prototype puzzle game: Feed Me!	1-1027
Genius Games	Creates high quality table-top games that are both entertaining and educational.	2-215/ 2-216
Genki Gear	Genki Gear produces original t-shirts that stand out amongst a crowd!	1-241
Gibbos Games	Adult card games for immature adults.	2-351
Gibsons	Proudly Entertaining Generations for 100 years.	1-992

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Avenue, for a chance to **win a year's
supply** of dice!

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Gingerbread Games	Gingerbread men baking up sweet board games. Game developers based in the United Kingdom.	1-164
Golden Ginty Games	Canine Kleptomaniacs - dogs stealing stuff, in a card game. Come along for all ages fun.	1-521
Goliath	Creating toys and games to inspire children and adults beyond their imagination!	1-997
Goodman Games	US based publisher of roleplaying adventures including Dungeon Crawl Classics.	2-666
Grand Gamers Guild	US based indie game publishing company.	2-457
Grand Prix International	Manufacturing games in the US for over 40 years.	1-184
Greater Than Games	Publisher of Sentinels of the Multiverse, Spirit Island, Compounded and other great games!	1-852
Grimlord Games	Publisher of Endure the Stars, Village Attacks, ETS 1.5 and The Everrain.	1-998
Grimwood Games	Grimwood is a highly chaotic, slightly strategic game of competition and sabotage.	2-380
Grizzly Games	Let's colonise space together! Come pick up a copy of 'Home on Lagrange.'	2-484
Gutter Games	UK-based publisher of fiendishly funny party games and drinking games.	1-240
Haba	Children's, Family, Educational, Fun and Active Games and of course Rhino Hero! Come on!	1-952
Haba Family Zone	A place for families to play games together.	1-1052
Hall or Nothing	Hall Or Nothing Productions delivers thematic, narrative, award-winning tabletop games.	1-1016
Handiwork Games	Creator of Bang & Twang and The Forrest Dragon.	1-361
Handmade By Glart	Etched glassware with a geeky twist. Perfect for DMs, high rollers & party killers.	1-796
Harps Corps	High quality geek products and customized hardwood projects.	1-445
Helion's Art	Artist of book cover and interior game artwork, illustration and cartography.	2-680
Hello Debate	The game for those who love to argue.	2-499
Highfell Games	Introducing FellBound, the game of card combat, developed by Highfell Games.	2-379
HIT Games Ltd	Create, design and publish new and exciting card games for your family and friends.	1-293
HOBBITY.EU	Polish publisher of modern board games.	1-194
Holy Grail games	French board game publishing company that specializes in crowdfunding projects.	1-T11
Honeybadger Games Ltd	Edible games and gifts.	1-490
Hopwood Games	Independent award winning designer. Mijnlieff, Daring Dustbunnies, Flipside and more.	1-295
Hub Games	Creators of Holding On: The Troubled Life of Billy Kerr, Blank, and MegaCity: Oceania!	2-211
Hydroglyph Games	Hunt down outlaws in a game of Retribution or do as little work as possible in Slackers!	2-478
Imagination Gaming	Engage and educate both children and adults in fun and entertaining games.	1-1084
Immortal Gaming	Greek Mythology at its best. Roll dice, draw cards, battle beasts. Will you get out alive?	1-288
Incredible Innovations	Specialising in custom engraving, light signs, and other bespoke work!	2-644
Inside the Box	Play with Ideas.	1-714
International Paintball Group	Paintballing group.	1-478
Intrepid Games	Introducing LANDER. An innovative space themed resource management strategy game.	1-470
Intuitive Games	In Equity the Board Game you compete in a real market simulation of stocks and artworks.	2-324
itten	We create fun experience beyond winning and losing, through our original unplugged games.	2-348
James Hayball Art	A concept art illustrator and artist.	2-678
Japanime Games	Dedicated to bringing you the finest games from Japan and beyond!	2-102
Jason Anarchy Games	For hardcore casual gamers: Drinking Quest, Le Neckbeard and Pretending to Grownup.	2-486
JBL Partners	Partners is an unpredictable, highly entertaining combined board and card game.	2-591
John Adams Leisure Ltd	A huge range of games for the whole family including Rubik's, Rummikub, Othello and more!	2-319
Jonathan Green	Freelance writer of speculative fiction, and contributor to Fighting Fantasy.	2-640
Jumbo Games	Publisher of Stratego and other new and highly entertaining board games.	1-783
Just Crunch Games	Resting place of the Cthulhu Hack, rules-lite RPG of Lovecraftian horror and investigation.	1-266
JWS Europe	JWS Europe is a manufacturer and distributor of activity, skill and puzzle toys.	1-1086
Kakapopo Ltd	UK company that design and make metal dice, deck boxes and briefcases for tabletop gaming.	1-299
Kasasagi	Gifts for gamers. Handmade meeples and dice in your choice of sterling silver or jelly!	1-490
Keep Exploring Games	Play/buy our new games Cuzco, Mexica, Tikal, Tour Operator and/or The Dutch East Indies!	2-339
Kinnaird Games	Publisher of The Coin Tribes Revolt.	2-372
Kixto Ltd	Kixto offers dependable picking, packing, storage and advice.	1-596
Knight Models	Batman Miniature Game, Harry Potter Miniatures Adventure Game, DC Universe Miniature Game.	2-580
Kosmos Games	We bring you entertaining, high-quality boardgames from the German-engineered Kosmos line.	1-602
K-Play International Ltd	Over 20 years of experience in working with the toy & gift trade.	1-1093
Kraken Wargames	We bring the most realistic and sharp looking mats to your gaming tables.	2-354
Lamentations of the Flame Princess	Brutal and wondrous Weird Fantasy tabletop role-playing game.	1-257

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WHO DID IT?



DICE ACADEMY



Langleys of Norwich Boardgames	Norwich based games retailer.	1-475
Leisure Games	Independent bricks & mortar specialist games retailer since 1985 located in North London.	1-1026
Lightseekers	Lightseekers is an exciting TCG available both physically & digitally.	1-614
Lion Tower Miniatures	32mm fantasy figures for RPGs and wargames.	1-235
Lonely Bears	Fun. Strategy. Bear Hugs. Bear MURDER. Check out our hilarious 2-4 player card game.	2-696
Lonely Red Planet	Fun screen-printed t-shirts and merchandise based on movies, tv shows and games.	2-439
LongPack Games	LongPack Games provides board and card game manufacturing for game publishers.	1-798
Lucky Duck Games	We specialize in pc/mobile game adaptations as well as story-driven board games.	1-628
Ludi Creations	A Finnish based board game publishing studio making people happy with cardboard and wood.	1-114
Ludonova	Spanish publisher of board games for everyone.	2-374
LunaLynes Illustration	Artist also selling jewellery and accessories.	2-372
Magic Geek	Retailer of board games, card games, and collectable card games like Magic the Gathering.	1-206
Magic Madhouse	Tabletop and TCG e-store with a massive range at highly competitive prices.	2-105
Magister Militum	Products for wargamers. Supreme commander of all forces on land or sea.	1-797
Magnate: The First City	Build a city and make a fortune before the market crashes. Strategy game for 1-5 players.	2-T3
Man O Kent Games	SSO the 1-6 player game of sci-fi survival and previews of Moonflight the Deck-unbuilder.	1-134
Mantic Games	Outstanding wargames miniatures and tabletop games, inc Hellboy & The Walking Dead.	1-574
Maths Trade	Meeting point for the daily 10 a.m. Math's Trade.	1-183
Medusa Games	Publisher of Nine Worlds, Magnificent Flying Machines and Great Fire of London.	2-665
Meeples Games	Durham's new board game shop!	2-448
Meeples Corner	Online shop for the board game enthusiast.	2-302
Melsonian Arts Council	For all your auteur roleplaying game needs.	1-261
Mercia Books	Indie publisher of fantasy and historical novels including the Northern Crown Series.	2-572
Merlin Games	UK based family owned board games company.	1-1083
Micro Art Studio	Specializes in accessories for tabletop games such as scenery, tokens and playmats.	2-646
Mindclash Games	Hungarian design team known for Anachrony, Trickerion, and Cerebria.	1-252
Mindjammer Press	British publisher of roleplaying games including Mindjammer	1-566
Minuteman Miniatures	3D scanning and printing of figures for roleplaying games.	2-614
Mizo Games	Board game publisher from Taiwan.	1-724
Mleeg Board Games	Board Game Publisher.	1-1185
Moaideas Game Design	A leading boardgame publisher from Taiwan, with a main focus on Euro-strategy games.	1-174
Modiphuis Entertainment	British publisher of roleplaying games including Achtung! Cthulhu and Star Trek Adventures.	1-552
Mon Chaton	Range of delightfully colourful alternative gift ideas.	1-277
Morag Hickman Jewellery and Sculpture	Handmade original jewellery, sculpture and unique jigsaw puzzles ready to hang on the wall.	1-291
Mostly Curious Games	A steampunk style art company. Creating game assesories and display pieces.	1-186
Mottokrosh Machinations	Hypertellurians, science fantasy in the future of old. Demo games on the hour every hour.	1-196
Mozi Co Ltd	Design and publish board games for interpersonal communication and entertainment.	1-174
MyMiniFactory	3D Printing Community for guaranteed 3D Printable Models.	1-346
Mythic Games	Publisher of rich & immersive games supported by market-leading artwork & miniatures.	1-902
Natural Twenty Gaming Tables	Nat20 board gaming tables – the ultimate addition to your gaming addiction!	2-353
Nightfall Games	Creators of the SLA RPG and Cannibal Sector One Skirmish Game.	1-361
Nuts! Publishing	Nuts! Publishing will release in 2019 two games in English, Mini Rogue and Saigon '75.	2-539
Oathsworn	Miniatures for the Burrows & Badgers skirmish game, and for the Sensible Shoes RPG.	1-228
Oink Games	Fun and nicely designed games in small boxes from Japan!	1-1018
OM Games	Presents yet-unpublished THE GRADUATES, by Harvard students, a realistic business game.	1-696
On TableTop Stage	A place to catch up on all the gaming buzz and hear the awards results.	1-394
One Free Elephant	Scottish Indie publisher of ORE-SOME, Carcosa and our new game Microbrew.	2-310
Onyx Path Publishing	Onyx Path Publishing is the publisher of Pugmire, Scarred Lands, Scion, Exalted, and more.	1-286
Opozo Ltd	Modular Play Systems. All age groups. Thinking Outside Boxes. 1,000,000 games offered!	2-394
Orbit: The International Space Race	Indie board game publisher of Orbit: The International Space Race.	2-368
Original Content London	A creative studio specialising in the boundary between platform and content.	1-683
Osprey games	Boardgame and wargames publisher showcasing new releases including Wildlands.	1-927
Other Dimensions	Sci-fi and fantasy themed products.	1-894

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Paco Sako	Paco Sako or Peace Chess a brand new game-concept with focus on harmony and peace.	2-491
Paizo	Publisher of the critically acclaimed and best-selling Pathfinder and Starfinder RPGs	1-638
Panda Game Manufacturing	Nevada based games manufacturer.	1-357
Para Bellum Wargames	Fantasy wargames rules and figures.	1-778
Patriot Games	Bespoke play mat and gaming accessories for artist, designer and gamer. Trade and retail.	1-262
Peculiarity	Publisher of Summoner's Isle. Come and play our new pocket dice game, "Sumo Gnomes!"	1-214
Pegasus Spiele	One of Germany's largest publishers and distributors of games of all types.	2-204/ 2-306
Pelgrane Press	The award-winning RPG publisher of 13th Age, Trail of Cthulhu and Night's Black Agents.	1-594
Peruke Games	Peruke. The quick fire dice game of strategy, tactics & luck.	1-162
Phalanx	Publisher of Hannibal & Hamilcar, Nanty Narking and U-BOOT The Board Game.	2-205
Phillip S Davies	Author of the Destiny's Rebel Trilogy and other Fantasy Novels.	2-572
Physical Gaming Ltd.	Designers of Four Elements - a turn-based action strategy game that is easy to learn.	2-692
Pirates of Penryn (SeaGriffin Games)	60 scurrilous crew, twelve 'orrible rums, and an eccentric seamonster. Tentacular fun.	1-285
Plaid Hat	The board game studio behind Dead of Winter, Mice and Mystics, Summoner Wars, and others.	1-784
Play For Keeps	UK based Independent board game publisher.	2-577
Playtest UK	A friendly group of board/card game designers and playtesters.	1-183
Plug N Play	A selection of retro video games & consoles.	2-465
Portal Games	Polish creators of role-playing games and board games.	2-552
Primal Atom Games	Creators of the Quest RPG and the upcoming Flatpack Vampires game	2-670
ProFantasy Software Ltd	A leading provider of fantasy map-making software for gamers.	1-697
Proteus 3D Modelling	3D printers of Dragonlock RPG terrain and accessories.	2-492
PSC Games	Publisher of military and strategy games by Richard Borg, Martin Wallace and others.	1-252
Puzzle Card	Birthday cards for board game lovers. Solve the puzzles to beat the card!	1-154
Pwork Wargames	Game mats, scenery, terrain and accessories to transform your tabletop into a battlefield.	2-365
Quality Beast	Berlin-based board game publisher, currently producing Seize the Bean.	1-282
Quantum Games	Morecamble based online Games retailer.	2-543
Queen Games	German publisher of board games for families and enthusiasts.	1-502
Quined Games B.V	We publish Euro-style strategy games in different sizes. We'll bring our newest releases.	1-699
R&R Games	Maker of Family Fun Games for all ages and levels! We have the 'Games You Want to Play!'	2-694
RAIDS	The storytelling RPG accessible for all ages and levels of experience for 1+ players.	1-265
Ralph Horlsey	Renowned Fantasy Artist and the man behind the UKGE Dragon.	2-674
Ravensburger Ltd	Manufacturer + publisher of board games/puzzles featuring the wicked game Villainous.	1-698
Reaper Miniatures	Makers of fine gaming miniatures. Check out our Paint and Take!	2-335
Red Djinn Productions	The Runelords Board Game Demo Booth.	1-996
Red Knight Toy Group Ltd	Agency representing the best toys, card & board games for players everywhere.	1-240
Redwell Games	Try our new quick draw game Six Gun Showdown, or our award winning debut game Vote ME!	2-610
Renegade Game Studios	Demo games at the Renegade Game Studios booth to find your next game night hit!	1-514
Revelation Games	Designer of Reveal - the hidden words games with no questions just answers.	2-350
Ridley's Games	Trendy games that are totally unique, fun and just the right amount of quirkiness!	2-392
River Horse	The creators of My Little Pony, Tails of Equestria and the Henson Collection.	1-846
Rock Paper Cynic	Award-winning gaming-themed comics, artwork and dice towers by Peter Chiykowski.	1-267
Rogue Artist Creations	Creators of TOP HATS AND TREACHERY and home of the MASSIVE d20 dice! Come, play and buy!	1-458
Role 4 Initiative	Maker of tabletop game accessories: Diffusion, Dice, Dry-Erase Dungeon Tiles & Miniatures.	2-330
Room 17 Games	Games Design studio offering Tenfold Dungeon, Miremarsh, Museum Rush and Conan.	1-828
Rowan Rook and Decard Ltd	Makers of accessible, beautiful, clever games, including Spire, Goblin Quest and Unbound.	2-628
Rubicon Models	Hard plastic kits for the Tabletop Miniature Games and Military Modeling market.	1-269
Rudy Games	Play innovative hybrid games like the strategy game LEADERS or the family game INTERACTION.	1-1077
Sabrewolf Games	Come and try our games before you buy!	2-656
Sarissa Precision	Laser cut buildings, bases and tokens.	1-494
SC Skillmann	Author who writes contemporary thrillers and suspense fiction.	2-572
Scale 75	Wargames figures, paints and kits.	1-126
Scores Forge	Polish board game publisher of games that engage.	1-180
Seajay Games	Demo of Galactic Era, a space 4X board game about Darkness and Light by Channing Jones.	2-473
Shades of Vengeance	Creators of the Era RPG titles and Champion of Earth. We'll be running demos all weekend.	2-401
Shadowborne Games	If you go down to the woods today...	1-821

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SNAG : verb ; to catch, grab or seize quickly.

OMINOES: Heiroglyphs.
 The tile laying, tile flipping game from the Ominus Valley.

Grab cards ahead of everyone else to win.

Make groups, earn blessings, build pyramids and win.

2-6 players. 10 minutes.

2-4 players. 45 minutes.



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DINO WORLD

PHARMA

STAND 1-936

Shadows of Esteren	RPG set in a medieval world with horrific, gothic overtones in a dark, low fantasy setting.	1-251
Sharkee Games	Sharkee Games is featuring the recently distributed Dead Throne with Mechanical Market.	1-492
SheBlackDragon	Professional freelance artist with many credits in the roleplaying industry.	2-684
Shutup and Sitdown	The famous board games website and podcast.	1-568
Sidekick Games	Board game store which also backs interesting board games via Kickstarter.	1-232
Siege Studios Limited	Professional Miniatures Painting.	1-452
Sinister Fish Games	Demo & buy Villagers, Removable Stickers for Gloomhaven & expansion, & cute wooden coins!	2-412
Slight Games	Publishers of the card games Snitch.	2-654
Smirk & Dagger Games	Owner Curt Covert demos hot 2018 games & upcoming 2019 titles, SHOBU, Menace Among Us, etc.	2-408
Something for the Geekend	Buy cool T-shirt Designs - Gaming, TV, Movies, Music, Funny & More...	2-317
SonicSowleGames	Developing new board and card games.	2-476
SoulMuppet Publishing	Publisher of RPG products including Best Left Buried.	1-896
Spiral Galaxy games	Telford based board game and card game publisher and distributor.	1-114
Spirit Games	A real shop since 1984, online too since 1996, and attended Expo in its very first year.	1-136
Square Enix Europe	A whole new facet of Square with great tabletop games based on world-renowned franchises!	2-542
Squarehex	Shopfront for Oubliette Magazine, selling a range of paper pads and accessories.	1-256
Starry Games Manufacturer	A professional board game manufacturer from HongKong with own dice and miniature factories.	1-789
Steve Jackson Games	Publisher of Munchkin 40k, Blob Lobber, Car Wars, Super Kitty Bug Slap - come get a demo!	1-864
Stronghold Games and Indie Boards and Cards	US based publisher of board games including Terraforming Mars & Great Western Trail.	2-436
Stuff by Bez	Games that respect you, your time, and your cash. Decks with hundreds of games. Cat chaos.	1-T3
Sunset Games	Real-time action games that are intuitive, fun and collaborative.	2-472
Surprised Stare Games	We design and publish board and card games that are surprisingly original!	1-T5
Syeknom Games	Come & play what we hope you'll think is one of the best 2 player strategy games.	2-378
Syrinscape	Epic games need epic sound! Let Syrinscape bring your games to life on PC, MAC and mobile.	1-673
Tabletop Crafter	Handmade tabletop RPG accessories and 3D printed miniatures with customisation options.	2-370
Tabletop ID	Anti-Counterfeit, Marketing and Analytics solution. TAP-TO-WIN at participating booths.	2-377
Tabletop Tyrant	Retailer and manufacturer of tabletop games and accessories including storage solutions.	2-316
Taiwan Boardgame Design	We are a publisher and agent that brings you the most innovative boardgames from Taiwan.	2-565
Team Custard Kraken	We're two blokes who publish our own board games and have fun doing it!	1-377
Tee Turtle	Creators of nerdy shirts, games, plushies, socks, and other fun pop culture accessories.	1-731
TerraTop Workshop	Producers of detailed tabletop terrain.	1-132
The Amazing Mystery Box	Boxes full of gaming and geek products.	1-584
The Bespoke Geek	Geek themed clothing.	1-1024
The Brotherhood Games Ltd	Trading cards retailer.	2-683
The City of Games	The City of Games design & publish games focusing on fun mechanics & beautiful components.	1-730
The Clockwork Tea Party	Purveyors of jewellery and millinery for anyone of a steampunk proclivity.	1-T4
The Cognitive Merchant	We make handcrafted bespoke gaming accessories for TTRPG, including our All-in-One GM Kit.	2-386
The Crafting Jones	Geek Chic Creations for You and Your Home! Handcrafted with love and nerdiness.	2-610
The Crafty Footballer	Designer showcasing TAC-TICS, a quick play football card game for families and friends.	2-493
The Crux Code	Taking a new spin on word games.	2-398
The Dice Shop online	One of the World's largest volume retailers of dice!	1-T6
The GamesQuest Shop & Drop	A place to leave your games whilst you carrying on shopping.	1-298
The Great Alcatraz Escape	The Great Alcatraz Escape - showcased prior to Kickstarter Launch. Come see and play.	1-553
The Happy Puzzle Company Ltd	Stop here & play The Genius Square, now being suggested as 'the cleverest game ever!'	2-119
The Historic Games Shop	Historic games from the Romans to 18th century and games inspired by history and folklore.	1-589
The Pandemonium Institute	Based in Sydney, Australia. Makers of an addictive new social deduction game.	2-584
The Printers Guild	Producers of printed merchandise. Printing designs supplied by any one with a .PNG	2-395
The Role Play Haven	We're a chain of role-playing clubs who raise money for charity.	1-468
The Secret Cat Shop	We make tabletop gaming inspired pins, tote bags, notebooks and other nerdy accessories!	2-460
The Spirit	A new Zine covering all aspects of Games/Gaming - Launch issue available as FREE download,	2-572
The Thornless Rose	Home of the D20 Dice Bag Kit. Live Action to Table top, Leather work to suit your Style.	2-494
The Ultimate Games Master	Ultimate Games Master: a complete Role Playing, Table Top and Larp companion app.	1-884
The World of Legend	Interactive theatre designer brings you highly playable fantasy games & RPG soundscapes.	1-294
THEGarageGamer	Up to £20 off your purchase with our Dice roll discount!	1-561

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You are a prisoner, confined to the brig of a vast space station. Now you face danger at every turn, on a desperate mission to escape. But be warned, many dangers lurk in the depths of uncharted space...

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EARLY-BIRD PLEDGES JUNE 1-3

KICKSTARTER

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Themeborne	Publisher of the Escape the Dark series.	1-792
Thirsty Meeples	A range of games stocked by the Thirsty Meeples Board Game Cafe.	1-1042
Thunder Vaults	Believe in creating engaging and memorable board games and graphic novels.	2-574
Tiffany Crosara Ltd	Tarot themed game.	1-142
Tinkerbot Games	Custom made affordable quality gaming tables: 6-seaters for £495 and 4-seaters for £395.	2-T2
Tompert Games	Publisher of Donning the purple. Visit us and play the upcoming expansion Votes & Virtue.	2-324
Toon Hammer	Tabletop game creators. Goblin' Goblins and new sci-fi board game: Arkosa.	2-449
Travelling Man	Friendly comic and games shops in Leeds, York, Manchester and Newcastle.	1-434
Triple Ace Games	Publisher of innovative and fun roleplaying games, card games and board games!	1-102
Tritex Games	Specialist in collectable miniatures, tabletop games, accessories and dice at great prices	1-402
Trywin Games	An independent games publisher.	1-420
TTCombat	Miniatures games Carnevale, RUMBLESAM, Dropfleet & Dropzone Commander & MDF scenery kits.	1-334
Twilight Creations	Publisher of horror-themed board games, including the award-winning Zombies!!!	2-440
Tyr Terrain	A company selling Sci-fi and Fantasy terrain at reasonable prices to fill your tables.	2-321
UFO Press	A publisher of RPGs that take you to new worlds, including Legacy: Life Among the Ruins.	2-628
UKGE Board Game Library	Run by Thisty Meeples - borrow games to play at the show.	2-885
UKGE Bring and Buy	Probably the world's largest gaming bring and buy. Run in memory of Autumn Garwood.	3-202
UKGE Children's Roleplaying	Roleplaying Games for children 5-12. No knowledge of rules is needed.	1-296
UKGE Exhibition Services	Exhibitors enquiries and services.	1-T2
UKGE Hall 2 Event Desk	Buy your tickets for Entertainment and Organised Play.	2-846
UKGE Help Desk	General information, help and advice.	1-T9
UKGE Merchandise Stand	Buy your UKGE souvenirs here.	1-T9
UKGE Pack and Post	A service provided by Gameslore to post your games home from UKGE.	1-T7
Ultrapro	The leading manufacturer and supplier of sports and gaming collectibles accessories.	2-202
Underworld Kingdom	Publisher of Stworze - game about Slavic myths and legends.	1-898
Vesuvius Media	Vesuvius Media is a Canadian boardgame publisher.	1-376
Viking Crafts	Historical artefacts and games from the Viking Age.	Viking Vilagel
Vincent Fantasy Art	Unique fantasy art creations.	1-156
VR Distribution UK Ltd	Distributor of Party Games and other games. Official Distributor of Amigo games.	1-891
Walrus Ventures Ltd	Are you hungry for Power? Come play our new game Manipulate and build your shady empire.	2-485
War Banner	A new company to the wargaming industry, producers of the new skirmish game 'Gangs of Rome'.	1-494
Warbion	WARBION is a colourful string matching board game for the whole family.	2-480
Warcradle Studios	Makers of Wild West Exodus and Dystopian Wars. Distributor of a wide range of games.	1-752
Warfactory.pl	Dust 1947 - game set in alternative timeline of walkers, lasers and powerful superheroes.	2-453
Warhammer Adventures	Action-packed stories about brave heroes battling monstrous enemies.	1-895
Warhammer Age of Sigmar: Champions	Warhammer Age of Sigmar: Champions is a new TCG available both physically & digitally.	1-738
Warlord Games	28mm Historical & Sci Fi Wargames Miniatures.	1-912
Warploque Miniatures	Unique fantasy figures for wargamers, collectors and painters.	1-994
Wartorn Games	Demonstrating Meeple Force: a 2-5 player tabletop dexterity game of Heroes V Aliens.	2-369
Wattsalpoag	Echidna Shuffle, which sold out at UKGE 2018, Jet Set, Claim It!, Last Call, and more.	1-928
Wayland Games	Wayland Games is Europe's largest independent retailer for tabletop hobbies.	1-752
White Peak - Board Game	Developing the White Peak Board Game.	1-523
White Wizard	Publisher of Star Realms, Hero Realms, Epic + all new Sorceror launching for sale at UKGE!	1-864
Wizkids	Award-winning liscensed games, miniatures & other products.	1-536
Word Forge Games	WFG produces Devil's Run, CheekZ, Package!?, Pocket Landship & D-Day Dice.	1-361
Wotan Games	Come play War of the 9 Realms - the Nordic Armageddon as well as Brexit: The Real Deal	1-214
Wren Games	Designing intuitive, easy to learn cooperative games. Our first title is: Assembly.	2-624
Xi Cards	Indie developer. We design, make and love to play Xi Cards, a strategic fantasy card game.	1-460
Yay Games	Offering Award winning family fun games. Bringing SNAGGIT, OMINOES and more!	1-343
Yu-Gi-Oh!	Japanese collectible card battle game developed and published by Konami.	2-592
Zatu	Zatu Games is a fast becoming the UK's favourite (and most affordable!) online retailer.	1-916
Z-Man Games	Canadian-based board game publisher of Pandemic, Terra Mystica and Citadels.	1-352
Zombunny Designs	Spooky accessories for you and your home.	2-597

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ENTRANCE

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UK Games Expo hosts dozens of tournaments in board games, card games, and miniatures games. Some are national finals, with winners going on to travel to Germany, France, Bermuda, and the USA to play in world finals. Many tournaments, however, are more casual affairs, so if you fancy showing how good you are, or just enjoy a competitive atmosphere why not sign up to one of the tournaments?

The tournaments will be taking place in NEC Hall 2, NEC Hall 3a and the Piazza Suites - the full schedule is available to view on the UKGE app and website. If you want to know what you can sign up to play in while you're here, visit the events desk in NEC Hall 2 or the Hilton Hotel Library Room. Tickets start at £3.

BOARD GAME TOURNAMENTS

Fancy settling a new land, building railways, some terraforming action, or forging a civilisation? There's lots to choose from here.

Here is the line up: Catan UK Championship Qualifier, Terraforming Mars, Carcassonne (4 Player), Dominion, Mega Civilization, Detective Launch Event, Splendor, Agricola UK Championship, Carcassonne UK Championship, 7 Wonders, UK Rummikub Tournament, Ticket to Ride UK Championship, 7 Wonders Duel, Four Elements UK Nationals, UK Kingdmino Championships. Arcadia Quest: Riders Tournament, Rising Sun Mini Tournament. There are also two charity fund raisers offering the chance to play a game with Zee and Tom from The Dice Tower.

CARD GAME TOURNAMENTS

Head out into space, forge some keys, or embrace a heroic destiny in our card game schedule.

Here is the line up: KeyForge Vault Tour Birmingham, Legend of the Five Rings (L5R) Grand Kotei Birmingham, NISEI Netrunner European Championship, Dragon Ball Super Card Game Single Tournament, Dragon Ball Super Card Game Team Tournament, Dragon Ball Super Card Game Sealed events, Shadowfist UK Modern National 2019 Championship, Shadowfist UK

Classic National 2019 Championship, Star Wars Destiny National Championship, A Game of Thrones 2nd Edition National Championship, Star Wars: Destiny Grand Championship (Nationals), Lightseekers Championship Precursor, Warhammer Champions - Championship Precursor, Lightseekers UKGE Championship, Warhammer Champions - 5K Championship, Epic Legend Series Tournament, Star Realms Legend Series Tournament, Hero Realms Legend Series Tournament, Dicemasters, Arkham Horror Events.

MINIATURES TOURNAMENTS

Take command of your army and prepare to sweep all before you in our miniature wargames events.

Here is what is on offer: L'Art de la Guerre, Field of Glory Ancient & Medieval V3, DBMM Mortem et Gloriam, Dust 1947, Star Wars: X-Wing Grand Championship (Nationals), Star Wars: Armada Grand Championship (Nationals), Star Wars: Imperial Assault Grand Championship (Nationals), Bushido Grand masters. Warhammer Underworlds: UK Games EXPO Grand Clash, Warhammer 40,000 EXPO Tournament, Warhammer Age of Sigmar EXPO Tournament, Blood Bowl, A Song of Ice and Fire miniatures games, Blood Rage - Tournament, Rising Sun Mini Tournament, Star Trek Attack Wing - Unofficial National 2019, Heroclix sealed and constructed events.





We have partnered with Cartamundi and Playtest UK to bring you a dedicated Publisher & Designer Track, offering playtest tables, game design and marketing seminars, and panels, networking events and opportunities for budding designers to pitch their ideas to publishers.

The Publisher & Designer Track events is all about helping you on your journey to making a tabletop game. These events include something for everyone at every stage of the process. There are events to help you get your creative brain bubbling or how to design educational games that aren't boring, and even specialised events with solicitors that deal with contracts or how to protect your intellectual property.

The playtest events will be taking place in NEC Hall 1, at Stand 1-183, while the seminars will be in the Piazza Suites,

comprising the Cartamundi Theatre Room, The Meeple Workshop Room and the Dice Class Room. These are all located off the same corridor, near NEC Hall 2. Don't forget our Ambassadors are on hand to help you if you get lost - look for the pale blue UKGE shirts.

The Publisher-Designer Speed-Dating, Publisher-Designer Networking, and New Designer Bootcamp have an application process and are invitational events only. Keep an eye on our website to find out how you can sign up for next year's events. The Games Design Masterclass is a ticketed event - tickets available from the event desks in NEC Hall 2 and the Hilton Hotel Library Room. Everything else is free and you can just attend, although some events have a finite capacity so arrive early to avoid disappointment.

FRIDAY, 31ST MAY

12pm – 12.50pm **CONTRACTS AND YOUR GAME** **Cartamundi Theatre**
Michael Ridge of Penningtons Manches gives a talk, providing an overview of a games publishing agreement (its purpose, the key terms, what to look out for etc), and key legal issues to consider when self-publishing games or setting up a board games publishing company.

12pm – 12.50pm **MAKING A GAME SYSTEM** **The Meeple Workshop Room**
From the deck of playing cards, to Looney Pyramids, to their own Wibbell++ deck - join Bez for this talk on the challenges of making multiple games from one set of components.

12pm – 1pm **A WORLD'S INHABITANTS - HOW TO MAKE YOUR CHARACTERS REAL** **The Dice Room**
Ed Jowett (Shades of Vengeance) and Darren Pearce (Judge Dredd RPG, Shaintar, Doctor Who) talk about the techniques they use to bring characters to life. How do you know what to explain about the person standing in front of your main characters (whether in a story or an RPG)? How do you make sure they seem as real as possible? Find out here!

1.30pm – 4.30pm **GAMES DESIGN MASTERCLASS** **The Meeple Workshop Room - £15**
The Game Design Masterclass is a crash course in the theory and practice of creating exciting boardgames and card games, led by James Wallis, a professional game-maker with decades of experience. You'll discover how games function, why people play them, and what makes a good one, then you'll work in small teams to conceive, design, build, playtest, and refine a complete game that you can take home with you. You'll also get to test two other new games. This is the masterclass's first time at UK Games Expo. The Games Design Masterclass normally costs £30 to attend, but the sponsorship support by Cartamundi allows UK Games Expo to offer you this at a reduced cost of £15 for UKGE attendees. The cost includes all game-building materials.

2pm – 3pm **HOW TO MAKE A FANBASE** **Cartamundi Theatre**
Games don't sell themselves! So in an age of crowdfunding, social media and online marketing what can you do to make sure your game gets seen? Join Helena Tzioti and learn how to make a fanbase for your games.

6.30pm – 8pm **THE PUBLISHER-DESIGNER SPEED-DATING** **Piazza Suites - INVITE ONLY**
This private event gives designers the opportunity to pitch their completed game designs to several publishers. Keep an eye on our website to find out how you can apply for next year's event.

7pm – 9pm **RPG DESIGNERS' SOCIAL NETWORKING EVENT** **Hilton hotel, Norfolk Room**
Open to RPG designers and writers looking to meet up and chat with others.

9pm – 11.30pm **PUBLISHER DESIGNER NETWORKING EVENT** **Piazza Suites - INVITE ONLY**
This private event is for designers, publishers, and other members of the gaming industry. See our website for an announcement on how you can apply for next year's event.



Interested in playing new board games before they are released and maybe getting your name in the credits?

Head over to our Playtest Zone, part of UKGE's Publisher & Designer Track, in NEC Hall 2, Stand 1-183.

The Playtest Zone runs during trade hall opening hours, and gives you the chance to help shape a brand new game before it hits the shelves. Designers who want to register for next year's event can check out www.playtest.co.uk.

MATHS TRADE

The organisers of our Playtest Zone host a games exchange each morning at 10am. Money raised at this event will go towards our 2019 charities – see page 49.





SATURDAY, 1ST JUNE

10am – 12pm **DRAW LIKE A PRO - GOOD VS EVIL EDITION** **The Dice Classroom - Reservation required**

Gill Pearce and Linda Jones explore the concept of good vs evil and how to bring out the best or worst in your artwork. The workshop will consist of a talk given by the artists, a discussion on good vs evil and the opportunity to make or break your own stereotypical art. You will need to bring your own art supplies. This event is free but please email Gill at hellionheartist@gmail.com to reserve your seat.

10am – 2pm **NEW DESIGNER BOOTCAMP** **The Meeple Workshop Room - Invite only**

This is an intensive, four-hour dive into the development and presentation of your prototypes to publishers and the public, hosted by Alex Yeager (Mayfair Games, Steve Jackson Games). Keep an eye on our website to see how you can apply for next year's event.

11am – 11.50am **BOARD GAME DESIGN 101** **Cartamundi Theatre**

For anyone thinking of becoming a board game designer, or anyone curious about the process of design, join Bez for this crash course on the journey of board game design. Covering everything from getting that first idea, where to find playtesters, to the stumbling blocks at the start of your adventure, and how to manage revenue expectations.

1pm – 1.50pm **TEMPLE OF ELEMENTARY RETAIL** **Cartamundi Theatre**

With the 'Learn Everything About Games Retail Playing D&D' series, Dave Salisbury from Fan Boy Three will teach you everything you never thought you needed to know about opening your own gaming store. Draw maps. Roll up characters. Kill monsters and steal their treasure for fun and profit. Games retail tradecraft has never been so much fun!

2pm – 2.50pm **TOP TIPS ON TEACHING GAMES** **Cartamundi Theatre**

Paul Grogan from Gaming Rules! gives some of his best tips on teaching games, including a discussion about the "Gaming Rules! interactive drip-feed method for demoing games at conventions" – which really needs a shorter name!

2.30pm – 4.30pm **DIY RPG** **The Dice Classroom**

Create your own RPG in an hour, then playtest it! Whether you're an experienced designer looking for a fun challenge or you just fancy giving it a try, we'll find you a team, guide you through the process, and even have time for a little playtesting!

3pm – 3.50pm **20 YEARS OF GAMING** **Toute Suite**

Join our industry experts as we take a look at the last 20 years of board gaming. Speaking on their experience will be Alex Yeager (Mayfair Games, Steve Jackson Games), Dominic McDowall-Thomas (CEO Cubicle 7), and Erik Mona (Paizo).

3pm – 4pm **HOW TO BE CREATIVE** **Cartamundi Theatre**

We can all be creative when the mood takes us, but what can you do when you've got deadlines and you can't wait for the right mood? Join Darren and Ed for this talk on what you can do to get the creative juices flowing, and set the right mindset to keep them going.

4.30pm – 6pm **WRITE LIKE A PRO** **Cartamundi Theater – Reservations Required**

Join Darren W. Pearce, an industry veteran who has worked in RPGs since 2000, and talk about world design issues, ideas, and experiment within an informal workshop designed to get you up to speed about the aspects of worlds and characters you might not have met yet. Please email Darren Pearce at D.wolfyone@gmail.com to reserve your seat in this workshop.

6.30pm – 8pm **FULFILLING YOUR KICKSTARTER PROJECT** **Cartamundi Theatre**

Kickstarter you can handle. But how do you get your incredible game from the manufacturer into the hands of your backers? The world of freight, logistics, and distribution can be daunting. Let the UK's leading fulfilment company GamesQuest walk you through their ultimate guide to crowdfunding fulfilment.

SUNDAY, 2ND JUNE

12pm – 12.50pm **BOARD GAMES AND IP** **Cartamundi Theatre**

Jonathan Moss of Hogarth Chambers will give you an introduction to Intellectual Property and your board game.

1pm – 2pm **USING YOUR GAMES CRAFTING POWERS FOR GOOD (OR AWESOME!): DESIGNING STEM/STEAM GAMES *WITH* CHILDREN.** **Cartamundi Theatre**

A talk by Tom Cockeram (Tang Mu Designs) covering his experience as a Makerspace Educator and Designer, using games design as a method for delivering education and inspiring confidence in the face of the unknown. Crafting materials and techniques for a wide range of technologies will be discussed, as well as a showcase of some of Tom's work created using these techniques.

TABLETOP SCOTLAND



24th & 25th August 2019 @ Dewars Centre, Perth | www.tabletopscotland.co.uk

Tabletop Scotland brings the world of tabletop gaming to Perth.

- > Over 30 exhibitors including makers, publishers and hobby retailers
- > Over 1,000 seats for open play
- > HABA family zone suitable for all ages
- > Asmodee UK & Coiledspring demo zones
- > Over 250 games in our library
- > Charity bring & buy in aid of MacMillan Cancer
- > 80+ tables of RPGs across the weekend
- > Seminars, live shows and a screening of Eye Of The Beholder: The Art of Dungeons & Dragons
- > Empty Epsilon starship bridge simulator
- > UK Championship Qualifier tournaments



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- Captivating art



- Pattern building
- Racing for goals
- Custom butterfly meeples



- Combo crafting
- Tableau building
- Amazing landscapes



PREMIERES

BOOTH 1-506



CHARITIES

The UK Games Expo is proud to be supporting the charities SUDC, Coram Beanstalk, and Seren's ALL Stars in 2019. We do this via direct donations to our chosen charities.

This year, the sources of our donations are: commission charges from items sold at our Bring & Buy. The Giant Happy Salmon Game - which takes place at 6pm on Saturday, in NEC Hall 3a. Bucket collections by cosplayers. All of these donations will go to our chosen charities. These proceeds are declared by UKGE in our company returns. In 2018 we gave over £19,000 to charity.

SUDC

SUDC UK is a charity dedicated to increasing awareness and understanding of Sudden Unexplained Death in Childhood (SUDC). It also funds research to better understand and prevent these tragedies. The sudden unexplained death of a child is one of the most under-recognised medical tragedies of our time.

Co-founded by three SUDC bereaved mothers in 2017, in memory of all SUDC children, the charity aims to make a difference by shining their light on SUDC. Our vision is for SUDC to be predictable and preventable. Its mission is to raise

awareness of SUDC, fund research into SUDC, represent families affected by these tragedies and influence national politics and services. Find out more at www.sudc.org.uk.

CORAM BEANSTALK

Coram Beanstalk recruits, trains and supports volunteers to provide one-to-one literacy support in early years settings and primary schools to children who have fallen behind with their reading.

Coram Beanstalk's volunteers transform the lives of the children they support, turning them into confident, passionate and able readers. Find out more at www.beanstalkcharity.org.uk.

SEREN'S ALL STARS

Seren's ALL Stars is a Special Named Fund at CCLG raising funds for research into acute lymphoblastic leukaemia (ALL). On 18 December 2018 Seren was diagnosed with acute lymphoblastic leukaemia. Before then she was happy and bright with a kind, caring nature. She still is all of those things but, in addition, she is now facing a two to three year battle with cancer. Find out more at uk.virginmoneygiving.com/fund/Serens-ALL-Stars.



Download the UK Games Expo app for a pocket guide to what's going on over the weekend. The app has been designed to complement your visit to this year's Expo.

EXHIBITOR LIST: Search for exhibitors by stand number, name, and key words.

EVENTS LIST: Details every tournament, RPG and show at the UK Games Expo.

FOOD: Find out what your options are for getting fed and watered during Expo.

MAPS: An overview location map, plus maps of NEC Halls 1 and 2, and the Hilton Hotel.

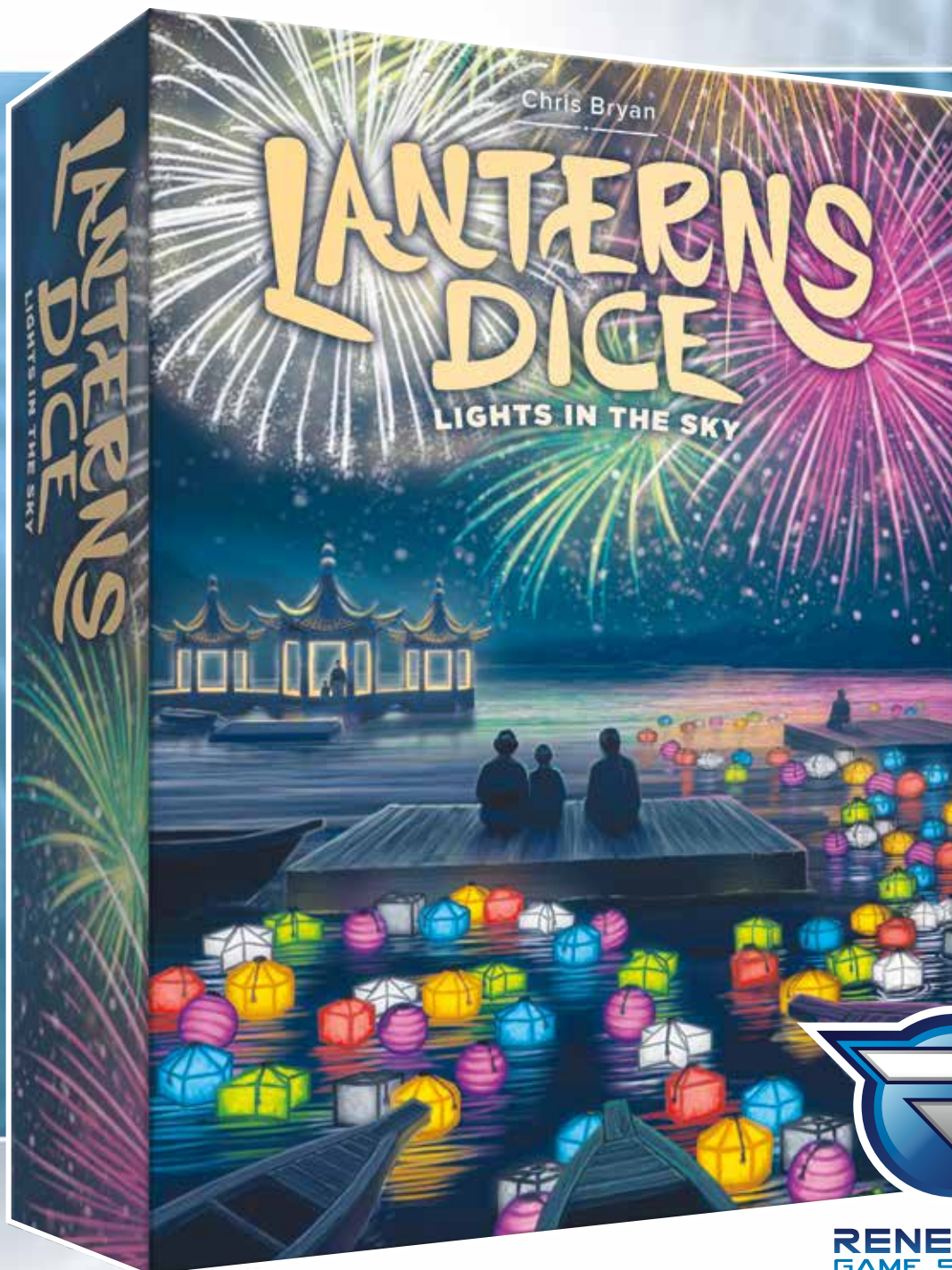
VOTE IN OUR AWARDS: The shortlisted games in each category will be listed on the app - you can vote for one game in each category.

COLLECT TICKETS: Use the app to collect your tickets - even the ones you order whilst at the show. Just go to any ticket point and show them the QR code on your account page.

NEW AT EXPO: Find out about all the games that are brand new to buy, play, back and try.

BRING & BUY: Browse the items on sale and keep an eye on the status of your own sales, so you know when it's time to go back and collect your cash.

Download the app from the Google Play store and the Apple store - just search for UK Games Expo.



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Decorate the palace lake with floating lanterns and launch fireworks to impress the emperor.
Make this the best harvest festival ever!

ROLL, WRITE, WIN!

Ages 10+ 2-4 Players 30-45 min

BOOTH #1-514

A BIG THANK YOU

Richard Denning and Tony Hyams would like to thank everyone who helped plan and build UKGE 2019:

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Christophe Finnegan
UKGE Logistics Manager
Kate Evans
Marketing Manager
John Dodd
Front of House and RPGs
Jude Dodd
Hilton Floor Manager
Keith Thomasson
Exhibitor Manager
Patrick Campbell

Awards Manager and Exhibitor Liaison
Jane Denning
Exhibition Services/Ticketing
Simon Fletcher
Volunteers Manager
Millie Lavelle
Seminars Manager
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Additional thanks to the Team Leaders and other individuals who come on board on Expo weekend.

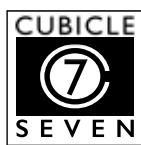
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Darren Green, Steve Berger, Christopher Parkinson, Chantal Spaul, Kevin Cliff, Kirsty Grimmer, Tracey Willis, Matt Prowse, Mark

Cooke, Martin Steventon, Tom Short.
Guest Liaison:
Iain Launchbury and Debbie Leung.
Children's RPG:
Richard Law

Tony and Richard would also like to express gratitude for the partners who run sections of the show: Playtest UK, Thirsty Meeples, Imagination Gaming, On Tabletop, Galactic Knights, Ardenweard and of course our show build partners The Neale Agency, and the 250+ volunteers, umpires, GMs, cosplayers and others without whom UKGE just couldn't happen.



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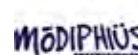
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FROM THE TOP

DO YOU REMEMBER THAT TIME WHEN...?

THE DIRECTORS AND ORGANISERS OF UK GAMES EXPO ARE WELL VERSED IN OUR GEEK CULTURE, AS EVIDENCED BY REFERENCES TO MONTY PYTHON, STAR WARS, STAR TREK, AND OTHER SHOWS AND FILMS THAT MAY BE HEARD AROUND OUR GAMING TABLES.

I am also a Dr Who fan, having first seen these stories of the time traveling adventurer way back in the era of Jon Pertwee, who portrayed the Doctor's third incarnation through the early 70s, and catching up with the earlier stories when the wonders of cable TV came along in the 90s. My favourite Doctor was the cricket playing fifth, played by Peter Davidson, probably because his era coincided with my mid teen years.

Davidson happened to be the incumbent when the 20th anniversary of the show was celebrated in 1983 with a special episode entitled The Five Doctors, which featured all of the then current and previous doctors. In the story, the previous versions of the Time Lord are removed from history, leaving the Doctor with huge gaps in his past. The Doctor remarks "A man is the sum of his memories, you know. A Time Lord even more so."

Something similar was spoken in the computer game, Assassin's Creed, which continues with the words "We are the stories we live, the tales we tell ourselves". "Thank you for the days" sang the Kinks, and "I'm thinking of the days. I won't forget a single day, believe me". "I'll note you in my book of memory", wrote Shakespeare in Henry IV Part 1.

One of the reasons we enjoy running Expo, and I believe this extends to the volunteers as well as the organisers, are the memories we have of the shows we have created. You will find in this programme an article called Directors' Diary. In that we reproduce earlier events in the history of the show that we still recall to this day with embarrassment, joy, or humour: sometimes all at the same time. They are the tales we tell of the high and low points of the convention that make up our own legends.

UK Games Expo is all about

creating memories we hope you will recall long after these days are over. Maybe these are those amazing in-game moments. Perhaps it will be the time that your character stood alone against the fury of an undead horde, saved the party and the world, and escaped with the treasure just in time for tea and crumpets. Maybe that occasion when a dozen other gamers gathered around with bated breath waiting for that dice roll that would make you a tournament champion or confine you to an ignoble defeat. Or that moment when you convinced everyone that your mate was the werewolf and then went on to eat the whole village!

Some memories are of things that you saw. "Do you remember that time when that Viking was telling off a Dalek?", "Do you remember when that bloke proposed to his wife in the middle of the Hilton and she said yes? All of a sudden there were confetti canons being fired off, no idea where they came from." "Do you remember when Expo was in the Clarendon and the stormtroopers caused a traffic jam by searching all the cars for Jedi Knights?"

Some memories are of the people you met. UKGE brings folk of varying backgrounds together and in those meetings remarkable events can occur. "Do you remember when the Expo did a deal with the local Pizza place and we were all ordering Pizza at 1am? The open gaming space was piled high with boxes. Apparently, the Hilton were not happy." "Do you remember the guest at the Indian wedding at the Hilton, who was really embarrassed about his traditional costume until he saw the cosplayers and said "it's OK - everyone will just think I'm Sinbad!"

There are many different features of UK Games Expo that we hope will create those memorable times. We deliberately intend there is more to do than you can possibly get done

BY
RICHARD
DENNING

UKGE
DIRECTOR

WE ARE
THE UNIQUE
SET OF
INGREDIENTS
THAT
TOGETHER
WILL
CREATE
THIS SHOW

in a weekend, but we encourage you to explore as much as possible.

Expo is of course all about playing games. We have the largest dedicated exhibition of table top games in the UK and the third largest in the world, so visit all those stands, try some demos, check out the tournament schedule, and maybe enter one. Help playtest tomorrow's games today in the Playtest Area. Challenge the family in the Family Zone. But don't just play games. Dive into a book in the Reading Zone, browse the Bring & Buy, and maybe pick up a bargain. Children can go on the treasure hunt to maybe win a pile of games. Get your face painted. Hang out with the cosplayers. Go and listen to a seminar or a live podcast recording, or maybe take part in a game design workshop.

Go outside and visit the Vikings in their camp and watch a battle. Carry on over to the Hilton and try some street food on Chow Street. Then find a table in the open gaming space in the Hilton or NEC, borrow a game from the games library, pop a Gamers Wanted flag on the table and make new friends over the game board. Finally take in a show in our Live Entertainment schedule.

For some of you, this will be your first UKGE. For others, more than that, and for a few of us the thirteenth. Each show is unique in one way. It is the only time that all of us will have been together in a single event. This is a particular combination of personalities and individuals that most likely will never be exactly repeated.

We all have recipes that turn out differently every time we cook them. In the case of UKGE, just like cooking, we are the unique set of ingredients that together will create this show. We are the ones who will make new memories that we will all recall in years to come.

So go and roll those dice, play those games, see those shows, eat that street food, and bump into those Vikings in elevators. Go ahead, have fun, make friends, and create those memories. "Do you remember that time when...?"

WHAT IS A D20 ANYWAY?



DON'T KNOW THE DIFFERENCE BETWEEN AN AMERIGAME AND A EUROGAME? NOT SURE IF A GAME IS HEAVY OR LIGHT? WE'VE GOT YOU COVERED WITH OUR HANDY GLOSSARY.

Abstract Games: often without a particular theme or story, these games can be purely strategic without the random element of dice rolling or drawing cards.

Alpha Player: there's often a person at the table who knows all the right moves and the 'correct' strategy of play. When this person starts telling other players what to do, they become The Alpha Player.

Amerigame: originally a moniker applied to games typically made in America. Amerigames are a loose category of games that typically encourage player conflict and often have large amount of luck based play. Often these games have a stronger connection between theme and mechanics and longer playtime.

Ameritrash: an insult or term of endearment for referring to Amerigames.

Analysis Paralysis: it's your turn, but there's so many options, so much you can do. That sense of indecision is analysis paralysis.

Area Control Game: in these games points are scored for having control of a particular area of the board, for example, by having the most playing pieces in that zone.

Auction Game: play is centred around bidding for resources or events to happen. Each player decides if they will bid and how much. Sometimes bidding is blind and resources lost at the end and sometimes the winner is the only one who pays.

Block Wargames: a type of wargame using a map where

units are represented by wooden blocks. Strengths and other factors are hidden on one side of the block and revealed to the opposition when contact is made.

Broken: can refer to any game where no particular skill, strategy, or participation is required to win, meaning the mechanics are flawed in some way or too easy to crack, or when a move or manoeuvre, list of miniatures, deck of cards or monster etc. is unbeatable or very hard to beat.

Card Drafting: players take turns to pass a deck of cards around and build their own deck from this. As each turn progresses players can begin to see what their fellows are collecting seeing which cards remain. Cards can also be drafted face up from the table so it become more obvious more quickly as to what one's opponent's strategy might be.

Card Games: use cards as the main feature of the game. These are often unique cards to the game, not the 'classic' deck of cards.

Chrome: an unneeded component or rule added to a game to create a better feeling of theme.

Collectible Game: a game where components, often cards, miniatures, or dice, are sold in randomly sorted packages.

Co-operative Games: games where all players work as part of the same team to beat the game, rather than competing against one another.

Custom Dice: dice that are bespoke to a particular game,

often showing unique icons not just numbers.

Deck Building Game: players start with a standard hand of cards but are able to build up their hand from a central pool of cards. As turns go by, more cards are added to a player's hand until something triggers a win condition.

Designer Game: emphasises the credit usually given to designers of such games, unlike mass-market games, which usually credit only the publisher.

Dexterity Game: a game where the major skill needed is a physical action, such as flicking, balancing, stacking, etc.

Dice: come in many shapes and sizes, not just the classic six sided die. Dice are often abbreviated to 'd' plus the number of side. For example a d8 refers to a die with eight sides. A pair of dice is often called 2d6, etc.

Dice Game: dice are the main feature and mechanic of this game.

Dice Tower: a small tower that you roll dice down. Handy if you don't have much room to roll dice on the table.

Dice Shaming: blaming the dice for failure: because I rolled a 1 I: fell off a cliff, failed to hit the exhaust port on the death star, TPKed my party, all the Meeples were eaten by giant monsters, I ended the world in fire and tentacles!

Die: singular of dice.

Downtime: the time that a player spends doing nothing while waiting for other players to complete their turns.

Dungeon Crawl: the classic fantasy game setting where players must battle through a dungeon filled with monsters and treasure.

Dungeon Master: see Story Tellers.

Dry: a term used when a game is overly mechanical or lacking in thematic elements.

Economic Game: resources can be bought, auctioned or acquired in order to build, invest, or influence whatever situation the players are competing for.

Euro Game: originally just a name for where the game was designed and produced; now a description of play style. Euro Games are typically abstract games with indirect player interaction. These games focus on using good strategy over luck. Player elimination is rare in these style games.

Eurotrash: a derogatory or endearing term for Euro Games.

Expansion: extend, add to, or enhance the original game in some way, such as by adding new rules, characters, or areas. They cannot be played as stand-alone games.

Family Game: usually defined by needing three or more players and focusing more on social interaction during the game to maximise quality time spent with the family. Play is usually reasonably quick and simple often with more abstract ideas as part of the social element.

Filler: these are often played in between Heavy Games. They are not quite Light but are often simple and quick to play. The sorbet of the gaming world in between Heavy courses.

Games Master: see Story Tellers.

Heavy: a game is said to be Heavy when play time might be hours or days, rules might be complex or multilayered, and it might take several playthroughs before

encountering all the rules or seeing all possible strategies. The opposite of a Light game.

Heft: when a game is physically heavy in the box, as it has lots of components.

Hex: a single hexagon in a hexagonal grid. Common in board and wargames.

Just Another Soulless Euro: a reflection that sometime Euro Games can feel removed from the theme they are portraying.

Kriegspiel: German term for wargame. Modern wargames originated in Prussia where games were played on maps with wooden blocks for unit (see Block Wargames).

Live Action Role-Playing (LARP): a form of Role-Playing Game in which players physically act out how they think their character would behave with other characters and the surroundings. Often in elaborate costumes.

Legacy game: these games permanently change as play progresses, making them unique to that play session or campaign. The board and other materials are often altered during the course of play.

Light: games that have relatively simple rules, and often short in terms of play time. The opposite of a Heavy game.

Mechanic(s): the rules of a game.

Matrix Game: in a Matrix Game, actions are resolved by arguments. Each player takes turns to make an argument and an umpire or a mechanic in the game is used to judge the outcome.

Meeple: used to describe most anthropomorphic game pieces, often specifically blank and people shaped. An abbreviation of "my people" coined by Alison Hansel in 2000 whilst playing Carcassonne.

Mega Game: a game where multiple (dozens to hundreds) of players take part. Collectively their actions contribute to the outcome, and play can be co-op or adversarial.

Metagame: this is 'breaking the fourth wall' in gaming terms. A player or players may

act against their usual strategy or in game interests due to real world influences (he's my partner I'm going to give him some slack) or knowledge of game mechanics (I'll attack the 50' robot instead of my nemesis, because my character has a bonus to attacking giant creatures).

Miniatures: model playing pieces that represent characters, players, soldiers, etc. Miniatures are used in many types of game but are probably most common in wargames. Miniatures are often painted and customised, creating a hobby in its own right.

Non Player Characters (NPCs): these are the baddies, goodies, foils and fools that turn up to make a game more interesting. In an RPG they might have plot to share to further the adventure or make things more complicated for the PCs. In a board game they might have a specific purpose as the antagonists or as reinforcements available during play or once an event is triggered. They are controlled by the game or Story Teller rather than the players.

Noob: a newbie or new player to a game. Can also be a term of derision or teasing if someone makes a mistake or messes something up. Noobs often rekindle your love for a game, causing you to see it through new eyes as you teach them to play.

Player Characters (PCs): these are the personas you are taking on to play your game, from highly detailed RPG characters, to the miniature you are moving around a board.

Playtest: to examine the rules of and play a prototype game in order to find possible improvements and determine its viability.

Power Gamer: different from the Alpha Gamer this person is about winning, even if the game is co-operative. Can be entertaining or lead to Total Party Kills!

Print & Play: files that contain artwork (boards/cards/etc.) and rules that are made available on the Internet. Anyone who wishes to may download them, print them out, and play them.

Race Game: features players

ying to be the first to complete a given course of travel as the main mechanic.

Replay Value: this represents how often a game may be played after the first time and still be fun. Games may have only one punchline or mechanic that leads to victory, and thus not have high Replay Value for the same group, or have multiple endings, leading to greater Replay Value.

Role and Move Game: a term used to indicate a gameplay mechanic that drives the game by having the player roll a die, then move according to the results of the die. Often the term roll-and-move is used in a condescending tone, implying that the game involves relatively mindless play.

Role Playing Games (RPGs): where one or more people play the role of a character in a fictional setting, acting out their character, finding adventure, treasure, fighting monsters, interacting with NPCs and gaining experience! Run by a Story Teller, GM: Games Master or Dungeon Master.

Scenario: the story behind the game situation. This influences practical mechanics such as where players start, what resources are available, and the win conditions, but is also often the emotional/thematic content to the game.

Skirmish: a type of small scale wargame where individual soldiers are represented. Typically a game represents a small firefight or engagement.

Solo game: a one-player version of a game where the player can pit themselves against the game without the need for other people. Can also form part of a larger game where solo missions or adventures can aid in character development or gain resources to bring back to a wider group.

Strategic Wargame: wargames in which large forces are represented. Economic production, technical research, and diplomacy are often significant. Can form part of a mega game.

Story Tellers: these are the folk who control the narrative in a game. They can steer the boardgame or give players

clues, control the monsters or NPCs, and craft the story for their players, reacting to their decisions to ensure the game continues to run smoothly. A good DM, GM, or Story Teller is a gift to make any game more entertaining, exciting, and accessible. As such International GM day is celebrated on March the 4th each year!

Tactical Wargame: wargames in which the technical abilities of the forces and their morale are key to the outcome.

Thematic Game: sometimes heavily Ameritrash, these games have a high luck or random element along with a definite theme or trope.

Tile-laying Game: in these the board is revealed gradually by players placing tiles down or turning them over to find out what the board looks like. Can represent a fog of war in an exploratory game or an expanding dungeon, or may be placed strategically to a player's advantage.

Total Party Kill: the (usually) inadvertent and (often) sudden demise of an entire playing party, often due to an awful/irretrievably stupid, decision, or dice roll (see Dice Shaming). Also a podcast and books about playing DnD.

Variant: similar to an expansion, but can also be another way of playing the same game, for example by playing on easy and then hard mode, having to use different characters, or introducing a time limit.

Wargame: played on a 3d model of terrain with 3d representations of the engaged forces. One of the earliest wargames using miniatures was played by H.G. Wells and recorded in his book "Little Wars", which influenced the development of wargames and Kriegspiel. Can be skirmishes or full scale battles.

Worker Placement: a mechanic where Meeples or tokens of players gradually occupy various actions, jobs, or resources on a board. Gamers take turns to allocate their tokens, often preventing other players from being able to then access that resource. Placement is strategic to both gain resources and restrict them from other players.

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INTERNATIONAL TABLETOP DAY 2019

ON SATURDAY 1ST JUNE, PEOPLE ACROSS THE WORLD WILL BE CELEBRATING INTERNATIONAL TABLETOP DAY 2019! NOW IN ITS SEVENTH YEAR, THIS YEAR IT FALLS ON THE MIDDLE DAY OF THE GAMES EXPO, WHICH IS A PERFECT REASON TO MAKE A POINT OF CELEBRATING.

BY LEON BUSH

"But I don't know what International TableTop Day is!" I hear you exclaim. Well take a seat and I'll tell you about it. Then, like me, I'm sure you'll want to add it into your yearly gaming lives.

It all began with an online web series known as TableTop, which was published on the YouTube channel Geek & Sundry. Hosted by Wil Wheaton (most famous for his role as Wesley Crusher in Star Trek the Next Generation and more recently appearing as himself in the TV series The Big Bang Theory) and Felicia Day (an American actor, writer, and web series creator), TableTop has now been running for eight years! If you haven't seen it, get online and take a look... not now though, I'm still telling you about International TableTop Day.

The show saw Wil and Felicia arranging for celebrity friends and enthusiasts of gaming to come together around a gaming table and play a different board or card game in each episode. Each play-through enabled TableTop viewers to have the game rules explained and also get a taster for what the game was like to play. The success of the show came from watching those entertaining moments that occur in any gaming session; that moment when you roll another 1 for the tenth time in a row, or when you fear your cover as the 'betrayed' has been blown and yet it hasn't! Ultimately the show helped the viewer to decide whether the game featured in each episode was one they might want to own.

After the successful first series of TableTop in 2012, it was announced in early 2013 that Wil and Felicia would be hosting a live event, which they named International TableTop Day. It was described as a day where people from around the world would be encouraged to play games and celebrate the fast growing board gaming community. So on Saturday 30th March 2013 the very first International TableTop Day took place. Wil, Felicia, and the team at Geek & Sundry hosted a



IT ALL BEGAN WITH AN ONLINE WEB SERIES KNOWN AS TABLETOP, WHICH WAS PUBLISHED ON THE YOUTUBE CHANNEL GEEK & SUNDRY



24 hour online show that included games like Takenoko, Ticket to Ride, and 7 Wonders. To say it was a marathon of an occasion would be an understatement; celebrations were held in 64 countries across the world with hundreds of events in each country. That year both public and private events (including my own) were counted, and it was fantastic to be part of something from its inception.

From the beginning there was no doubt in my mind about getting involved – I am crazy about board games and being part of a day that celebrated playing games was my idea of a pretty perfect day to be honest! So, in that first year, I arranged for friends and family to meet at my home and spend the day playing games.

I was so keen on the celebrating that I actually took things a little further. I created two awards that could be won by people attending the event and picked up two trophies to give. The first was a small silver 'International TableTop Day Champion' cup, which was awarded to the person who scored the highest number of points across the whole day. I



CRYPT X



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A narrative puzzle game from Rose Atkinson



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used a pretty basic scoring system back then but hey, it was only the first year. For the second I awarded a wooden 'International TableTop Day Player Award' to the person who everyone had voted as being the individual who embodied the spirit of being a great player. To us this was someone who had possibly sacrificed a win, or kept their spirits up even though they lost every game, or someone who had helped everyone else enjoy their day.

The day was a huge success with a friend winning the Champion Cup and my brother winning the Player Award. Luckily for them they got to keep their trophy for a whole year! Just prior to the second

International TableTop Day they returned them so that they could be won again. We played a total of 12 games across the day that year, including We're Going on a Bear Hunt (my daughter was very young at the time), Coppit (a game from my childhood), Pandemic, Dixit, Hotel and A Game of Thrones the Board Game. Looking back now we thought that 12 was a lot, how wrong we were.

In the following years International TableTop Day continued to grow, with more countries holding events and even more public locations hosting their own celebrations. Geek & Sundry maintained their live streaming of the games they played on the day although Wil and Felicia no longer appear as the hosts of the event.

I, too, have continued to celebrate over the last six years. I have to confess I've got a bit over zealous with awarding trophies and prizes, Along with the

Champion and Player Award trophies, I now present a Golden Game Award (a big golden trophy given to the person who wins one

specific game), a new and sealed board game as a prize to the winner of a 'Last Player Standing' game, and last year I gave the first 'Pandemic: Saviours of Humanity' medals to the winning team of Pandemic players...

so many awards, it's time to stop now I know, I can't award a trophy for every game we play! That's especially true as the number of games we get through is now pushing into the high 20s throughout the day.

In fact there were so many games played last year that multiple games were played at the same time in different rooms of the house!

So that brings me to this year, International TableTop Day 2019. A break from tradition see the day coinciding with my annual pilgrimage to UK Games Expo.

"But wait," I hear you cry, "how can you celebrate in the same way

as you've done in previous years?" Well the truth is I can't, but I have a plan! It'll feel different but we'll still be celebrating and that's what matters.

International TableTop Day is an opportunity to get together with like-minded friends and family and play games, have fun and enjoy each other's company.

The great thing is, this year, if you're at the Expo on Saturday, you'll be able to celebrate with thousands of other people who are part of our board gaming community. Yes, sorry, you're one of us now (if you weren't already)! So go on, wish the person next to you a Happy International TableTop Day, unless you're on the train home in which case you may need to take a view on whether you do that or not, it may take a bit of explaining!

How you choose to celebrate is up to you. Whether you just play one game with a few good friends or attend a public event and play dozens of games, there's always a way to take part. You've got freedom to make the celebration your own, you could use the event as a fundraiser (I did in the our second year) or use it as trophy and prize giving fest as I do with great enthusiasm. It's not about the winning, but getting a trophy does give you a bit of a warm fuzzy feeling inside.

There are no requirements on what you do, only on how you do it – and in short, that's simply taking part.

Of course if you can indoctrinate a newbie into our eclectic world of tile laying, dice rolling, role playing and card drafting, all the better. Go to www.tabletopday.com and check out what's going on near you or even watch the days live streaming.

Now that you know a little more about the day, all that's left for me to say is, if you're reading this on Friday, I hope you enjoy the celebrations tomorrow and make sure you play as many games as possible.

If though, you're reading this on Sunday, well, I hope you managed to get at least one game in yesterday (even if it was by chance and not because you knew about the event), but if you didn't, fear not, you can now look forward to celebrating next year.

However if you're reading this on Saturday, to you I say "Happy International TableTop Day and what are you still doing here reading this, go play another game before the day ends"!



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CHANGE FOR THE BETTER

RECENTLY, YOU'LL HAVE NOTICED THAT THERE HAS BEEN AN UPTAKE IN DISCUSSIONS ON SOCIAL MEDIA, AT LOCAL CLUBS AND AT CONVENTIONS ABOUT THE TYPE OF PEOPLE WHO GAME. TRADITIONALLY (AND STEREOTYPICALLY) WE THINK OF A CIS WHITE MALE, AND THAT STILL RINGS TRUE TODAY.

BY SALLY JONES
WWW.THECRAFTINGJONES.COM
f @THECRAFTINGJONES
@CRAFTINGJONES
ILLUSTRATION: BEX BROOMFIELD
@BEXBLOOMFIELD

So is that a bad thing? Are all men harbingers of sexism and women forever condemned to be anomalies in the gaming sphere? Or will women eventually be synonymous with gaming?

The simple answers are no, no and yes! We will become synonymous with gaming. We're already on our way there, and it's being felt by women across the community. There is "definitely now an openness to challenge attitudes that can be exclusive and demeaning – something that has been less obvious in the past" confirms Charlotte, of Unlucky Frog Gaming Media, a tabletop gaming podcast. There are more and more women entering the tabletop gaming community through various doors, whether that's designing, promoting, publishing, accessorising or playing games!

We're being welcomed, supported, and celebrated by so many people, and to naysayers who dismiss highlighting the talent of women as pandering, or who even suggest that women are undeserving of recognition and have only achieved accolades because of their gender, I direct you to the board game Wingspan. An out and out smash hit of 2019, it was designed by Elizabeth Hargrave with beautiful artwork by Ana María Martínez Jaramillo, Natalia Rojas, Beth Sobel and Christine Santana. Truly a showcase for the powerhouse of female talent in the gaming industry.

There are hundreds, if not thousands of women doing amazing things in the tabletop gaming field, who all bring unique and worthwhile insights and who should be celebrated. As Emma, owner of Emmerse Studios, creator of card game Quirk! points out, "there is a much bigger push for nurturing the talent of women in the industry to help them build on their success and get noticed for their skills and ingenuity".

There has already been a genuine change in the community to move towards a more inclusive

atmosphere; female designers, content creators and makers are becoming more prominent, which provides great inspiration and role models for the next generation; rulebooks now regularly use mixed

pronouns; more women are attending events and conventions.

With that foundation, now is the time to create a cacophony of voices, raised to bolster women making their mark in the tabletop gaming community, and to encourage those who come after us to join in: we are waiting with

WE ARE ALL IN THIS HOBBY BECAUSE WE LOVE IT. PEOPLE'S GENDERS DON'T AFFECT THESE THINGS.



open arms. Let's create amazing things together, and make anyone who wants to be involved feel welcomed and comfortable entering any game space.

I have played games all my life (I still fondly remember many family arguments around a game of Monopoly – I'm sure many of you can relate!) and was a fairly outspoken, tomboyish child, who became a fairly outspoken, rugby playing, maths loving lady engineer. My point is that I'm used to existing in male dominated fields. But many women are not. And the sad fact is that the high proportion of white males, and a general lack of diversity can make women and other minorities in gaming feel awkward and very self-conscious, to the point that it becomes a barrier to joining a community they have a desire and every right to belong to.

So what's the big deal?

Who cares? Maybe we should all just chill out and stop whining? Maybe we should leave the quintessential image of geekdom alone?

There are many issues faced by women entering the tabletop gaming community, whether that be as developers, designers, creatives or players. This can range from alpha nerding, to toxic masculinity, to gatekeeping, to out and out misogyny with some delightful mansplaining thrown in.

I have personally experienced all of the above, from being flatly denied entry to an RPG group because I'm a woman, to the insidious questions I've faced at every gaming convention I've worked at, including my all-time favourite 'So, do you actually play games then?', as though my presence and decision to start a business related to gaming were nothing to do with my

passion and interest in the field, but by sheer random chance or will of the Gods.

Unfortunately, I'm not alone in this. Many women I interviewed have faced similar challenges.

AnnaMaria Jackson-Phelps of Girls Game Shelf and Fil Baldowski of award winning All Rolled Up, creators of tabletop gaming accessories, regularly receive mail addressed to 'Mr', or are referred to as 'He'; the assumption being of course that anyone in the gaming industry would of course be a man. Now this may just be down to lazy researchers, but it speaks volumes about the culture in the industry as a whole that those assumptions are made in the first place.

Additionally, assumptions are made around what kind of game women like to play, and there is a perception that there is a gender divide; a dichotomy over what types of games men and women enjoy. How many threads are there on boardgamegeek.com asking 'what game would my girlfriend/wife like to play?' with no information provided about her hobbies, interests, likes or dislikes; as though anyone with the same reproductive organs must automatically like the same things purely based on this fact.

As Kat, a blogger who runs the website 'I Play Red' points out, "We are all in this hobby because we love it. People's genders don't affect these things".

There is also an issue regarding the oversexualisation and ogling of women not only in the artwork of games but in the real world. Janice, co-founder of board game design company Wren Games, asserts that "representing women as overtly sexy in a game is a real turn-off for me." I know many women who agree, and by designers doing so, a detrimental and damaging view of women in gaming and in general is perpetuated. The hypersexualisation of female characters is so ubiquitous that the gloriously comedic geek band Jollyboat even put a section dedicated to this fact in their song about D&D monsters.

So how can we make the gaming industry more inviting for female players and creators?

There is no panacea for the lack of diversity in the gaming industry, but we all need to do our bit. Play games designed and created by women. Encourage women to join your gaming groups. Ladies; go out there and do it, be seen and be heard. Gentlemen; be an ally - speak up and speak out.

And to those of you reading this and thinking 'It's not my problem, I just want to play games and indulge in my hobby without having to deal with all these social issues' – that's exactly what we're asking for.



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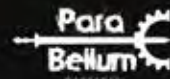
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TOP 10 GAMES

WHAT ARE YOUR TOP TEN GAMES? EVERYONE HAS THEIR OWN LIST. SIX OF THE UKGE STAFF GATHERED TOGETHER TO TRY TO COME UP WITH A LIST. DID WE AGREE? HERE ARE THE EDITED HIGHLIGHTS OF OUR DISCUSSION.

Tony: "So Top 10 games – let's just remember that my list is the only one that counts."

Kate: "When we say 10, do we mean that, as I have 25 here and I have a problem getting any less."

Tony: "Do you have a problem counting?"

Kate: "Can't I massage the figures a bit?"

Tony: "So the marketing girl wants to massage figures. You need a top 10 list. 10 down to one."

Mike: "I have 10 down to 0".

Tony: "That is 11 then. Great, the IT guy can't count either."

NUMBER 10

Tony: "Ok then, what is your number 10? Finny first."

Finny: "Kingmaker. Fabulous Game – very influential game in my youth. It brought the realisation that there were other games out there apart from Cluedo and Monopoly."

Tony:
Director

Kate:
Marketing
Manager

Mike:
App
development

Finny:
Logistics

Tessa:
Admin

Richard:
Director

was sold up to that point!"

Tony: "Kate?"

Pause whilst a hesitant Kate stares at her list.

Kate: "I'm still counting!"

Tony: "Richard then!"

Richard: "Napoleonic Wargames by Bruce Quarrie."

Questioning expletive from the direction of non-wargamer Tony.

Richard: "This book was an early, influential book in the development of wargames, which in turn lead to the hobby of roleplaying games." Tony is still doubtful.

Kate: "I am going for FATE accelerated roleplaying. It's a great narrative roleplaying system."

Richard: "Ah one of those games that came from wargaming then." Tony ignores him and moves on.

Tony: "Ok in 10th place for me is Ticket to Ride. It's easy to play, enjoyable, repeatable and I win it lots."

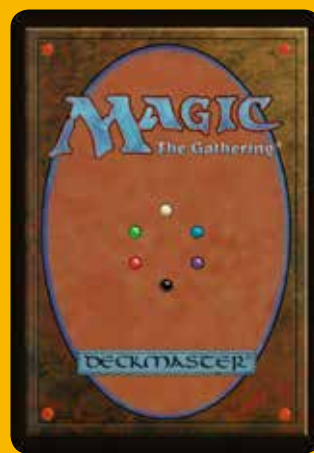
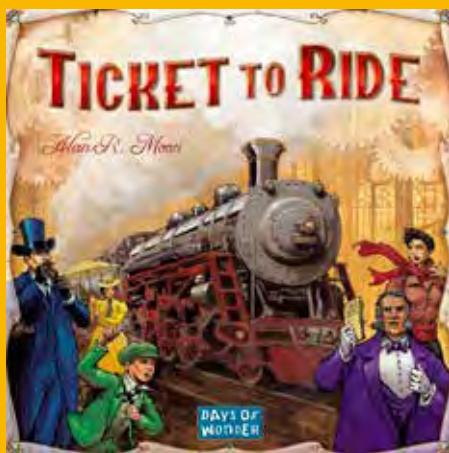
story board game where you are the monsters trying to kill the innocent people. You can play the vampires or the aliens, boot down the doors and eat the humans."

Tessa: "Dominion. Easy to pick up and get into."

Richard: "Middle Earth Roleplaying and Rolemaster as well. One of the first games that brought in critical and skills tables into games. I walked into a games shop in 1985 in my 1st year at university, flipped it open to the critical charts. '99 shot through kidneys – instant death.' "

Mike: "That would do it. Great system."

Tony: "Geister, Geister, Schatzsuchmeister! You are trying to escape a haunted castle. Great family game. My wife would not let anyone leave the table until we had got to the end! The kids got up to go to the toilet, but she shouted,



Mike: "X-Wing Miniatures Game. Easy to Learn and a great theme. I have had two years of loads of fun playing that at lunch breaks."

Tony: "Did you make the noises? Wish, ping, whoosh."

Mike: "Not only did we make them, it was compulsory."

Tessa: "I have put Yatzee down. Spent a holiday in Sweden playing that with friends. Easy and fun game."

Richard: "Lots of the mechanisms are still used in other dice games today."

Tessa: "Yes, and it is great for helping children count too."

Mike: "So it's educational then. I

SO ITS
EDUCATIONAL
THEN. I WAS
SOLD UP TO
THAT POINT!

Lots of nods of approval around the table.

NUMBER 9

Tony: "Ok, number nine then."

Finny: "Firefly: The Game. Really atmospheric and captures the feel of the TV series."

Tony: "Did you buy it 'cos of those funky demo tables they had at Essen?"

Finny: "I don't own it!"

Tony: "Then you have to stop talking."

Mike: "Magic the Gathering."

Tony: "Should be higher, but good choice."

Kate: "Monster Slaughter. A horror

"sit back down – we haven't finished yet!"

NUMBER 8

Finny: "Frostgrave. This is a nice skirmish wargame system/roleplay hybrid. You don't need a large table or lots of terrain or many figures – a dozen figures and a 2ft x 2ft table, a bit of scenery and you are off. Easy rules to learn."

Mike: "Carcassonne. Nice accessible game. Simple to play. It works well as a two-player game and there are not that many games that take more players that work well with two."

Richard: "Do you know that the Thirsty Meeples café toilet in

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Oxford has a mirror frame entirely made with Carcassonne tiles? Used about three boxes apparently. This has nothing at all to do with the subject of this debate, but thought you should know."

Kate: "Cool!"

Tony: "Ok Kate you are up."

Kate: "Blades in the Dark. It's a roleplaying game that is a bit like Ocean's Eleven in that you pause the action often to show how stuff you did in a different episode means you succeed in this episode."

Tessa: "Pathfinder."

Tony: "You can't have that as low as eight. Get out the office!"

Richard: "Seven Wonders. A game that can take up to seven at any time. The card drafting as you go around is a neat element where you have to keep an eye on everyone else's strategy."

Mike: "It is a good game but not that easy to learn."

Tony: "Munchkin, because the screw over factor is everything. 'Nuff said really."

NUMBER 7

Finny: "Arkham Horror Living Card Game. Captures the Lovecraftian atmosphere wonderfully and great as a solo game."

Mike: "Smallworld. Different sized boards for different player numbers and endless variety of races and powers."

Tony: "Just don't drop the box or

sitting there with the dice in his hand saying in a Welsh accent 'You can't rush these things you know.'"

Richard: "My seven is Traveller – first RPG I ever bought aged 11. The black box. The ultimate sandbox sci-fi RPG."

Kate: "Still going strong today, but in modern versions you no longer can die in character generation!"

Richard: "Which is actually a shame."

Tony: "It's a classic game. Especially when you can die before you play the first session!"

Tony: "Diplomacy. It appeals to my cooperative nature," he says tongue in cheek.

Richard: "The game that guarantees the destruction of friendships!"

Tessa: "Maybe we should send it to those negotiating on Brexit at the moment!"

Tony: "Maybe not. I once ran a game at Bible college, and it caused so much conflict and hatred that the guy in charge asked me to stop the game."

NUMBER 6

Finny: "Dominion. The first of its kind – with great deck building mechanics and infinite variety and expandability. Massively influential on the games industry."

Tessa: "I have Catan at six. Loved playing that."

Tony: "I have stitched up lots of

WHAT! NOT
WATCHED
STAR WARS?
YOU WOULD
REALLY
HAVE TO
GET OUT
THE OFFICE
IF THAT WAS
THE CASE

Tony: "Even I will admit that you can't go far wrong with World War II as a theme in any game. I just don't like wargames that take along time to setup. So, something like Memoir 44 is great."

Kate: "Star Wars RPG by Fantasy Flight Games. Some very nice mechanics around success and failure. Can play it even if you have not seen Star Wars."

Tony: "What! Not watched Star Wars? You would really have to get out the office if that was the case."

Tony: "Liar Dice. Simple and a great bluffing game."

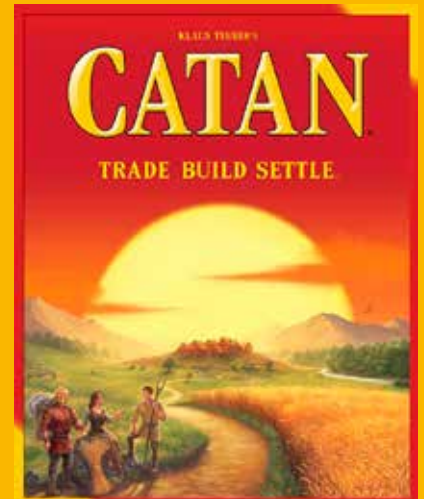
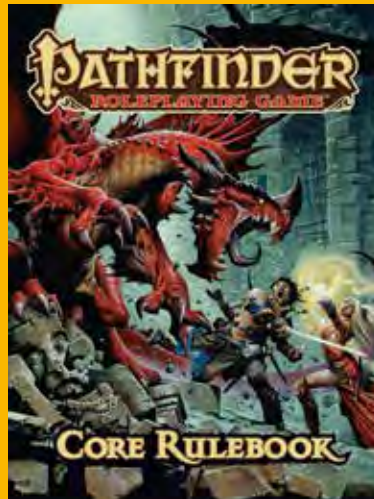
Richard: "We were playing that one night in a bar in Belgium – six of us playing so, 30 dice in the game. I had just finished telling everyone to watch out for people messing with the dice and then had to go the toilet. Came back and the guy to my left leads with 12 sixes, next guy says 15 sixes, then it goes 18 sixes, 20 sixes and the guy before me bids 24 sixes. I call 'liar' and we all turn over the cups to see 30 sixes on the table. The so-and-sos had only gone and swapped all the dice to 6 when I was away!"

NUMBER 5:

Finny: "Munchkin. The chaos, the hilarity. Really good fun. Exactly what a game should be."

Tessa: "Take it Easy. Simple and really easy to play."

Tony: "And as everyone has the



the pieces all fall out!"

Finny: "Get an insert!"

Tess: "Icecool. You get to flick penguins about. Keep kids occupied for hours."

Richard: "An Expo award winner too."

Kate: "Escape the Curse of the Temple. We call it the sweaty game. Everyone yelling at the same time! Need to lie down afterwards."

Tony: "Hold on – Richard, did you not play this in the Arosa at Essen with your family. You were all screaming at your dad to 'roll the dice'. Don't think he could keep up."

Richard: "Yes and he was just

guys in that game."

Mike: "What like advising people to place a settlement on the border of the hex with a 12 disk on it and a desert."

Appreciative laughter around the table.

Tony: "That sort of thing. Of course, Catan is one of the few games with its own joke – the one that even appeared on Big Bang Theory."

Mike: "Catan is my number six too."

Richard: "World War II Wargaming again by Bruce Quarrie, who was a UKGE Hall of Fame inductee and a huge influence on the hobby."

YOU CAN'T
HAVE THAT
AS LOW AS
EIGHT. GET
OUT THE
OFFICE!

same tiles there is no luck just skill. Great game by Peter Burley."

Mike: "Pathfinder RPG game."

Tony: "Still too low but definitely on the list."

Kate: "Mechs vs Minions. Lovely figures and completely bonkers."

Richard: "It's Dominion for me at five. Same reasons as Finny."

Tony: "Well, it has been a poor year! Junta for me."

Shouts of 'El-presidenti' echo around the table.

Tony: "What I like is the combination of the diplomacy and card game and politics and then someone calls a coup and it

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slides into a wargame. And... there is nothing more satisfying than shooting people at the bank."

NUMBER 4

Finnny: "Terraforming Mars. Fabulous detailed and well thought out Eurogame."

Tony: "It is very enjoyable. Even though Pat beat me by one point! What is particularly annoying is I told him how to score it too!"

Tessa: "Ticket to Ride. Easy to learn and fun to play."

Mike: "Warhammer Fantasy Roleplaying. Great background world and great rules. Played it in my youth and still play it today."

Richard: "Ticket to Ride for me too. The best all round gateway game."

Kate: "Kids on Bikes – a Cooperative RPG by Renegade. It's a joy." Blank looks around the table as Kate adds to her list of games the rest have not heard of.

Kate: "It's a cooperative story telling game where you can set the genre. It's a joy."

Tony: "Dominion – a genre defining game. Mind you I hate the Militia card – it's all my son buys."

NUMBER 3

Finnny: "Desperados – a proper spaghetti western skirmish game. No real rules. Total madness.

You can get killed with one hit or survive a dozen hits. Once ran this for about 16 of the Vikings who

free form, horror story, insanity inducing roleplaying game. I have GMed months of this and have never really read the rules."

Nods all around at that one.

Kate: "You don't need to read the rules. It's the atmosphere that counts."

Mike: "You do need a good GM for it. One who can create that tension."

NUMBER 2

Finnny: "Kings of War wargames rules. Fast play and intuitive."

Tessa: "Dobble the original version"
Tony: "Hang on that's in twice but we will let you."

Richard: "Double-Dobble!"

Tessa: "My kids played it to death at Expo a few years ago. Just so accessible and easy to pick up. Portable and an ideal game for children."

Mike: "Mordheim, Sisters of Sigmar."

Kate: "Dungeons of Dragons – any edition. Been playing since I was a kid."

Richard: "I have Pathfinder/D&D. I hope we can allow them both in. (Lots of nods). To me this is the heart and soul of fantasy roleplaying games. The first time the party ever encountered a Wight in my game and someone lost a level, and the speed that they all rushed out of the crypt was pure joy."

Tony: "Magic the Gathering. Truly

BLANK LOOKS AROUND THE TABLE AS KATE ADDS TO HER LIST OF GAMES THE REST HAVE NOT HEARD OF

Mike: "Yes!!" Clap of hands as he and Finny High Five.

Finnny: "Its not just a hack and slash. So many options and ways to play and guess what? A wizard could actually cast more than one spell in an evening!"

Tony: "You light weight!"

Mike: "Anki-overdrive. The modern scale electric game. It is to die for. You use your phone to control the game. You use weapons to battle through the race."

Richard: "It sounds a bit like Car Wars."

Tony: "But Is it a toy or a game?"

Mike: "It's a race so I think it's a game."

Tony: "Controversial but it is in!"

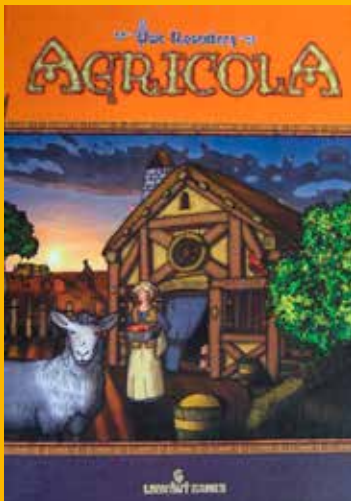
Tessa: "My First Stone Age. A good game to get children playing board games. A great family game with lovely wooden pieces."

Richard: "Caverna or Agricola – same game really. Multiple options. You never have enough time for all your choices."

Kate: "Invisible Sun. An RPG where you can shape reality. The mechanics are wonderful."

Tony slaps the table: "D&D all editions and Pathfinder. Started with the red box and not looked back. Still play it today."

Tony: "So to conclude, what a great variety of games and genres we have chosen but I guess we should try and pick our top game. I can see that D&D/Pathfinder appears on five



come to Expo. Utter chaos but what a game!"

Tessa: "Dobble Beach. This version comes in a little net bag and is good for holidays."

Mike: "I have got Ticket to Ride here."

Richard "Werewolf. The best social deduction game. The good thing about Werewolf is there are so many with variations which can play from three players to dozens and all have that same guessing and bluffing going on."

Kate: "Shadowrun – Cyberpunk RPG."

Tony: "Call of Cthulhu. The classic

a genre defining game. The first collectible card game. Endlessly inventive. So much depth and by the way the new online version is finally a good version."

NUMBER 1

Hands pound the table as we get ready for our number one.

Tony: "OK everyone let's have those number one games."

Finnny: "Warhammer Fantasy Roleplaying. The best Fantasy RPG I think. Character generation is second to none and some great mechanics like open ended dice rolls for those cinematic moments!"

MAYBE WE SHOULD SEND IT TO THOSE NEGOTIATING ON BREXIT AT THE MOMENT!

of our lists and is highly placed on three. Ticket to Ride and Dominion are on four of our lists. Those seem to me the great games we agree on but probably D&D/Pathfinder would be our first."

So that is the UKGE Top 10 Games. What do you think? Do you Agree? Tweet or Instagram your own list with #UKGamesExpo and #Top10Games.

COMMON GAMING INJURIES [AND HOW TO HANDLE THEM LIKE A PRO]

BY ROB HOUSE – COACHINGFORGEEKS.COM

SKYDIVING IS PRETTY EXTREME, KNIFE JUGGLING TOO; YOU COULD EVEN MAKE A CASE FOR LEAVING A PROJECT TILL THE LAST MINUTE AS BEING RISKY. BUT NONE OF THEM HAVE THE RISK FACTOR OF THE WORLD'S DEADLIEST HOBBY... TABLETOP GAMING.

I know this seems unlikely, but as a medical professional, you gotta trust me.

My name is Rob and I am the Coaching for Geeks health expert. I am going to prove to you that gaming is incredibly dangerous (but then I am going to tell you how you can deal with those injuries in a

the almighty Natural 20, to ever stand a chance of finally finishing her off, or else she will destroy you. You can't stand the thought of that (or the smug look on your DM's face).

You need this 20. Bad.

You grab you dice, assume the position,

• If you have a sling or triangle bandage, spend some time with your wrist elevated. If not, then it's time to hold your best Ravager salute whenever it's possible to.

Now our D&D friends are safe, time to save some settlers.

Catan is a vicious, no holds barred battle to 10 victory points. You can go from a resource heavy utopia to a hexagonal hell hole, and I will be damned if I am going to leave you there to burn in that desert!



professional way).

Let's start with Dungeons & Dragons (or any Fantasy Roleplaying Game). Obviously a very dangerous game with its huge dragons, scores of kobolds, and creepy tentacles of the mind flayers... but that's only in our imagination.

I want to look at the real world and ground this; I am talking about proper D&D injuries.

Let me paint the picture for you. You and your team are in a life or death battle with Tiamat, the all-powerful five headed dragon goddess. The campaign has gone on for 40+ hours, your cleric is toast, your wizard has tumbled off a cliff and feather fall failed to prevent the worst, and bodies lie all around.

Tiamat is on her last legs but so are you. All you have left is your dagger, and you know it's going to take a critical hit,

wind up and throw with the entire strength modifier you have left!

Then disaster! Your wrist goes twang and you roll a Natural 1 with the dice and with life itself!

Critical sprain!

No fear friends, I am here like the dungeon master of your mind, to tell you how to tackle this.

- We are going to RICE this right up. Rest, Ice, Compress and Elevate.
- Take it easy on that wrist for a while, let it heal, maybe roll with your other hand, or use a dice tower
- For the first 48 hours ice it roughly six times a day for no longer than 20 minutes. Be careful not to put ice directly on skin mind, and no cone of cold.
- Get a bandage and strap your wrist up, Goldilocks style – not too loose and not too tight.

Let's paint the next picture. You are dominating all your opponents. You have a bustling port, two cities, longest road, and an army that puts the rest of the settlers in their place. But you get cocky, foolish even, and you are lured into the desert and trapped there! You get burned. Amazingly not by the sun, as you would think, but by one of your former friends or family throwing a hot cup of tea over your arm! Well this revolution stops now! I am your helper card, and a special one at that because I won't need to be exchanged.

This how we deal with that burn:

- Remove any clothing from the area.
- Run the burns under cool water for a minimum of 10-20 minutes and carry on until the burning pain has gone.
- Assessment time. You need to a SCALD assessment.
- Size – How big is it? On an average

person about one of their open palms equates to around 5% of their body surface. We'll need this data soon.

- Cause – What caused the burn? Electric or chemical burns need to go to a hospital sooner rather than later. Don't risk it.
- Age – Kids and old people should go to a hospital regardless of severity.
- Location – Where on the body is burned? Face, head, genitals, hands, and feet burns should go to a hospital regardless of severity.
- Depth – This is broken into three types and we'll need that size percentage here. Superficial burns are burns that cause reddening of the skin. Any more than 5% needs hospital treatment. Partial thickness burns are burns that blister and any more than 1% coverage needs hospital treatment. Full thickness burns are ones that no longer hurt. Those are bad. They need hospital regardless of the size. Like now.
- Drape over cling film to keep the area clean then off to the hospital if needed. If not, don't use greasy or oily products over it as they create a barrier keeping heat in.
Now go claim that last victory point and win!

as I am your Nurse Joy today!

So what do we do?

- Let's get pressure on that cut. Use a clean dressing and push down on it.
- Elevate the limb.
- If it's small enough, it should stop bleeding within 10 minutes.
- Clean it with warm soapy water once the bleeding has stopped.
- Dress the wound appropriately.
- If it's still bleeding you will need to go to see a professional, who will clean it, maybe put a few stitches in, and dress it appropriately.

Now that being the very best, like no one ever was, is having to be put on hold, let's discuss the most dangerous game of them all. It's so dangerous, its title even implies that playing it may well be hazardous.

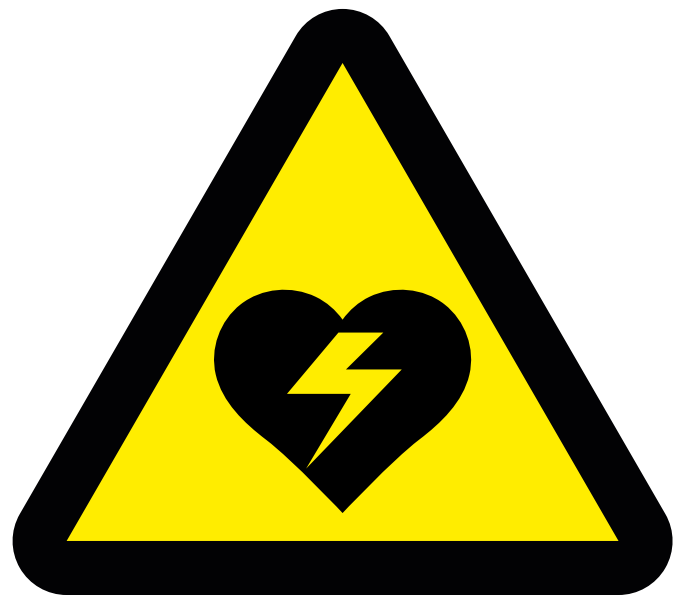
Risk.

OK, where do we even start? It's a game about crushing the opposition, conquering the globe and doing what it takes to rule over them all. You have 42 territories to make yours, and fragile alliances and war is how you get them!

I shouldn't need to say more, but I've got three masterpieces painted already, so let's go full Da Vinci on this one too.

There you are, sitting pretty with so

- Still unresponsive? You look, listen and feel for breaths for 10 seconds by placing your cheek next to their mouth and looking at the chest to count breaths
- Nothing? So now we know we need to do CPR...
- Call for help! Shout, get 999 on speaker phone, etc
- Get someone who is free to go and find an AED (automated external defibrillator).
- Now for the chest compressions:
- You want the base of the palm to be in the centre of the chest (on the breast bone) roughly at nipple height.
- Place your other hand on top of your placed hand.
- Straighten out your arms as you want the power to come from the hips, not the arms.
- Get your body straight over the chest so the pressure is directly down on the chest.
- Compress the chest down one third the depth of the chest at a rate of between 100 and 120 BPM.
- Recoil! Make sure you come fully up off the chest to allow the heart to refill properly.
- If you have help, swap every two minutes to keep each other as fresh as



Settlers settled. Let's go play some Pokémon TCG to relax.
Wrong!

Pokémon doesn't really need explaining why it's dangerous. With its battles, 10 year olds traveling the world solo, and catchy theme song, Pokémon is as dangerous as they come. Today I am going to paint you a picture of the most dangerous thing in all of Pokémon! No not Dunsparce, the TCG.

Smeargle, use Sketch and set the scene!

You're valiantly partaking of a trainer battle and you are absolutely ruining your opponent's day! Your Zoroark/Garbodor deck is on fire and everything is going your way when disaster hits, you go to play your card a bit too fast and it slices through your hand!

This cut looks pretty deep and you're losing HP all over your play mat. No fear

much of the map that Alexander the Great would be impressed. Your enemies are attempting to form alliances to try to stop your all powerful crusade, you are in constant fear of assassination, doubts over your tactics linger in your mind, and the weight of the things you have done to get you to this point weigh heavy on your heart.

So much so that it has actually caused a cardiac arrest!

It is one of the worst things in the world to see, but let's talk about how to deal with this horrible life and death situation.

- Make sure the area is danger-free, your safety comes first.
- Now check to see if they are responsive to your voice. Nice and loud.
- No reaction to your voice? Time for a pain stimuli. You do this by grabbing at their shoulder, hard.

possible.

- Don't be disheartened if you feel ribs dislocate.
- Your AED has arrived, put the pads on the chest where it shows you.
- Do not stop CPR during this if possible.
- Follow the AED instructions.
- Carry on until paramedics arrive and take over.

Armed with this information, your once deadly opponents save your life and the day, and Risk is thrown into a big burning bin in favour of some genuinely great games.

Hooray! Victory points for everyone!

I hope you have enjoyed this look into the dangerous world of gaming and learnt how to deal with the injuries you may see at the table.

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DYSLEXIA & DRAGONS

ROLEPLAYING WITH DYSLEXIA

ABOUT A YEAR AGO I WAS PLAYING IN A GAME OF PARANOIA WHEN WITHOUT WARNING THE GAMES MASTER PRESENTED ME WITH ONE OF THE GAME'S DREADED ADMIN FORMS. HE DEMANDED THAT I FILL IT IN BEFORE CONTINUING TO PLAY. WHILE THIS WAS SOMETHING EVERYONE ON THE TABLE WAS FORCED TO DO, IT WAS A PARTICULAR TRIAL FOR ME AS I STRUGGLED TO READ THE TINY CONDENSED FONT AND WRITE OUT THE OFTEN LONG AND CONVOLUTED ANSWERS REQUIRED. SO WHILE EVERYONE ELSE FILLED THEIRS IN QUICKLY ENOUGH, I WAS RESTRAINED FROM RE-JOINING THE STORY BECAUSE THE GM DIDN'T CONSIDER THAT I HAVE DYSLEXIA.

THE PROBLEM

Dyslexia affects as many as 20 per cent of the population and can affect a variety of cognitive functions many others take for granted, with reading, writing, and numeracy being just a few examples. As someone with the condition, getting into the hobby was initially a large challenge for me.

Being introduced to it wasn't; I was very much drawn in to the idea of crafting adventures and stories around a table using only my imagination. But once I picked up one of the books and began rifling through it, I was mesmerised... but also daunted: all that text, all those rules to learn and memorise.

It might seem a trivial problem at first. After all, everyone has to give some time to memorise the rules, especially if they ever plan on running a game. But when it comes to myself and others with dyslexia, learning the rules and setting can become a considerably more time-consuming task. Time not everyone has.

It doesn't help when rule books are written to encourage lengthy reading before playing: Many is the time that I will open a new three-hundred page rule book to find it telling me that I should read the entire tome before playing. Other times they'll come with no reference on how they should be

approached. This problem persists in how the books themselves are presented, as we dyslexics can also have trouble processing lettering that is too small or close together.

At this point perhaps some of you are thinking: well if reading a whole book is too hard for some people they should just stick to playing simple, rules-light systems. To this I say: why should we be restricted to the roleplaying games we can play simply due to a slower cognitive ability? People with dyslexia have been known to possess great imaginative and creative abilities; Pablo Picasso and Stephen Spielberg among others. To deny those with dyslexia the chance to play and GM whatever

system they like is to close the door on their creative potential in roleplaying.

SOLUTIONS

Now, the situation in the hobby is by no means dire, but could be a lot better and inclusive to those of us with slower processing abilities. But if more of us gamers and designers had better awareness of players with dyslexia (or similar reading impairments, such as limited sight) a lot of these issues could be solved in a stroke. Fortunately we are already seeing this in some recent games, a good example being Monte Cook's Numenera where he gives a suggestion on how to approach learning the rules in his forward: "Here's a hint that I hope will really help: use How to Play Numenera to learn and teach the essentials of the game, and use Rules of the Game as your reference tool when you have questions."

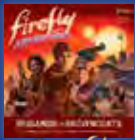
This paints an ideal that I think should be sought out in all game books, as shortcuts allow for faster digestion of the rules. This



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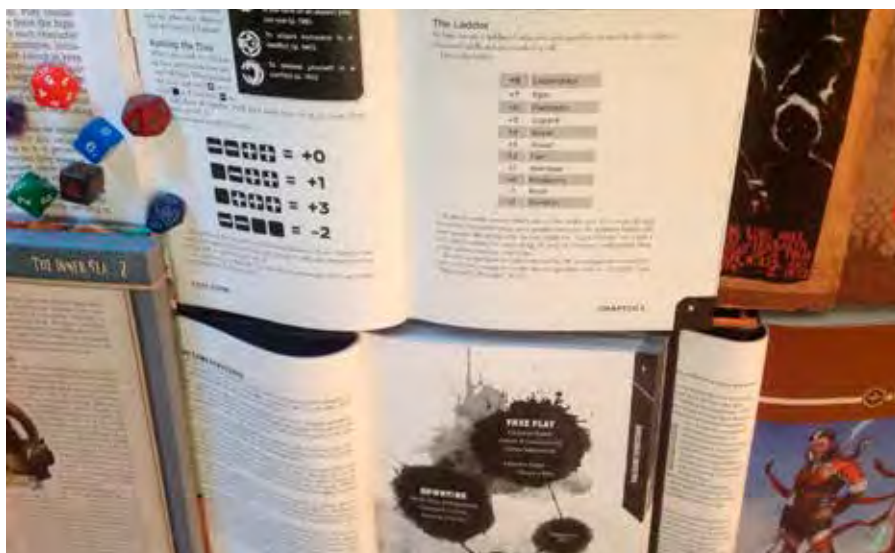
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in turn gives prospective players and GMs, whether dyslexic or not, more time to focus on developing their stories and campaigns.

Font styles and sizes that are much more accommodating to dyslexic readers is the next thing that can be done: take the Open Dyslexic typeface this article is written in as an example of what dyslexics can find comfortable to read. Obviously such fonts won't suit all games but with the increase in digital PDFs for game rules, it would be good to see readers having control over both the text font and background. Cass Reyfield, a dyslexic game designer, has written an extensive blog series on this subject that I would highly recommend you check out on his website casskdesigns.com. On the subject of customisable PDFs he has this to say to prospective designers: "If you want to offer multiple versions of the rules (at least digitally) in practical terms, the easiest way is to design the layout so either a) the spacing is similar, or b) the layout can easily be adapted to different page lengths (e.g. always ending a chapter on an even or odd page so the changes don't disturb the next chapter). That way, if you change font and colours, the layout itself only shifts minimally."

Thankfully more companies are using larger, easier to read fonts in their games. Unfortunately, rules sections are also becoming larger with little room for those like myself of finding shortcuts through the crunch.

Cass suggests: "By organizing text into sections and different heading levels, you are effectively chunking your rules in a way that

takes a load off working memory... It also helps people find specific rules they need faster, because they can skim headings rather than feel overwhelmed by a wall of text."

A good example of this can be found in the Pathfinder Campaign Setting book where each country is created under the same format of a four page spread, allowing for quick and easy navigation.

ADVICE FOR DYSLEXIC ROLEPLAYERS

So in the meantime, if you are a dyslexic in the hobby wanting to play or GM, what can be done to improve your prospects? As someone who had to find ways around these problems myself, I can offer a few suggestions.

The first I find is to always look for shortcuts: Even though the above examples of shortcut offerings only apply to a few contemporary games, I've found that many RPGs come with quickstart rules, oftentimes as free PDFs on sites such as DriveThruRPG.com. These frequently condense the main rules of the game into the key essentials. Once I've read through these, I usually have all I need to begin running a game and can then use the complete rules as a reference as and when I need.

The next important thing to remember when you're GMing is that this is your game, so feel free to use and dismiss the rules to keep the game enjoyable and fit the story you're wanting to tell. So long as I know the core rules system to the game, I find that small bits of fudging can be a great help to running the game

smoothly, without needing an encyclopaedic knowledge of the system.

Additionally a veteran dyslexic roleplayer, Robert Berry, had this to say on the matter: "You know how best you're going to deal with your own dyslexia and it's very easy to put a blanket statement out there that if you do X, Y, and Z, everything will turn out right, but I think it's what works for you as an individual. I think preparation is always going to be useful and maybe even speaking to the GM and players. That's probably the most important thing: communication, I think that works for a number of problems."

THE WAY FORWARD

I think the problems surrounding dyslexic roleplayers can be solved in part by a wider awareness and understanding of the problems they face in the hobby, not only from developers but also from the players themselves. We dyslexic roleplayers have often been shown a lack of understanding at game tables, from GMs penalising players due to them not reading all the game rules in advance, to having character backstories rejected because of spelling and grammar errors.

Still, even within the community we're seeing small things being done to help dyslexic roleplayers, such as dyslexic friendly character sheets for Dungeons & Dragons and Pathfinder. It could be argued that more story oriented, rules-light RPGs are better suited for dyslexic roleplayers, but this does not apply for everyone, so we should strive to be inclusive within all aspects of the hobby.

In closing, I would say that roleplaying has never hindered me. On the contrary, getting into the hobby has improved my literacy greatly and I owe so much to it. I have never been denied access to certain areas of the hobby due to my dyslexia, merely faced with small obstacles, many of which can easily be fixed with better consideration for players with disabilities. It's not about dragging other people down for the sake of a few, but to ensure that everyone reading and playing in this brilliant hobby of ours can achieve their maximum creative potential.

I HAVE THIS IDEA FOR A GAME

A GUIDE ON HOW GET YOUR GAMES PUBLISHED

THE TABLETOP GAMES MARKET IN THE UK IS WORTH PERHAPS £400 MILLION, AND IS GROWING ALL THE TIME. THERE ARE AROUND 100,000 PUBLISHED GAMES IN EXISTENCE, WITH HUNDREDS MORE BEING RELEASED EACH YEAR. THIS IS VERY MUCH THE GOLDEN AGE OF TABLETOP GAMING.

Many gamers look at all these new games and think to themselves 'I have this idea for a game.' At this stage, many of these budding designers get no further. How do you move on from that lightbulb moment? Just how do you get a game published?

This article is a guide we hope will answer these questions.

DO YOUR RESEARCH

Many individuals may think board games are restricted to Cluedo, Scrabble, Monopoly, and Trivial Pursuit. It is important to be aware of the wealth of games that already

exist, and that the competition is huge. So, you first must do your research.

ONLINE HELP

Visit gaming related websites, YouTube channels and blogs. **Board Game Geek** lists thousands of games. **The Dice Tower** runs top 10 lists. **On Tabletop** produces a vast number of review videos and game play throughs.

GET TO A CONVENTION

Conventions are where the games industry gathers and meets gamers. Games are demoed and sold, publishers get a chance to get

BY RICHARD DENNING

ILLUSTRATIONS BY ANDREE SCHNEIDER

feedback and to show their new prototypes. These are some of the largest in the world:

Gencon Indy takes place in August in Indianapolis, USA. Around 90,000 visitor attend, and there is a huge organised play schedule.

Essen Spiel happens each October in Essen, Germany. It has around 70,000 unique visitors, and is where most new releases of board games occur.

UK Games Expo is each May or June in the NEC, UK. It has around 22,000 unique visitors, and features an extensive Publisher-Designer Track (see page 46).

Worldwide, other events worth looking at are Origins, Pax Unplugged, Lucca Games, and Comics and Cannes.

In the UK other large conventions include Dragonmeet, Airecon, and Tabletop Scotland. There are dozens of other smaller conventions too, which are great testing grounds for

HOW DO YOU MOVE ON FROM THAT LIGHTBULB MOMENT?



your prototypes.

At these events you can play the games, meet the designers, and make some contacts. You will also become aware that gamers have many different tastes; some like games with luck and randomness, some hate that. Start to get a feel for the audience your game might appeal to.

PLAYTESTING AND PROTOTYPES

The process of publishing a board game is a little like writing and publishing a book. When you write books you first start with a basic concept, then write a first draft, and then revise and edit it. This is similar to what happens with game design.

Indeed, some companies call game designers the game author. You first produce an early version and begin play testing it. You need to see if the game works. This, means playing the game over and over. The game will go through various versions, akin to drafts of a book, and just as an author needs an editor to see what does not work in a book, a designer needs play testers to pick up on the flaws in a game concept.

It is a good idea to bring the game to a convention, as you can get feedback from new players. Be prepared for negative remarks and the need to go back to the drawing board.

Playtest UK run many playtest sessions around the country. See: playtest-london.blogspot.com You can visit them at UK Games Expo in stand 1-184 where you can help this year's playtesters with their playtesting and gain tips and ideas for another year.

HOW TO MAKE PROTOTYPES

There are various ways to make prototypes. The quick and easy way is a DIY approach using a home PC and cheap components – potentially only bits of card. Once you have a more developed game idea and are starting to take it to events, then a more professional appearance is needed. Some companies offer a full prototype service, such as cartamundi.com/en/make-my-game/

THE IMPORTANCE OF ART

In the current market games can often fall or succeed on the quality of the appearance. A great game that looks bad can struggle to make an impression. If you do not possess enough skills yourself, you need an illustrator and graphic designer. You may be able to find someone who offers both skillsets, but equally you may need two people. Several attend UKGE and have stands, so take the time to go and see them all because one of them might have the skills you need. Ralph Horsley designed our programme cover and is on



stand 2-674 whilst Andree Schneider created our merchandise art and is on stand 2-665).

YOU HAVE A WORKING GAME, NOW WHAT?

You now need to get a publisher. This is where taking the game around the conventions can be of value, because if a game has legs gamers will recommend it and a publisher might take notice. Alternatively, directly pitching the game idea to a publisher is an option. The key thing to remember at this stage, however, is not to approach a company until you have a game that is well developed and play tested.

Here are some routes to explore:

A) Indie publishing. Why not publish the game yourself? A number of games manufacturers attend UK Games Expo. Visit their stands and discuss your projects. It is best to get several quotes, sometimes one company may be cheaper for one type of game and a different one for a different game. Points to look out for are:

- What is the per unit cost depending on the quantity you order, eg. £13 per game for 1,000 units, £11 for 2,000 etc.
- What are the tooling costs? Most games require one-off templates or tools. If you have a punch board of counters of different sizes, that needs a unique tool to punch the tokens out. It can pay dividends to explore different layouts that allow you to use the same tool more than once.
- Look at their sample components and make sure you are both using the same terms.
- Don't forget possible testing charges. If you sell games in the EU your games must contain a CE mark to show they have passed certain tests.

- Additional language versions of games might add costs if there is a lot of language on the game components.

Further Costs come from:

- Your artists and designer's costs. Negotiating a good overall deal on artwork as well as costs for layout of the game and creation of digital files is important.
- Translation costs. Each language you have in the game means getting it translated. You may find asking other publishers who they use can give you useful introductions to affordable translators.
- B) Co-publishing.** You may be able to form a partnership with an existing publisher or distributor to help make the game. For example, let's say you intend to make the game in English and only want 1,000 games. Partnering with a German publisher to produce 1,000 in German means you are now making 2,000 games and that reduces the per unit costs for both of you. As the designer, you should be able to get a profit out of that arrangement and still allow the co-publisher to get a fair deal. For example, say a game costs £10 to make. You may be able to agree a deal that the co-publisher pays £12 a unit to the manufacturer who pays you the £2 as profit.
- C) Selling or Licensing the game to a Publisher**

It is possible that you may be able to sell your game design to a publisher who then produces the game. At UKGE we hear stories most years of designers who maybe had a game on a playtest table or a starter stand one year and were approached by a publishing house who eventually bought the game design from them.

In these scenarios, you may either agree a deal for a one-off payment for the rights to the game either for ever, or for a defined time period. It may be that a royalties deal is

TO FIND
OUT MORE
ABOUT
OUR PLAY
TEST ZONE,
GO TO
PAGE 47



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agreed giving you a percentage of profits. You need to look at whether you are granting the rights for just, say, English versions or for all languages, for sales in limited areas or worldwide.

Andrew Harman from YAY Games tells us about their experiences with licensing their games.

There's a big worry that getting a licensing deal is somehow the start of you losing control of your beloved game. It will be changed into something unrecognizable. Well, this is partly true. But it's really about adapting your game to their target audience. Sometimes it's a financial decision and a way to keep their staff and artists busy, sometimes it's to add something to fit their house style – whatever it is, it's an interesting journey.

We have two license deals for Ominoos and they really couldn't be more different. Albi in the Czech Republic were clear from the start that they wanted to redo the artwork but it didn't change fundamentally from our YAY Games edition. With Simply Fun in America it was a very different story. They wanted to retheme 'Ominoos' and chose a setting of rockpools instead of Ancient Egypt. We shared our development experience to make sure that symbols on the dice were clear and colourblind friendly and it was a great experience seeing what they came out with. 'Rolling Tides' looks great and won an award in the US proving they really knew what they were doing. So, the big lesson is to trust that your partner publisher knows their target audience.

The other thing is the dreaded contract. It can be quite daunting reading the legalese on these. Don't be afraid to ask for changes or clarification. A contract isn't fixed until it's signed and it's a chance to negotiate for things you want or don't want. Remember that they need you as much as you need them but be realistic. Think of it as a partnership not a rip off.

D) Crowd Funding and Pre-orders. Crowdfunding is a method frequently used in the games industry whereby the considerable cost of making a game is raised in advance by selling the concept to potential customers typically via the internet. Common platforms are Kickstarter and Go Fund me.

Peter Blenkharn of Inside the Box tells us about his experiences with Kickstarter.

Our first Kickstarter in 2015 was a real start-up dream, as new grads putting absurd hours in with basically no money, trying to get an idea off the ground. With only 50-60 quid to start the project, we ended up spending a straight 20 hours on the run up to the launch putting together the campaign. Our first game, Molecular, an educational chemistry game, funded and we got a taste for the buzz of crowdfunding



TO FIND OUT MORE ABOUT OUR THE PUBLISHER DESIGNER TRACK, GO TO PAGE 46

success. There are maddening logistics in completing a project but also outright exhilaration of sending off hundreds of parcels around the world.

Our second Kickstarter initially failed as it isn't a catch-all method for success. It's merely a platform and succeeds on the merits of projects putting its powerful tools to good use. That's when the UK Games Expo came in, providing an affordable starting point to play our game with hundreds of people who then went to back the Kickstarter relaunch.

That second, successful campaign got us Statecraft printed, and just enough to launch Sub Terra - where ITB had its first taste of real, international success. But our Kickstarter journey didn't start with that one massive campaign in January 2017, it began two years earlier, when me and Matt were dossing around in our university rooms or Thirsty Meeples trying to cobble something together.

So we Kickstarted Sub Terra and that overwhelming funding success also kickstarted our company ITB. With subsequent distribution worldwide, we're poised to launch more than a dozen titles in 2019/2020, now with a professional studio team and some incredibly exciting things to come.

YOUR GAME IN PRINT!

Finally, if all goes well, the game gets released. Plan the launch to coincide with a large convention to get your game off to a good start.

Your job is not over yet

Once the game is released, you need to continue to market the

game. This involves demoing the game at conventions, getting interviews with bloggers and podcasters, and reviews online. UKGE offers marketing opportunities online and at the convention.

THE TAKE HOME MESSAGE

Sarah Kennington of One Free Elephant summarises the key points of this article here:

There are many ways to produce a game, but these are our Golden Rules:

1. Test!

Find a wide audience of playtesters: PlaytestUK, Conventions and local groups are your hunting grounds now.

2. Build Relationships!

Visit manufacturers at conventions. Join indie publisher facebook groups, go to meetups, publisher speed-dating, and volunteer on people's convention stands. Everyone you know makes you better.

3. Be Specific and Consistent!

Volumes, sizes, measurements, weights, samples, colour spaces, pantones, costs, thicknesses, cores – know them and make sure everyone you're working with does too.

4. Lock stuff down!

Before your Kickstarter launches, refresh your quotes with a 60 day option. Pay your deposit before that deadline. Only sign when you're ready - but sign when you are ready to get those prices fixed down.

5. Drive your goals!

Just because it's important to you, doesn't mean it's important to others. You need to be in the driving seat.





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FOR SOMMERLUND AND THE KAI! A BRIEF HISTORY OF LONE WOLF

JUNE 2019 MARKS THE 35TH ANNIVERSARY OF THE PUBLICATION OF THE FIRST BOOKS IN THE LONE WOLF SOLO ROLEPLAYING GAME SYSTEM, CREATED AND WRITTEN BY THE LATE JOE DEVER.

BY JONATHAN GREEN
WWW.JONATHANGREENAUTHOR.COM



But to discover the origins of Magnamund, the fictional world in which the Lone Wolf adventures take place, we must go back to 1977, when Dever, then aged 21, created it as a setting for his ongoing Dungeons & Dragons campaign. Dever once described the discovery of D&D as his Eureka moment, as the original three-pamphlet set gave him the toolkit he needed to turn the tabletop wargaming campaign with a fantasy edge that he was running at the time, into a fully-fledged RPG. He developed his own rules, created a parallel universe populated with all manner of gods and monsters, and then proceeded to document his gaming group's adventures within that world. And it was this that provided the background for what would become Lone Wolf.

In 1982, Dever became the first British winner of the Advanced Dungeons & Dragons Championship of America, and entered the gaming world professionally when he received a job offer from Steve Jackson and Ian Livingstone at Games Workshop. Initially, he had considered producing Lone Wolf as a roleplaying game, but, as he put it once himself, he "could not ignore the success they'd had with Fighting Fantasy when it came out, and that was it... I suddenly realised that there are a lot more bookshops than there are game shops in the world... I thought, I shouldn't be doing this as a roleplaying game, I need to be doing it as a solo game."

And so, in 1984, the first two books in the Lone Wolf series – Flight from the Dark and Fire on the Water – were published simultaneously, by Hutchinson, with another title, The Caverns of Kalte, coming out before the end of

FLIGHT FROM THE DARK SOLD OVER 100,000 COPIES IN ITS FIRST MONTH ALONE



the year. Fighting Fantasy having paved the way with the reading public, making people aware of what adventure gamebooks were, Flight from the Dark sold over 100,000 copies in its first month alone. The series went on to be published in over 30 countries, translated into 18 languages, selling in excess of 12 million copies worldwide, and winning numerous awards.

However, Lone Wolf differed from Fighting Fantasy in one significant way; rather than being a series of mostly unconnected standalone adventures, the Lone Wolf series was an ongoing campaign. The reader took on the role of the eponymous hero of the story – Lone Wolf, formerly Silent Wolf, the last of a caste of warrior monks known as the Kai Lords – and the experiences of the early books were carried over, with what was discovered in one adventure being of use in the next in the series, and so on. There had been nothing else quite like that at the time, and so Lone Wolf became the next big thing in adventure gamebooks.

Hutchinson originally wanted to commission four books, but Dever had already planned to write 20. These were eventually published as the Kai Series (books 1 to 5, in which Lone Wolf rallies the armies of Sommerlund and Durenor to repel an invasion, whilst also pursuing a traitor), the Magnakai Series (books 6 to 12, in which Lone Wolf becomes a Kai Master), and the Grand Master Series (books 13 to 20, which introduces the restored order of Kai Lords). Books 1 to 8 were illustrated by Gary Chalk, with Brian Williams illustrating almost every book about Magnamund from then on, until his untimely death in 2010.

With Lone Wolf's popularity on the rise, soon there were a host of products released tied to the setting. These included: four gamebooks about the trials of the wizard Grey Star, written by Ian Page and edited by Joe Dever; a series of novelizations by John Grant called Legends of Lone Wolf, which expanded on the plots of the

gamebooks, adding new characters, events, and sometimes whole new stories; and three computer games, the first two being adaptations of the first two gamebooks, while the third, Mirror of Death, featured a brand-new storyline.



With the original 20 titles complete, Dever commenced work on the New Order Series. Intended to be 12 books long, only the first eight adventures in this new sequence were published before the series was cancelled, by then publisher Red Fox, in 1998. It would be another 18 years before the next book in the series was published.

Arguably, the best thing Dever did after the series was cancelled, was to allow to Project Aon, a fan-operated organisation, to distribute HTML conversions of the Lone Wolf books via the internet. This led to a strong revival of interest in Lone Wolf, particularly in Italy, Spain, and France, where the books were republished between 2002 and 2006.

In 2004, Mongoose Publishing



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created Lone Wolf: The Roleplaying Game, and then, in 2007, started republishing the original Lone Wolf books as premium hardback editions. A new version of the roleplaying game, Lone Wolf Multiplayer Game Book, was released in March 2010, but in April 2013 it was announced that Cubicle 7 would be picking up the rights to publish a Lone Wolf RPG. Called the Lone Wolf Adventure Game, it was released in September 2015, following a successful Kickstarter campaign to help fund its creation. "We're looking at the Book of Magnakai next," says Dominic McDowall, CEO of Cubicle 7 Entertainment, "and are planning the next stage for the future."

Many people can't help thinking of the Lone Wolf books without also calling to mind the incredibly detailed maps printed inside them. From 2012, Dever began releasing maps of Magnamund, containing elements that hadn't been published before, drawn by Italian artist Francesco Mattioli.

"For a period my main job was



drawing Lone Wolf maps," explains Mattioli. "After the poster-map was complete, we made the collection of 40 maps, then I started working on gamebook and RPG maps. Our last work together was the City Maps collection: 10 poster-maps of the main cities of Sommerlund we made for Åskfågeln, the Swedish publisher... I guess I made about 130 maps of Magnamund!"

In 2013, Dever wrote the story and in-game text for the Joe Dever's Lone Wolf video game series. Specifically designed for tablets and smartphones, Lone Wolf: Blood on the Snow was developed by Forge Reply and published by BulkyPix, and went on to win various awards. By 2016, the game had achieved 2.5 million downloads since its release in November 2013.

The revival of interest in Lone Wolf gamebooks eventually saw the rights return to Dever, who set up Holmgard Press to complete publication of the epic 32-book

saga, beginning with The Storms of Chai, in 2016.

Tragically, on 29 November 2016, Joe Dever passed away, at the age of 60, as a result of complications following bile duct surgery. But his legacy lives on.

In the week before he died, he outlined his plans for the final three books in the Lone Wolf series to his son. "I can't pretend it wasn't daunting," Ben DeVer admits, when asked how it felt to be entrusted with the task of completing the saga. "It took some time to understand the scale of what I had taken on, so I had to slowly restructure my life to make space for it."

Almost a year later, DeVer made an announcement via his late father's Facebook page, stating that he would be bringing the Lone Wolf series to its epic conclusion, co-authoring the 30th book in the series, Dead in the Deep, with Vincent Lazzari.

"It's been a steep learning curve," DeVer says, of writing the book. "I was never a gamebook fan. I read a few of them but it wasn't my thing. But I have always written, and my dad taught me a lot and helped me to write TV scripts and plays... We wrote a few things together, so I know his tone of voice but was not qualified to be lorekeeper of Magnamund. Which is why he also asked Vincent to work on the project."

"I met Joe for the first time in 2009 at the French game convention 'Le Monde du Jeu,'" recounts Lazzari. "We spent hours discussing his universe and its untold secrets. After that, we stayed in touch, and he started to show me manuscripts of future Lone Wolf RPG supplements. I reviewed them for him, comparing them with the sources, and he was pleased with my work and my method, since my only concern was to ensure lore continuity and consistency in all the projects. I became a sort of official reviewer for the Magnamund world around 2010, and... I have the feeling I became Joe's closest advisor and collaborator on Lone Wolf; we even started to discuss the conclusion of the saga together."

In writing the book, as well as having Joe Dever's own notes to work from, the two co-authors were also aided by the 'Wolf Pack', the Lone Wolf fan community. Lazzari says that the fans, "helped to correct and improve the manuscript, and we received unbelievable support."

The English language edition of Dead in the Deep will include a bonus adventure by August Hahn, who wrote the first version of Lone Wolf: The Roleplaying Game, published by Mongoose.

"Joe Dever and Matthew [Sprange] had been discussing the idea of a d20 roleplaying game for



Magnamund," explains Hahn, "and Joe wanted to meet us before he made a decision. We had a very long talk about gaming and Lone Wolf, and swapped war(gaming) stories. A few weeks later, Joe decided to give Mongoose a try and requested that I be the author for the game. It was a huge honour, of course; one I am still trying to live up to if I'm being honest."

But what else can fans of Joe Dever's creation look forward to in the coming months and years? "There are some really exciting digital projects in development," reveals DeVer.

One of these is Lone Wolf AR, an augmented reality game first teased at Lucca 2018. "We've progressed on from our Lucca demo to devising the full game, so we're in the design phase right now," says René Batsford, co-founder of VisionizAR, the company behind the ambitious project.

DeVer certainly has plenty on



his plate: "I'm working on getting the entire series back in print. And of course, we need to finish writing the final two books and bring the saga to a conclusion. I am extremely excited about the next two books. Writing Dead in the Deep was a really great experience and now I'm hooked, and I get the joy of discovering much of my dad's inner universe for the first time. It's been a special journey."

Clearly, 35 years on from the publication of Flight from the Dark, Lone Wolf is alive and well, its enduring popularity testament to one man's creative vision and the dedication of a global fanbase. And long may it remain so.

"For Sommerlund and the Kai!"

35 YEARS ON FROM THE PUBLICATION OF FLIGHT FROM THE DARK, LONE WOLF IS ALIVE AND WELL



BRICKS AND MORTAR

WHAT HAVE BOARDGAME CAFES AND STORES EVER DONE FOR YOU? AND WHAT CAN YOU DO FOR THEM?

WHEN YOU'VE HAD A LONG DAY IN WORK OR STRESSFUL DAY AT COLLEGE OFTEN YOU JUST WANT TO GET HOME, PUT YOUR FEET UP AND RELAX. BUT WHAT HAPPENS IF YOU DON'T WANT TO GO DIRECTLY HOME? MAYBE YOU NEED MORE TIME TO TURN WORK MORE OFF, OR THE TRAFFIC IS REALLY BAD AND YOU NEED TO ENTERTAIN YOURSELF FOR A FEW HOURS?

BY HEIDI COOK
MANAGER OF
FAN BOY THREE
WWW.FANBOY3W.CO.UK

Up until recently that answer may have been go to the pub or coffee shop. But what if you don't drink, or your interests lay in more boardgame related things? Then why not head down to your friendly local game store (FLGS) or go grab a nibble while playing a boardgame in one of many growing boardgame cafés?

In recent years, geek has become chic and people have embraced that side of our culture. FLGS have long since provided a haven for like-minded people, but they are now more and more becoming focused on also offering a place to play the games and allow people to relax. They have become a third space, a place that is neither work nor home, a place that you can relax in, meet people, and, more importantly, play some games.

Shop owners, as if by magic, have become more like bartenders; people who can help customers find the perfect game, demo them, and even be there as a friendly face, someone who people can talk

WHY NOT TRY OUR BOARD GAME LIBRARY. FIND OUT MORE ON PAGE 6.



to about things that aren't work or home life. This is the very essence of third space. But what exactly is third space and why does it matter?

Third Space Theory is accredited to both Homi K. Bhabha and Edward William Soja, who have looked at this theory from different directions, and Ray Oldenburg, who first coined the phrase in regards to a place that is neither a business or home. In this case it is being used to describe a place of business that is neither most people's work space or home space. It's a place where collectively people can get together to talk and discuss a common interest without the fear of being ostracised. It's a safe space where people from all walks of life can come together and interact with people they wouldn't normally do so. This is beneficial and important in many sorts of ways, as it improves social relations, allows people to learn about different ways of life, and introduces people to different ways of thinking.

When playing games, such as

RPGs, there is also the benefit that it promotes critical thinking, planning, and negotiation as well as much more. Of course, some of this you could get online – but heading to a physical space presents the opportunity for so much more. As everyday stress increases, for example, being in a place where you can forget your work day or the outside pressures is becoming more and more important.

Games shops and board game cafés are becoming more a mix of a community and a business. Like bars and pubs, they now provide many facilities to people and are suitable for many ages.

People are learning more and more that being healthy doesn't just include the right food or amount of physical exercise you do, it also includes mental health. Although technology has enabled us to make friendships all over the world, it has also provided a us a way to accidentally isolate ourselves with computer games, mobile phones, and other such devices.





To break the cycle, stepping out of the growing comfort zone and going out to meet people can be the most difficult thing, but this is where boardgame cafes and FLGS can help. Game libraries and open gaming nights provide a place for singletons and groups alike to meet and learn new games, to break the ice and introduce people to other games. This doesn't just have to be boardgames; an increasing number of card games now provide demo decks.

Over the years, the price of games has been increasing. This year some reached £140, with kickstarter games selling for even more. So it is a big leap of faith to walk into a place and purchase a game straight off the shelf. But there is good news! Demo libraries

and boardgame cafes offer the perfect way to test out games before purchase. It may even allow you to try games you hadn't thought about playing before.

As a bonus you may also make some new friends along the way. And that's not all! With the growth and interest in Kickstarters and ways to crowdfund, designers and crowdfunding companies have also begun to demo their games in FLGS before they even hit production, so you could find yourselves giving a designer feedback and influencing a game before it makes it to the shelves.

Boardgame events are often created to give people a chance to come together and play the same game, either competitively or in a more relaxed situation, similar to a

IN RECENT YEARS GEEK HAS BECOME CHIC AND PEOPLE HAVE EMBRACED THAT SIDE OF OUR CULTURE

book club for board games!

A lot of FLGS and boardgame cafes are now offering food and drinks, making your stay more comfortable.

However, all is not well in the world of FLGS and boardgame cafes. With the rise of online stores more and more people are going after that bargain, the cheap game that will arrive at the door only a few days later. Now, this is not to say people shouldn't purchase games and other items online, but your FLGS and cafes need you, and you may very well need them! Since the start of 2019 we have been losing cafes and FLGS at the rate of roughly one per fortnight, so if there was ever a time to help out it is now.

So what can you do to help? Why not go in and play a few games? Buy some card protectors, a cup of coffee, or turn up to a tournament. Try out that boardgame library or demo a game to someone and get involved in the community.

Many places have spots for people to run games and if they don't, well there is no harm in asking!

So not only think about what FLGS and cafes can do for you but think what you can do for them. Without these places there will be no third space to head to play games, no communities within such places, or areas to take part in tournaments.

Of course its not all doom and gloom, but why not head down to your local cafe or FLGS and take a look at what they have?



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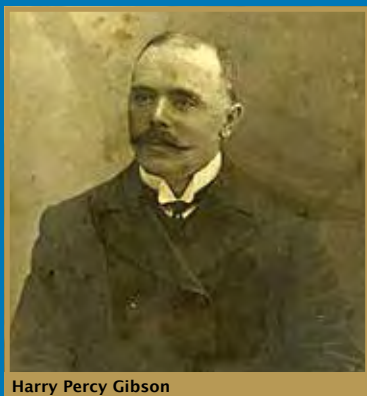
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Stand 1-291

100 YEARS OF GIBSONS

THE GIBSONS' STORY IS ONE OF FOUR GENERATIONS, OF PARTNERSHIPS FORGED, FRIENDSHIPS MADE AND PLENTY OF ADVENTURES ALONG THE WAY.



Harry Percy Gibson

EARLY BEGINNINGS

Born on 25th January 1872, Harry Percy Gibson had his first taste of entrepreneurship in 1903, when he bought the Glasgow-founded International Card Company (ICC), a small playing card retailer, using an unsecured loan of £500 from the Royal Bank of Scotland.

ICC continued to trade during the First World War, but in 1919 it was sold and Harry Gibson founded H P Gibson & Sons Ltd. selling card games as well as board games and other novelty products.

Some products were made directly by the company at Aldersgate Street, London, while others were distributed by H P Gibson & Sons. The new business became famous for offering 'The Big Four,' a series of military-themed board games reflecting the armed forces. This included L'Attaque, licensed from a French company in the late 1920s and re-released by Gibsons this year, celebrating their centenary. Harry Percy's son Robert Gibson travelled to Paris in person to buy the rights and the printing blocks.

THE SECOND WORLD WAR

The outbreak of the Second World War presented H P Gibson & Sons with substantial challenges. On the 30th December 1940, Harry Aisbitt Gibson turned the corner to work to discover that all that was left of the office was a pile of rubble; it had been completely destroyed by bombing. With the help of the

HARRY AISBITT GIBSON TURNED THE CORNER TO WORK TO DISCOVER THAT ALL THAT WAS LEFT OF THE OFFICE WAS A PILE OF RUBBLE; IT HAD BEEN COMPLETELY DESTROYED BY BOMBING.

VISIT GIBSONS AT STAND I-992

fire brigade, he managed to find the company's safe and retrieve Gibsons' charred ledgers. Fresh premises were found in Goswell Road, but just six months later, disaster struck again! Strict wartime employment regulations meant the male workforce was largely re-assigned, so the number of staff at H P Gibson & Sons dwindled to just two young ladies, one part-time.

BEYOND THE STORM

Having successfully navigated through the Second World War, Harry and Robert Aisbitt turned their attention to diversifying into wholesale distribution for other games manufacturers, including market leaders Waddingtons and Chad Valley. Demand for the company's products soared and both Gibsons' branded games and wholesale stock flew off the shelves, resulting in record results. Under the leadership of Harry Aisbitt and Robert Gibson, the company went from strength to strength.

THE START OF A LEGACY

Robert's son Michael joined the family business in 1966, on a salary of £11 a week. Little did Michael know he would still be there 53 years later. It was in the early 1970s, after the loss of the wholesale business, that Michael had a great idea. Waddingtons focused only on the games that sold more than 25,000 units per year,

and Michael realised that there were potentially profitable game titles that Waddingtons had discontinued. He advised his father to propose a licensing agreement: H P Gibson & Sons would take charge of the manufacture and distribution of these 'unpopular' titles and make royalty payments to the licence holder instead. Waddingtons agreed and soon H P Gibson & Sons were selling titles such as Risk, Travel-Go, Game of Nations, 4000 AD, and Scoop! The move was a resounding success.

DEALING WITH LOSSES

In 1969, Gibsons lost Harry Aisbitt Gibson, who is warmly remembered as a kind and caring man in spite of suffering an horrific experience during the Battle of the Somme. Then, in September 1973, Robert passed away from cancer. For Michael, stepping into his father's shoes at such a young age and with so little experience was certainly a challenge but he immediately rose to the occasion.

FORGING ON

Michael had the support of the company and also took the time to search for new staff to aid him in maintaining Gibsons' success.

Following the thrilling Spassky-Fischer match at the World Chess Championship in 1972, chess exploded in popularity. H P Gibson & Sons had their chess sets made by



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a small operation in France, which struggled to cope with the spike in demand. Customers were warned that if they wanted to ensure delivery of a certain quantity, they should over-order. Based upon that advice, one customer ordered 144 units hoping to receive a dozen. The order arrived at Gibsons and coincided with the arrival of a fresh delivery. To their amazement and horror, the customer received the full 144 units!

GIBSONS GAMES

With the business well on its way to rebuilding its pre-war reputation, Michael made the decision to formalise the evolution of his company by modernising its name. In the late 1970s, H P Gibson & Sons became Gibsons Games, taking on the familiar brand identity that endures to this day.

In 1979, Michael's brother in law, Roger Heyworth, joined the company. Roger had extensive commercial experience and a keen enthusiasm for games. Michael recalled the two of them visiting the Nuremberg Toy Fair. Roger quickly grasped the mechanics of the games being demonstrated, which Michael himself found difficult to follow!

By the mid 1980s, Gibsons had over 25 board game titles. These included Diplomacy and the football game Wembley. In 1981, they took the licence for the Sherlock Holmes game 221B Baker Street, which would go on to become a best-selling title. Woolworths, at that time the largest retailer of games and toys and a very important

customer, took 5,000 copies of each.

Gibsons licensed the wildly popular UNO card game from the International Games Co in the US. At its peak, this single game accounted for annual sales of 90,000 units and 22 percent of the company's turnover. Having built up the sales after a number of successful promotions, the game was lost to Mattel in 1990. While a blow to Gibsons, UNO's tenure with the company had helped enhance the Gibsons Games brand.

THE EMERGING DIGITAL ERA

Whilst board games had always been an important aspect for Gibsons, by the late 1980s their popularity was in decline. For smaller producers like Gibsons, the effect was profound. Big companies could afford TV advertising and had the clout to negotiate with supermarkets and absorb the small margins that came from accepting lower selling prices. For Gibsons, this simply wasn't an option. The decline in popularity of board games was also prompted by the soaring success of video games. Gibsons would need to adapt once again, and fast.

THE MISSING PIECE

In the 1980s, Michael came across a book entitled Britain from the Air. With permission, he produced a number of aerial photographs of familiar British landmarks as jigsaw puzzles. Unlike anything else on the market, the initial range was welcomed by retailers and helped Gibsons to become a prominent force in the jigsaw market.

In 1996, Gibsons was looking to expand and began a long and very happy relationship with Austrian company, Piatnik, a family business established in 1824, making playing cards and games. One of these, Tic Tac Boom, had cards with letters on and a variable timer designed like a ticking bomb. Players, in turn, had to come up with a word that included the letters printed on the card and pass on the bomb to the next player before it went off. It fitted perfectly into the new popular genre of after-dinner games.

Gibsons marketed the game in the UK as 'Pass the Bomb.' Sales

at first were average, but in 1997, the game was play-tested by Steve Jackson's game playing panel. Steve wrote a regular games article for the Saturday edition of the Daily Telegraph. They loved Pass the Bomb and awarded it their Game of the Year. Sales took off with Gibsons often struggling to meet demand. Pass the Bomb was an international best seller and has since gone on to sell more than half a million copies in the UK.

2000S

A new millennium and Gibsons Games became Gibsons. By 2001, the jigsaw collection had expanded to include an impressive 250 titles, boosted by best-selling board games and high-quality playing cards.

Michael's daughter Kate joined Gibsons in 2005. Kate's diverse academic background and experience in Marketing and Advertising Sales meant that she almost immediately found herself involved in the upper-level management of the company.

A NEW FUSION

Kate's cousin Nicki Gumbrell joined Gibsons in early 2005. With a strong background in retail and a love of games inherited from her father, Roger Heyworth, Nicki eventually became the National Account Manager. Kate and Nicki made an unstoppable team when they became Managing Director and Sales Director in 2016.

100 YEARS AND ON

2019 marks Gibsons' 100th anniversary. In response to the resurgence in boardgame popularity, Gibsons has invested in new games such as Mind the Gap and Pixit, as well as re-launching popular titles, such as 221B Baker Street, the sales of which expanded from 2,000 units to 40,000 units sold annually!

Playing games has always been about bringing people together, to laugh, relax and have fun. With luck, these simple games will be a conduit that connects the generations, enriching the lives of all, perfectly in keeping with Gibsons' values, history, and heritage.

BY THE MID 1980S, GIBSONS HAD OVER 25 BOARD GAME TITLES. THESE INCLUDED 'DIPLOMACY' AND THE FOOTBALL GAME 'WEMBLEY.'



Kate & Michael

DIRECTORS' DIARY

A DOCTOR, A SQUADDIE, A CRAB, A NURSE AND A MINISTER WALK INTO A GAMES CONVENTION...AND THIRTEEN YEARS LATER UK GAMES EXPO 2019 IS THRIVING. THIS IS A LIGHT HEARTED LOOK BACK AT THE ALL REAL EVENTS THAT HAVE HAPPENED ALONG THE WAY...

CON DAY MINUS 367:

The Main Man bravely fights off the monster A456 road sign, which was looming menacingly and threatening the safety and contents of the Expo van...#VanQuished. Note to self: Look for alternate drivers.

CON DAY MINUS 366:

The alternate driver manages to reverse into the latest model Mercedes in the car park, leaves a polite note and then vanishes with the van limping into the sunset. Note to self: Look for *another* alternate driver.

CON DAY MINUS 365:

The Logistics Manager fails a perception check and reverses the van into a wall. Note to self: Just drive it yourself!

CON DAY MINUS 365:

Manage to stop traffic outside 5-Ways railway station as we unload a Dalek and then help it onto a train... Note to self, use the Mothership for transport next year.

CON DAY MINUS 355:

Dragonmeet: Whilst sleep deprived and running out of laptop battery, managed to set Expo Event ticketing live...while GMing hairy Indie games with the other hand...#InternetTetherGuru

CON DAY MINUS 353:

Random games arrive from exhibitors for award submissions with no trace of what they are entering for or why. Gentle emails are written thanking them for being keen and asking them to fill in the template on the website. ConKeenometre jumps by a factor of 10.

DAY MINUS 345:

Install password software on EVERYONE's machines as new staff and old seem capable of reciting any edition of any game rules you like but fail to enter one password correctly to login!

CON DAY MINUS 328:

Found an amazing deal for good quality bags online and ordered 1000 pounds of them from America... Later discover from the invoice that pounds meant weight and the dollar value was CONSIDERABLY higher! Budget is now a leetle sideways and we're going to need a bigger truck!

CON DAY MINUS 321:

Realise during set up that you have forgotten the PA systems for a major con we are supporting only after the show Director asks if you have enough batteries for the mics you don't seem to have!

MICROSOFT DECIDES TO 'UPGRADE' EXCHANGE SERVER RESULTING IN ALL EMAIL VANISHING INTO A POCKET DIMENSION

CON DAY I MINUS 298:

Found a rare two hour space at GenCon where we don't have meetings. Fellow Director decides he MUST play the Magic the Gathering card draft while I go for a wander around the trade hall. Apparently, after delays, he manages to draft the world's most awesome White Deck and proceeds to annihilate his opponents whose smack talk whilst drafting dwindles to humble pie during play. However, he is less than pleased when I return to let him know we need to leave for a meeting with the owner of GenCon. After some grumbling he concedes to his amazed opponent who is on 1 life and the referee offers to buy the deck from him!

CON DAY MINUS 297:

Discover that soft furnishings are the only required 'adventuring' item for the GenCon Pathfinder evening as "The Cushion of: Peace/War/Smothering/Death/Negotiation/Wrath/Comedy etc.etc.etc. is wielded with uncertain results and to the hilarity of the gaming group and eventually the whole room.

CON DAY MINUS 222:

Travelling to Essen, fellow Director falls asleep from Kidderminster to Antwerp, awakes to find us in Antwerp and goes back to sleep for another four hours. After Europe's most tedious traffic jam he wakes again to discover we are still in Antwerp.

CON DAY MINUS 221:

Mile six million and 22: Stop at exceedingly rural Belgian services on the way to Essen. Whilst dodging the marauding hens and ducks some of the team fail to have correct currency to use the facilities and decide to relieve themselves au naturel. Made a note to ensure no one is wearing UKGE branded shirts after a hen comes flying out of a bush with one of our lads doing up his fly.

CON DAY MINUS 220:

During FerryCon (aka the crossing to Essen Spiel in Germany) we are testing a prototype of a new game when a 50-man strong Welsh male voice choir start busting out "Men



of Harlech". Prototype is briefly vandalised as "London Town" is crossed out in favour of "Rourke's Drift".

CON DAY MINUS 219:

Surprised as Director's dad uncharacteristically volunteers to get in a round of drinks only to spot a young blonde Russian female Weightlifter propping up the bar and said parent tentatively chatting to her! Instantly regret every embarrassing thing done to my parents and hide in my Weisbier!

CON DAY MINUS 197:

An exhibitor sends in their logo correctly formatted and at the right pixels per inch setting. Our logistics guru is sent home hurt after performing a spontaneous attempted cartwheel of joy.

CON DAY MINUS 196:

Microsoft decides to 'upgrade' Exchange server resulting in all email vanishing into a pocket dimension. Three hours after tech support has exhausted everything I had already done, I decide that toast is the only answer.

CON DAY MINUS 183:

Arrive at Essen Spiel to setup UKGE stand. Realise whilst I have indeed ordered a door for our office, I have not actually ordered the wall panel next to the door and now there is a big hole giving access to our laptops and printer. Try to persuade fellow Director that the panel is actually a window. Fellow Director not persuaded. Note to self: Double check the plans.

CON DAY MINUS 27:

10:04am: Colleagues were attempting to attach signage to lampposts using bungie cord. Moved to assist only for colleague to miss-hook the sign. Bungie cord followed the inevitability of physics by unwinding at high speed squarely into my unmentionables. I successfully cast the 'locate terrain' spell using the verbal component 'high pitched wail'. Colleagues assisted by gut laughing...

10:23am: Decided that continuing to aid my business partner was a liability and instead moved on to help our Main Man. In what appears to be a running gag, our Main Man also missed attaching his bungie to the sign. Again the coiled signage serpent of doom slapped me firmly in the happy sacks rendering me high pitched and crying...

11am: After a bracing cup of tea I decide that its safer to do this on my own. Having carefully placed the ladder against the 20 foot sign, I climb up to attach the giant banner. My discovery that the bottom of the sign post was rotten coincided with my landing in front of a surprised



**PROMISE
IMMEDIATE
PAYMENT,
MARRIAGE,
SWEETIES,
AND MY
FIRST BORN
(SORRY
SON)**

bus driver on the A456. My colleagues show solidarity by also falling over... laughing.

Note to self: Outsource signage for next year.

CON DAY MINUS 14:

The Show Printer denies all knowledge of our order for the event programme in spite of automated assurances to the contrary. After a moment of abject terror Quick Print comes to the rescue and assure me that yes, they can print 14 bazillion programmes for two weeks time and deliver them. Promise immediate payment, marriage, sweeties, and my first born (sorry son) then go for a lie down in a darkened room.

CON DAY MINUS 6:

Answer another Facebook query about availability of entry tickets on the door. "As our previous reply says yes you can buy Entry tickets at the show. Don't worry"

CON DAY 1: 10:32AM:

As the doors open and nearly 22k gamers march into the NEC I see one poor fellow being swept along. I manage to reach him through the tide to discover he'd just got lost and was trying to find the exit!

CON DAY MINUS 3:

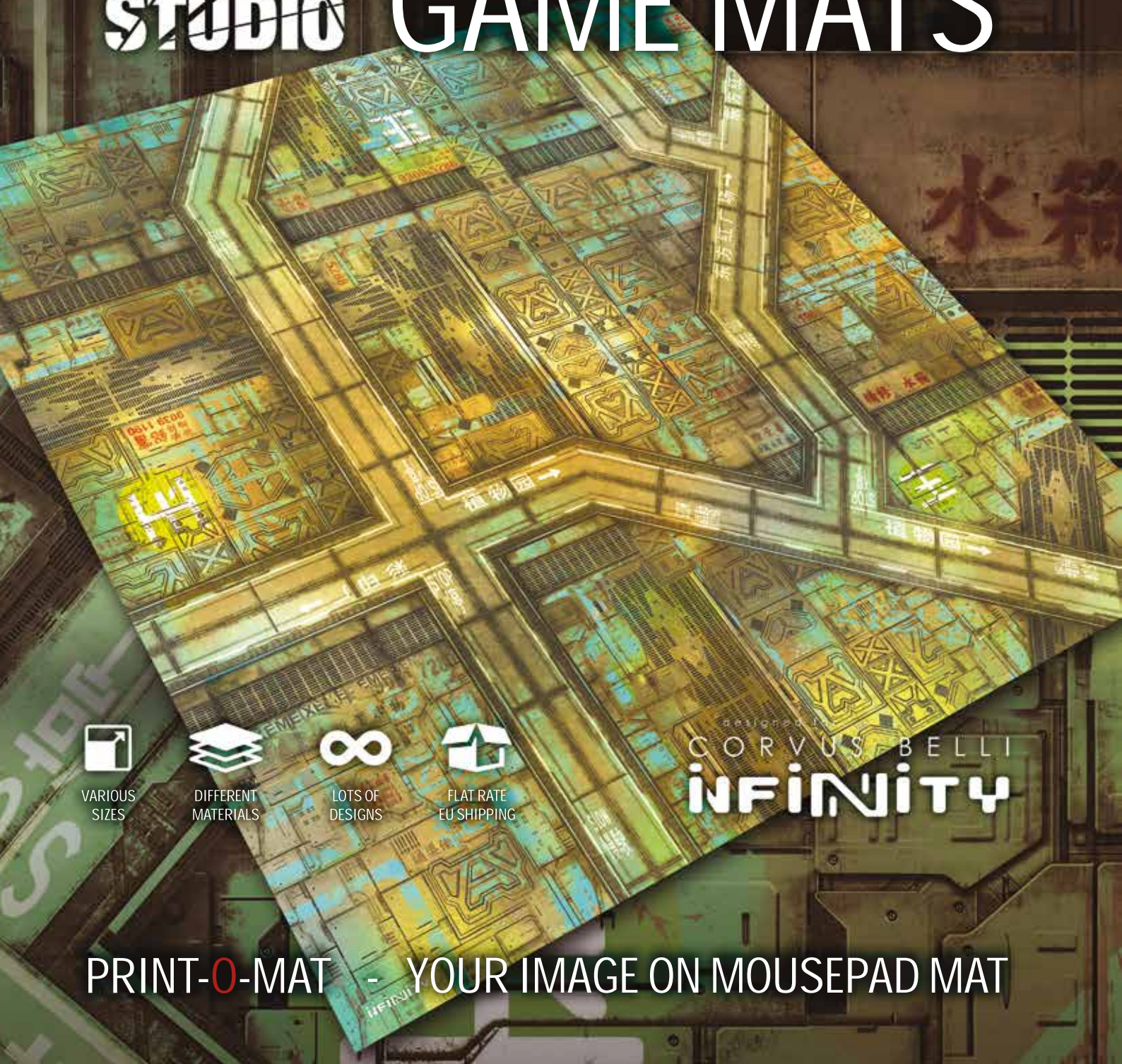
Discover we have the world's largest Hobby Games Bring and Buy when the floor plan for the layout resembles Death Trap Dungeon and the hardest level of the Labyrinth board game!

CON DAY MINUS 1:

Logistics Manager spent two months organising the correct pallets for each Hall and each stand within each Hall in the warehouse only for the removals company to turn up without a fork lift truck and then randomly bung pallets into their vans and later randomly into the NEC. Logistics manager is rescued from potential homicide and the van company are fired.

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CON DAY 1: 7:20AM:

Secured a suite at the Hilton (wow); kids arriving later and staying in the adjoining room. Having managed a luxurious shower I walk into my lounge in my birthday suit admiring the room's view only for inter-joining door to open revealing two hairy GM types whose response to my au natural state was: "Don't I know you?" I cordially invited them to leave my lounge and decided that I should have a word with the Hilton as to why my children appeared to have been replaced by older, hairier types and to talk about them about the merits of locked doors.

CON DAY 1: 9:30AM:

Discover the Vikings "entertaining the crowd" by offering to buy people's children for a shilling. On being told no, they then offer to buy 'the women'. This turns out to be a harder decision for gamers who are seen later walking into the hall nursing a thick ear from their missus!

CON DAY 2: 10:45AM:

Police are called as members of the public report Stormtroopers brandishing blasters on the roof of the Expo. Briefly feature on the UK's terror suspect list before kindly constabulary staff promise to remove us... once they have stopped laughing.

CON DAY 1: 11:20AM

Penthouse lift failure reported. On investigation it was discovered that six Stormtroopers were stuck in the elevator. Engineering dispatched to fix suspected Rebel sabotage of door controls.

CON DAY 1: 11:38AM:

Ticket booths are suddenly quiet as incoming convention attendee lines trickle to nothing. A short but worried investigation finds that the Stormtroopers have started

stopping people in their cars and on foot before they reach the convention centre and demanding to see their identification! The Expo Keenometre breaks as the 'Troopers fail to break character.

CON DAY 1: 12:36PM:

Having agreed with the Vikings that the stage is too small to demonstrate fighting this year, I walk past to see a fight in full swing and the head of an axe spin into the audience and land two nano metres from a child... Child's eyes widen and then cheers wildly... Vikings are debriefed vehemently.

CON DAY 1: 2:30PM:

Wander into the foyer of the Hilton to discover The 9th Doctor had the Stormtroopers and Daleks lined up giving them a good telling off... wonder if sleep deprivation is making this better or worse...

CON DAY 2:

Half way through the UKGE Awards Ceremony we are still waiting on our special guest of diminutive stature who seems to be several pints into chatting up one of the Director's nieces. Special guest, finally arrives in a merry fashion and fellow Director announces "And the award for best miniature..." Silence falls, followed by most people being unable to speak from laughing too hard.

CON DAY 3: 9.45AM

Having provided name badges this year for all our volunteers, fellow Director is confused as to why every volunteer this morning is called Darren. He discovers later that the entire volunteer pool went to see the Dark Room last night. Fellow Director went off to have a quiet word with John Robertson. Made a note to take fellow Director to see the Dark Room at the Fringe.

THE 9TH DOCTOR HAD THE STORM-TROOPERS AND DALEKS LINED UP GIVING THEM A GOOD TELLING OFF

CON DAY 3: 10:04AM:

Watch in horror as the Stormtroopers approach a group of terrified kids in an apparently aggressive manner, demanding identification and to know if they were Rebel Scum. Horror turns to awe as the slightly taller of these children steps forward waving a hand and saying in high pitch "You don't need to see our identification". Without missing a beat Stormtroopers immediately respond "We don't need to see their identification... move along..." Children whoop and charge into the Hall. Need to take a moment to bask in the awesomeness of nerds and what must be some epic geek parenting!





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HYBRID BOARD GAMES

HOW APPS AND BOARD GAMES CAN WORK TOGETHER!

THE IDEA OF SO-CALLED HYBRID BOARD GAMES, I.E. A COMBINATION OF BOARD GAMES WITH DIGITAL CONTENT, IS NOT A NEW ONE. AS LONG AGO AS THE 80S THE FIRST ATTEMPTS WERE MADE WITH THE COMMODORE 64, ALTHOUGH IT WAS ADMITTEDLY RATHER IMPRACTICAL TO TAKE YOUR COMPUTER TO A BOARD GAME EVENING ALONG WITH ITS UNWIELDY MONITOR.

Quite a bit has changed in the time since, with ever more computing power being offered by ever smaller devices. These have become lighter and more portable and now fit into every trouser pocket in the form of smartphones. Ultra-fast and affordable data connections are making smartphones multimedia all-rounders. Today almost every teenager in the UK has their own mobile phone, which they use on average for more than 220 minutes per day, mostly to play with digital apps.

And although a smartphone can quickly become a digital party pooper during sociable board game evenings, this doesn't have to be the case!

In recent years an ever increasing number of publishers have begun to focus on the advantages of combining analogue and digital games. And the key consideration is the added value that use of an app provides for the players.

When starting a game an app can provide really useful assistance in

the form of explanatory videos or even a tutorial round, which are familiar from computer games. Because let's be honest – who wouldn't rather use their time for playing than studying lengthy game instructions?

The Finnish start-up Playmore Games Inc., for example, has focused on precisely this area with its Dized app: teaching players classic board games quickly and easily with digital tutorials and rule explanations. The Finns are collaborating with established publishers such as CMON, Blue Orange, Iello, Hans im Glück and Stonemaier Games.

And some, often large, publishers are taking just a small step further by offering additional digital content such as atmospheric background music or an additional game version. Although these games can also be played without an app, this is often at the cost of the real added value that the app provides. This type of hybrid game is now also being offered by the

BY
MANFRED
LAMPLMAIR

CO-FOUNDER
RUDY GAMES

German publisher KOSMOS under the 'Play it smart' label. In the robber expansion (Germany only) for The Settlers of Catan KOSMOS brings the robbers to life digitally in the app and expands the game with chance events.

In my opinion, the next level in the fusion of analogue and digital games are so-called companion apps. A companion app usually assumes the role of the game master, as for instance in Mansions of Madness by Fantasy Flight Games. While the first edition of this game could be played entirely without an app, it is indispensable for the second and provides significant added value.

Another step further in the amalgamation of analogue and digital game content is taken by the Austrian publisher Rudy Games' family game INTERACTION, winner of the 2018 Austrian Game of Games award. For this game the app not only displays and distributes the more than 10,000 questions and tasks from the five categories of knowledge, creativity, sport, society, and games but also adapts them to the age of each player. This means children get age-appropriate questions and tasks and adults are given game content that reflects their age. So everyone playing the game, regardless of their age, is constantly challenged but never

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overextended. In addition, the INTERACTION app learns more with each game, adapts better to the players' age, and blocks questions and tasks that have already been used. And thanks to regular updates, INTERACTION also constantly offers new game content to discover.

In LEADERS, also from Rudy Games, a world domination strategy game set in the Cold War era, the app is even used as a central element of the game. Here every player, as well as a board game phase in which they place units, conquer new areas and are involved in battles, also has a secret app phase. In the app, players can use the points they have collected for new troops, to conduct clandestine research or to deploy diplomats and spies. The app is also used to forge secret alliances so that the players at the table never really know who is currently working with whom. The app also automatically adapts the costs and bonuses for units and development to the number of players. The game is either played with a device that is passed around or, preferably, in multi-device mode, which enables each player to take part with their own smartphone or tablet. This means that the app phase runs in parallel so there are no waiting times, which improves the flow of the game and makes it more fun to play.

Another bonus with LEADERS is the update capability, which means that players receive regular, and often free, new game scenarios and other features in the app. LEADERS also has a brief four-page quick-start guide and the actual game rules are picked up thanks to the app the first time it is played.

AND ALTHOUGH A SMARTPHONE CAN QUICKLY BECOME A DIGITAL PARTY POOPER DURING SOCIABLE BOARD GAME EVENINGS, THIS DOESN'T HAVE TO BE THE CASE!

Digital versions of classic board games move on a further step while typically retaining the classic board game elements. The pioneers here were undoubtedly popular classics such as chess, Monopoly and Risk. In 2013 HASBRO entered into partnership with the video game giant EA Games, while the French group Asmodee has struck out on its own in this sphere with its subsidiary Asmodee Digital. With over 600 digital versions of board games, Tabletopia is one of the biggest players in this segment.

Recent years have shown that this development is not just a one-way street. Classic board games enjoy many advantages that digital games, despite boasting state-of-the-art technologies such as virtual reality, are simply unable to offer at the moment. The most important, of course, are social interaction with other players and the haptic play experience of analogue games. So it's no surprise that video games are also increasingly focusing on hybrid components with the toys-to-life category. The pioneer in this segment was Activision with Skylanders.

My personal view is that hybrid games above all provide a bridge between analogue and digital games and put an end to the "either-or" debate. A game isn't automatically good or bad just because it uses an app. Ultimately, whether or not a hybrid game is successful depends on the game mechanics, how much fun it is to play, and, of course, the added value provided by the app. For me the key benefits of an app in board games are:

- **Unpack & play** - The app provides step-by-step guidance

as you play, with no need to read boring game instructions.

- **More variety** - a game with infinitely more options! Different game versions, additional game scenarios and optional features ensure greater variety and infinite play options.

- **More enthusiasm** - a game that seems tailor-made for you! The app can automatically adapt game content, such as questions, tasks and the story, to the age and level of each individual player.

- **More fun** - goodbye boredom! With regular free updates there is always new content and fresh scenarios, questions and tasks to discover, which means that the game is constantly up-to-date and exciting.

- **Bringing everyone together to play** - an exciting game experience for all ages! The app sparks the interest of children and adolescents, who are then more open to playing a game together at a table.

- **More interaction** - a meaningful game device for everyone! Smartphones and tablets become key elements of the game and so are no longer simply annoying sources of distraction.

- **More clarity** - no question about the rules goes unanswered! Questions about the rules and doubts can be recognised and directly answered by the app, for example with videos, whilst the game is in progress. Including in the evening and at the weekend.



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Booth #1-376

[R]EVOLUTION OF D&D

BY JOHN DODD

IN THE BEGINNING... WELL, IN THE BEGINNING THERE WERE WARGAMES. THE ONLY REASON YOU GOT THE DICE OUT WAS TO TRY AND KILL THE GUY ON THE OTHER SIDE OF THE TABLE. I SAY GUY, BECAUSE BACK THEN, MOST OF THE PEOPLE PLAYING THESE GAMES WERE MEN, AND IF THE GAMES HADN'T EVOLVED PAST THE POINT WHERE EVERYTHING WAS JUST SHOOTING AND WINNING, THAT MIGHT VERY WELL HOLD TRUE TODAY. BUT GAMES DID EVOLVE...

The first mass produced roleplaying game was Dungeons and Dragons. It bore a lot of similarities with the wargames it was made from, no rules for skill use, and you could become more experienced by collecting gold, because everyone knows that you get smarter by taking gold off monsters.

Dungeons and Dragons Second Edition had more rules, more character classes you could play, more things you could fight, and brought the game to a far wider audience. But in many ways, it wasn't any different from the first edition. For those who enjoyed playing the game, this was not an issue, but many others had got a taste for the game, and they wanted more from it. With the roleplaying phenomenon building momentum with every year, many other companies started releasing games, and these games had rules for more than just bashing things and taking their treasure.

In the year 2000, Dungeons and Dragons Third Edition hit like a thunderbolt, with the original game mechanics now enhanced with skill use and enhanced tactical play that allowed players to keep track of everything their characters were doing, not just the kill score and gold totals. This was supplemented a short while later by version 3.5, adding in the errata and clarifications that people had found in the original third. This version also allowed people to make their own products using the game system under an open games licence, which in turn led to the creation of Pathfinder, a game that has for many surpassed the original in terms of popularity.

In 2007, Fourth Edition came out. This gave a very different feel to the game, with many elements

of narrative play reduced, along with the tactical play being much more advanced. The reaction to this edition was divisive, some loved it, some hated it, and there were not many in the neutral ground between.

In 2014, Fifth Edition finally saw the light of day, keeping the things that had made 3.5 so popular but reducing the level of tactical play in order to keep the action flowing without having to consult multiple rulebooks. Players were given even more options in how they played the game and with the exception of 3.5 (Accounting for Pathfinder), it remains the most popular of the game's editions.

You could be forgiven for thinking that after 40 years, the game had evolved as far as it was likely to do. But there was something that hadn't been considered. With all the rules that had been added, changed, re-invented, and just plain removed, it didn't change the actual experience of how people played the game. Gamers still went down dungeons, but now with the creation of organised play, groups could influence how the world changed and how things would go for their characters with future releases.

For some, that was the wrong way to go, and adding more rules and enhancements took them further away from the games that they had enjoyed years ago, where if there was a rule that you hadn't got, you made one up on the spot, or just made a call on it there and then.

So was born the OSR (Old School Revival) movement, where games were played with rulesets as close to First Edition Dungeons and Dragons as they could be. Games such as the Black Hack and Labyrinth Lord brought out



simpler adventures from simpler times, when heroes didn't take on kingdoms and battle armies, but just tried to make it back with more wealth than they had when they started.

What does it mean, people going back to something that's more than 40 years old when there's newer and shinier versions of the game out there?

It means that we have the choice now, we're not limited to just one set of rules, one way to do things. If you want to go down a dungeon and fight monsters, no problem. You want to go on a trip beyond the boundaries of time and space and never draw a weapon once? No problem, we've got something that will give you what you need.

So how do you figure out which one works for you?

At UK Games Expo, we know how difficult it is to choose something new when there's so much new stuff out there, and while you can test out a board game in the middle of hall one and still get the idea behind it, playing a new roleplaying game not only needs to take up a small amount of time, it also needs a quiet space where you can enjoy it without the roar of the crowd behind you.

It was for this reason that we've brought in Games on Demand, located in the Churchill suite of the Hilton and offering two hour game demonstrations for you to try out new systems that you're interested in learning about. There is no wrong way to play a roleplaying game, but you need to know how it plays and whether the system is the right one for you and your group.

Games on Demand came to Expo a few years ago, and under the watchful (and energetic) care of Lloyd, the master of the mini game, it's more than doubled in size since then and will be growing for as long as there's demand. All you have to do is head over to the Hilton and tell the team what sort of game you want to play. There'll be something out there that you'll enjoy, and they're the people who'll be able to tell you what it is.



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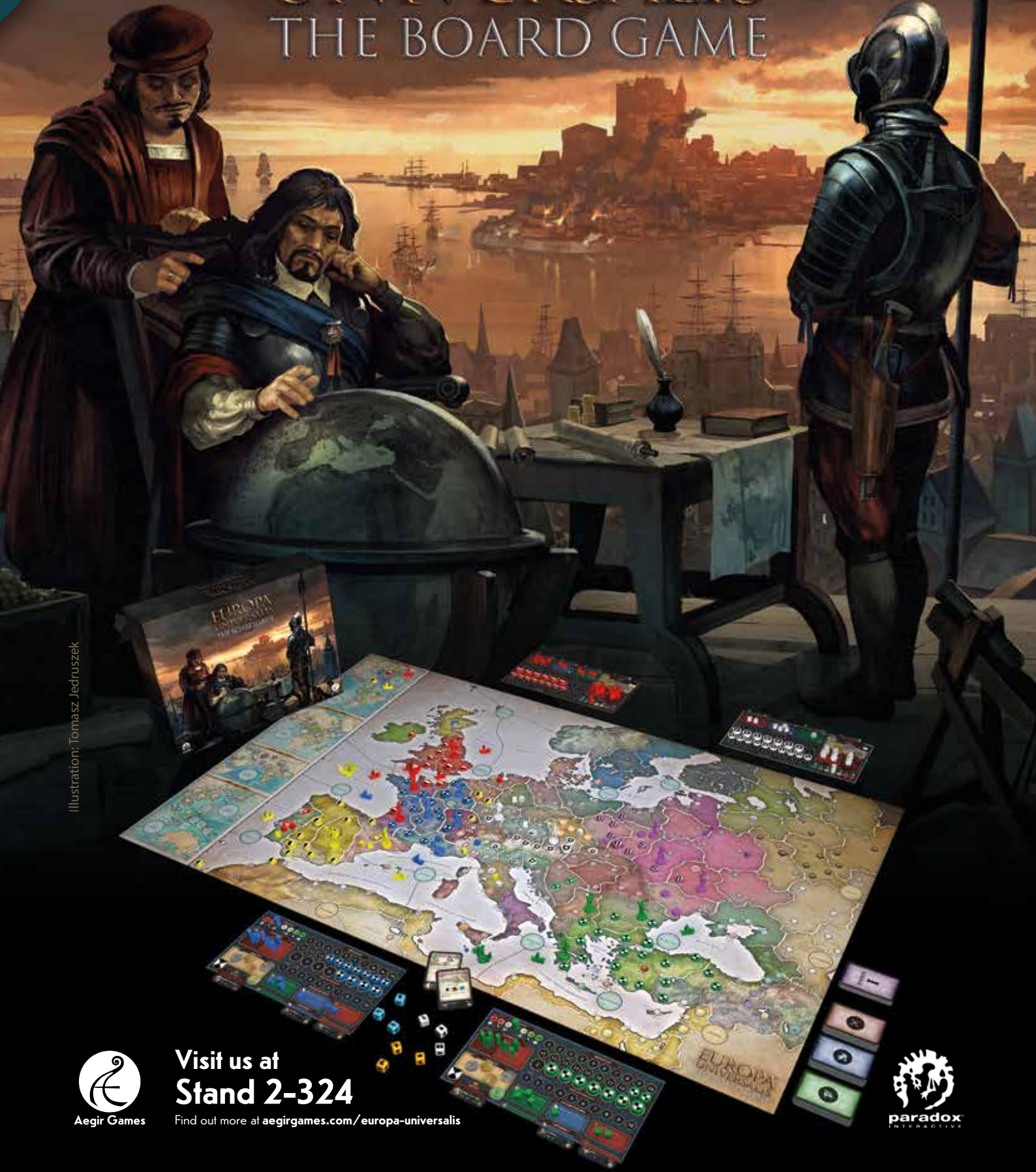


Illustration: Tomasz Jedruszek



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THE UK GAMES EXPO AWARDS RECOGNISE THE ACHIEVEMENT OF MANUFACTURERS AND PUBLISHERS IN A VARIETY OF GAME GENRES.

Last year we introduced two awards in each Category: a Judges' Award and a People's Choice award. All submitted games are rated by a panel of expert judges chosen by UKGE. This year we're introducing a shortlist of the top games in each category, as determined by the judges' ratings in the categories of Theme, Originality, Quality, Playability, Balance, and Fun Factor.

Expo visitors can vote on these shortlisted games via the UK Games Expo app (see page 49) – the top voted game in each category will receive a People's Choice Award. One of the shortlisted games will also be selected as the Judges' Award winner. The People's Choice and Judges' Awards results will be announced on Sunday at 3pm on the OnTableTop Main Stage in NEC Hall 1.



BEST ABSTRACT GAME

An abstract game is a game that minimises luck and does not rely on a theme. It typically focuses on strategy where skill and careful planning is the key.

LAST YEAR'S WINNER

Judges Award & People's Choice:
Thieves

Merlin Games



Azul
Plan B Games



Bad Bones
Sit Down!



Dragon Castle
Horrible Games

BEST MINIATURES RANGE

A miniatures range for use in wargames or roleplaying games.

LAST YEAR'S WINNER

Judges Award & People's Choice:
Warhammer 40,000: Dark Imperium

Games Workshop



**Battlestar Galactica
Starship Battles –
Spaceship Packs**
Ares Games



**Frostgrave:
Frostgrave Wizards**
North Star Military
Figures & Osprey Games



**Wildlands:
The Adventuring
Party**
Osprey Games

BEST ACCESSORY

Anything gaming related not covered in the other areas e.g. game storage solutions, dice bags, etc.

LAST YEAR'S WINNERS

Judges Award:
DMB Games Resin Dungeon Tile Core Set
People's Choice:

Big Book of Battle Mats
Loke Battle Mats



**Big Book of
Sci-Fi Battle Mats**
Loke BattleMats



**Giant Book of
Battle Mats**
Loke BattleMats



**Dropfleet Commander
Dreadnoughts**
Troll Trader

BEST GENERAL CARD GAME

Generally these games will not involve a board, but cards will be the predominant feature. This category includes lighter and more family orientated games.

NEW CATEGORY FOR THIS YEAR



**Monsters vs Heroes –
Victorian Nightmares**
Ares Games



The Mind
Coiledspring Games



**Unlock 3! Secret
Adventures**
Space Cowboys

BEST DICE GAME

Generally these games will not involve a board, but dice will be the predominant feature.

NEW CATEGORY FOR THIS YEAR



Dice Hospital
Alley Cat Games



Ganz Schön Clever
Coiledspring Games



Roll for Adventure
Kosmos

BEST PARTY GAME

A game that is usually light and easy to play, with simple rules, and designed for larger groups or a party.

LAST YEAR'S WINNER

Judges Award & People's Choice:
When I Dream
Repos



20 Second Showdown
Big Potato Games



Decrypto
Scorpion Masque



Maki Stack
Blue Orange Games

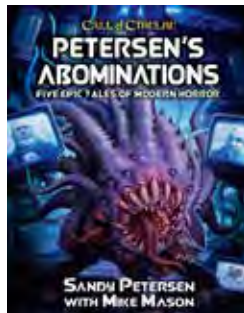
BEST ROLEPLAYING GAME ADVENTURE

An adventure, scenario or campaign or campaign setting for roleplaying games.

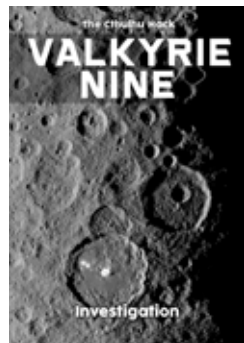
LAST YEAR'S WINNERS

Judges Award:
Two Headed Serpent
Chaosium Inc.

People's Choice:
The Cthulhu Hack: Three Faces of the Wendigo
All Rolled Up



Peteresen's Abominations
Chaosium Inc



The Cthulhu Hack: Valkyrie Nine
All Rolled Up



The Laughter of Dragons for The One Ring
Cubicle 7

BEST ROLEPLAYING GAME EXPANSION

An expansion or supplement for roleplaying games, which expands or adds to an existing game system.

LAST YEAR'S WINNERS

Judges Award:
Down Darker Train
Chaosium Inc.

People's Choice:
Leagues of Cthulhu
Triple Ace Games



13th Age Glorantha
Chaosium Inc



Adventures in Middle-Earth Bree-land Region Guide
Cubicle 7 Games



Star Trek Adventures - The Command Division
Modiphius Entertainment

BEST ROLEPLAYING GAME

The main rules set for a game in which players assume the roles of characters in a fictional setting and where the main thrust is that players take responsibility for acting out these roles within a story generally run by a games master.

LAST YEAR'S WINNERS

Judges Award:

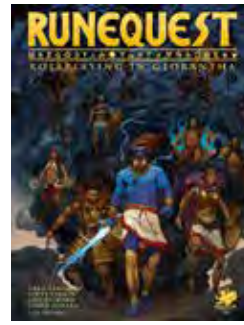
Adventures in an Age Undreamed of
Modiphius Entertainment Ltd.

People's Choice:

SINS – The Roleplaying Game
First Falling Leaf Limited



Forbidden Lands
Free League Publishing



RuneQuest - Roleplaying in Glorantha
Chaosium Inc



The Black Hack 2nd Edition
Squarehex

BEST MINIATURES RULES

A rules system where the core part of the game is using miniature figures to fight out battles.

LAST YEAR'S WINNER

Judges Award & People's Choice:

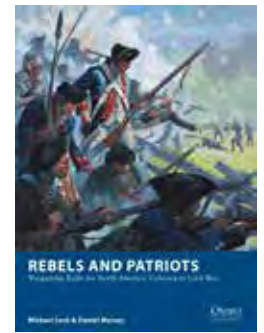
Gaslands
Osprey Games



Battlestar Galactica Starship Battles - Starter Set
Ares Games



Ragnarok: Heavy Metal Combat in the Viking Age
Osprey Games



Rebels and Patriots: Wargaming Rules for North America
Osprey Games

BEST AMERICAN-STYLE BOARD GAME

Generally feature a prominent theme, encourage direct conflict between players, and have a significant degree of luck. (Games with a target age of 12+ and specifically not for young children.)

LAST YEAR'S WINNER

Judges Award & People's Choice:

Rising Sun
CMON



Arkham Horror Third Edition
Fantasy Flight Games



Chronicles of Crime
Lucky Duck Games



Forbidden Sky
Gamewright

BEST STRATEGIC BOARD GAME

These are games that involve tactical and strategic game play, involve direct player interaction, and sometimes military themes. Specifically not for young children.

LAST YEAR'S WINNERS

Judges Award:

Civilisation
Gibsons

People's Choice:

Warhammer Underworlds: Shadespire
Games Workshop



Root: A Game of Woodland Might & Right
Leder Games



Victorian Masterminds
CMON



Warhammer Quest: Blackstone Fortress
Games Workshop

BEST STRATEGIC CARD GAME

Generally these games will not involve a board, but cards will be the predominant feature. This category features a high degree of tactical or strategic play. Examples may include Collectible Card Games. (Specifically not for young children.)

NEW CATEGORY FOR THIS YEAR



Arboretum
Renegade Game Studios



Tetris Speed
John Adams Leisure Ltd



Ruthless
Alley Cat Games

BEST FAMILY GAME

A game that is ideal for children (perhaps older children) and adults to play together and all enjoy equally.

LAST YEAR'S WINNER

Judges Award & People's Choice:
Adventures Await
Hub Games



Honga
HABA



The Tea Dragon Society
Renegade Game Studios



Ticket to Ride: New York
Days of Wonder

BEST CHILDREN'S GAME

A game that is specifically designed for younger children (10 years or below) to play with or without adult supervision, but not a game adults would play on their own.

LAST YEAR'S WINNERS

Judges Award:
Brain Box People at Work
The Green Board Game Company
People's Choice:
Rhino Hero – Super Battle
The Habermaass GmbH (HABA)



Schneck di-wuppi!
HABA



Who Did It?
Blue Orange Games



Zombie Kidz Evolution
Scorpion Masque

BEST EURO-STYLE BOARD GAME

Generally these games will have less direct player interaction, limited elements of luck, and less conflict. Sometimes called a Eurogame or German-style board game. (Specifically not for young children.)

LAST YEAR'S WINNERS

Judges Award:
Great Western Trail
Stronghold
People's Choice:
Photosynthesis
Blue Orange



Architects of the West Kingdom
Renegade Game Studios



Quacks of Quedlinburg
Schmidt Spiele



Space Gate Odyssey
Ludonaute

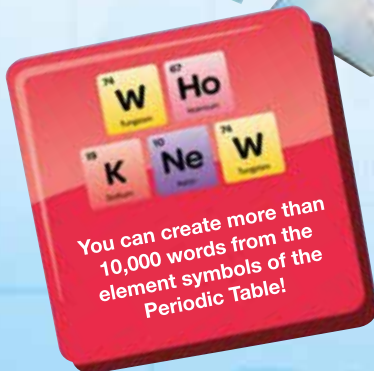
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