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WELCOME

WELL HERE WE ARE AT THE BRAND NEW VENUE FOR THE 7TH UK GAMES EXPO.

It's been quite a year putting the show together and with so many participants, events and elements to incorporate, an entire new venue to map, not to mention simply figuring out what goes where, there have been times when the five of us have wondered if we would ever manage to make it all work. If it does work it will down to the hard work of many dozens of volunteers, games masters, umpires and demonstrators and we thank them all for their hard work. This show started back in 2006 with two or three of us and an idea (or possibly a nightmare). The fact that we have come this far is testimony to that work.

We also thank the traders for coming on board and supporting this major move to a location we hope will be our home for at least the next few years. We especially thank our major sponsors Mayfair Games, Fantasy Flight games, Asmodee and our Associate sponsors, A1 Comics, Chronicle City, Coiled Spring, Chessex, Surprised Stare Games and Triple Ace Games for their support and for the contents of the goody bags. Finally we want to thank you the visitor, for without 2,000 and more of you turning up each year in increasing numbers, without your support and enthusiasm for the annual carnival that is UK Games Expo – well there would be no point. So enjoy yourselves, play the games, attend the seminars, watch the movies and if you like what you see let us know. Likewise if there are ways we could make it better tell us too.

THE UKGE TEAM



RICHARD DENNING
LAST YEAR WHEN TONY'S SERVER BROKE



TONY HYAMS
STOP SAYING MY SERVER BROKE!



MICK PEARSON
YOU CAN'T PARK THERE



PATRICK CAMPBELL
THE MAIN MAN



JOHN DODD
KNEEL BEFORE

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STAY ON TARGET

DESIGNING THE X-WING MINIATURES GAME

BY JAY LITTLE

AS WITH MANY OTHER GEEKS AROUND THE WORLD, STAR WARS HAS BEEN INCREDIBLY INFLUENTIAL THROUGHOUT MY LIFE. WATCHING THE MOVIES AS A CHILD SPARKED MY IMAGINATION AND INVOKED A SENSE OF AWE. OVER THE YEARS, MY LOVE OF STAR WARS GREW AS I BECAME IMMERSSED IN MORE AND MORE WAYS TO ENJOY THE SETTING. I CONSUMED STAR WARS BOOKS, ACTION FIGURES, VIDEO GAMES, BOARD GAMES, ROLE PLAYING GAMES, CARTOONS... THE LIST GOES ON.

When I was asked if I'd like to design a Star Wars miniatures game for Fantasy Flight Games, one that was meant to capture the excitement of the dogfighting between iconic starships like X-Wings and TIE Fighters, I couldn't say "yes!" fast enough. Once given the green light, I began designing X-Wing Miniatures with unbridled energy and enthusiasm.

GREAT, KID. DON'T GET COCKY...

- HAN SOLD, EPISODE IV

As you can imagine, working with Star Wars is an incredible opportunity. With that opportunity also comes a sort of obligation. Fans worldwide have high expectations when it comes to Star Wars themed games and experiences. It doesn't just have to look right, it has to feel right.

After several sleepless nights, long days, and nostalgia-triggered bouts of inspiration, I had some concrete ideas I could build from. Some of those first ideas that laid the foundation for the design included the movement templates, manoeuvre dials and a modular approach to kitting out individual ships to assemble a squadron.

I quickly assembled a prototype, eager to show my co-workers. I wanted to

see if these ideas were a step in the right direction or if I was suffering from a mind trick. The initial response was positive, so I kept refining the core concepts and slowly started to add more and more details.

That led to the next step, how to represent both the starships and their pilots? This turned out to be more challenging than first expected. What abilities or characteristics are inherent to a starship, and what unique abilities do the pilots bring to the table? How do ships and their pilots interact?

I also had to take into account a number of key features of the Star Wars setting and the space battles we see in the movies. How would astromechs like R2-D2 come into play? What do shields need to do? How do we represent different ordnance or weaponry like proton torpedoes or ion cannons?

LOOK AT THE SIZE OF THAT THING!

- WEDGE ANTILLES, EPISODE IV

Meanwhile, as I was working to answer those design questions, the production and development team worked tirelessly to make sure X-Wing Miniatures would be visually stunning. The media department worked closely with Lucasfilm Ltd. to ensure the consistency and accuracy of the starship models. FFG obtained measurements directly from the actual models used in the movies, allowing the media team to create some of the most accurate starships produced at that scale.

Over the course of the development process, the media team created rapid prototypes of starship models in a number of different sizes

"WORKING WITH STAR WARS IS AN INCREDIBLE OPPORTUNITY. WITH THAT OPPORTUNITY ALSO COMES A SORT OF OBLIGATION"

and scales. The ships needed to be large enough to show off their detail, but small enough to be manageable on a tabletop when fielding an entire squadron. After several rounds of prototyping, reviews and approvals, it was decided that X-Wing Miniatures would be created at 1/270 scale.

With the scale settled, the media department used 3D modelling software to create the level of detail required to really show off these starships. From these 3D models, steel moulds were built. Once built, the first wave of production samples were manufactured and determining the next level of detail – the colour and paint schemes – began.



CONTROL, CONTROL. YOU MUST LEARN CONTROL!

- YODA, EPISODE V

With the starship model development underway, the design continued to evolve. The core concepts expanded to include more dogfighting and miniatures elements like firing arcs, range bands, refinement of the movement and manoeuvre systems, and some of the special actions we wanted to make available.

The next critical part of the design process was creating the combat system. We had to find the right balance between fidelity to the action from the Star Wars movies and delivering a satisfying game experience.

For example, I knew I wanted TIE Fighters to be more agile and manoeuvrable than X-Wings, but also more fragile. If the TIEs were too fragile, players may not want to field Imperial squadrons. On the other



hand, if the TIEs were too durable, it wouldn't feel right.

The combat system was heavily tested, over and over, to strike that balance. Both the attacker and defender have the ability to influence the battle with strategic positioning and action selection. We wanted the system to reward smart play, tactics, and planning ahead, but still have that random element to build excitement throughout the battle.

NEVER TELL ME THE ODDS.

- HAN SOLD, EPISODE V

That random element came in the form of the attack and defence dice. It's easy to look at a game that uses dice and think it's heavily luck-dependent or chaotic. That may be true depending on how and why those dice are rolled. We considered the options carefully and decided that dice would be an integral part of X-Wing's design. The dice help balance strategy with unpredictability and provide excitement. People tend to lean in closely to watch the dice rolls.

Is there luck? Absolutely. Is it chaotic? Well, it's a sort of controlled chaos. Players have the opportunity to mitigate the whims of fate by building squadrons, performing actions and positioning their ships to maximize their chances. Moving into close range to add another red attack die could mean the difference between scoring a glancing hit or taking down your opponent.

The Focus action is another potent option players have at their disposal. It's a versatile tool for both offense and defence. Taking the Focus action allows a

player to "count" Focus icons generated by a dice roll. The player spends a Focus token to change those icons into successes on offense or evasions on defence. Otherwise, without using Focus, those icons are considered blank!

I HAVE YOU NOW!

- DARTH VADER, EPISODE IV

Few things are more gratifying than blasting your opponent's ships into oblivion while humming the Star Wars theme or making pewpewpew sound effects. I'm often asked if I prefer to play Imperial or Rebel squadrons, or asked what my favourite ability / action / pilot is from the game. Those are always difficult questions to answer, because it's like choosing which of my children I love the most.

Despite that, there are some tricks and tactics I particularly enjoy. The first is the barrel roll action. I think one common mistake new players make is to underestimate the power of the barrel roll action, which allows a ship to move side-to-side after performing its manoeuvre.

As the Imperial player, a well-timed barrel roll can suddenly put a Rebel ship right in your sights or allow you to avoid incoming fire by rolling out of someone's firing arc. As the Rebel player, you need to be aware of which ships can barrel roll and take that into account during the Planning Phase. The barrel roll really opens up the playing field and increases a ship's potential threat zone.

Similarly, the boost action found on ships like the A-Wing and TIE Interceptor also changes the battlefield. Boost allows a ship to move forward slightly after performing their manoeuvre, almost like

"FEW THINGS ARE MORE GRATIFYING THAN BLASTING YOUR OPPONENT'S SHIPS INTO OBLIVION WHILE HUMMING THE STAR WARS THEME"

a forward barrel roll. Ships with boost are incredibly nimble, and can dart in and out of engagements before the opponent knows what hit them.

As for other favourite tricks or tactics? Well, I guess we'll have to square off in a game of X-Wing Miniatures to find out.

CUE CREDITS

It's important to note just how much time and effort goes into creating a game, especially one as demanding and rigorously developed as X-Wing Miniatures. I'm fortunate to have been able to lead the design. But X-Wing would not be the game it is without the hard work of dozens of other people. In particular, Adam Sadler, Steve Kimball, James Kniffen, Corey Koniczczka and Jason Beaudoin each contributed significantly to the design and development process and should be recognized for their hard work. I'd also like to thank Lucasfilm Ltd. for the amazing opportunity to work with the Star Wars license and make one of my childhood dreams come true!



THE RETURN OF WOTAN GAMES

BY
LAURENCE
O'BRIEN

ON WHIMSY, FAILURE AND BECOMING A BOARD GAME DESIGNER AND ER... OTHER STUFF... OR... WHY ARE WOTAN GAMES BACK IN BUSINESS, WITH MOST OF THE ORIGINAL TEAM STILL IN PLACE? APART FROM BOREDOM THAT IS. BOREDOM AND GREED. BOREDOM AND GREED AND MEGALOMANIA. YEAH, APART FROM THOSE THREE, WHY WOULD WE BOTHER?

PART THE FIRST: WHIMSY, CGDS AND SO FORTH...

A grizzled, hard bitten gamer, veteran of countless dubious stratagems, lost battles, and failed saving rolls, propping up a corner of The Loser's Retreat bar at a games con and toting a Civ box on one hip and a leather bound case of Napoleonic

miniatures on the other, once commented within hearing, 'I'll game anything bar mowing the fecking lawn'.

And I thought, 'Mmmm, The Mowing the Lawn Game. Nice one. Build rules

for the mower, big engine fast but rough, small engine slow but smooth. Small lawns, big lawns, curvy lawns, lumpy lawns.

What a cracker. Ooooooooh! And a separate board for when dad shrinks the kids....'

So welcome to the world of the compulsive game designer (CGD). Go into the back garden, my friend, and seek ye out the wettest, darkest spot and turn over the stone. Chances are there is a game designer living under it. You might recoil in horror, drop said stone and retreat to the house pronto. Sensible people would, but CGDs don't do sensible. He's doing important research on his upcoming game about algae. Algae? Yep, algae. Never been done before, you see. Interesting little fellas algae; small, green; that sort of thing. Nice challenge that one. Strange cove, you might think, a tad weird even. But then CGDs do live in a weird twilight world. A world populated by shadowy, fleeting visions of a far off, nay unreachable, gaming Valhalla where he and the gaming gods sit sipping ambrosia on the top of Mount Olympus playing The Ultimate Game that, natch, he has designed.

Thus it is a world populated by intellectually and emotionally challenged dreamers ever trying to escape the dull hardness of life by turning it into a game. (That's enough of the Freudian analysis.

Just get on with the story – Ed). I mean, anything can be a game can't it? Watching paint dry? Having a baby? Waking up in the morning? Every one a serious challenge to health and sanity and so worthy of the game designer's best efforts. About the only subject that has stumped me so far is entropy. Bit of a bummer, entropy. Even a lightweight stab at an entropy game is likely to last a few billion years - minimum. And there's not a lot going on really. Throw a d10 for energy loss. Your turn. Throw a d10 for energy loss and so on a so forth for ever. Or at least until there's no energy gradients left, which is going to take a while. Like I said, haven't really got a handle on entropy yet.

PART THE SECOND: FAILURE AND OTHER JUST REWARDS

Now all gamers are to some extent proto designers, often having wise and considered things to say about games, throwing off house rules willy-nilly and generally behaving like chaps enjoying being engaged in life and its challenges, but few push through the thorn fence that surrounds Camp Published. And this has zip to do with important things like IQ, application to the job in hand or whether you get lucky on a Saturday night. It is down to chance. Which, when you think about, it is entirely appropriate bearing in mind our subject matter. So it was luck that got me into games design, pure chance that the first published design was no worse, even in some ways, better than other designs of its time, and serendipity that made the whole business worth the effort. But I'm getting ahead of the story.

Which starts about 30 years ago as a marketing consultant to a major national brewery. I was asked by my employer to create a novel and fun Christmas gift for key members of a marketing department who rather obligingly threw wads of money in our direction on a regular basis while we trooped off to the pub, got sozzled and thought up cunning wheezes to sell ever more beer. It shames me to say that I forget what the games was about. Pubs, most likely. Or brewery reps opening new accounts. Some such tripe. The point was I enjoyed the process and we had some fun playtesting it.

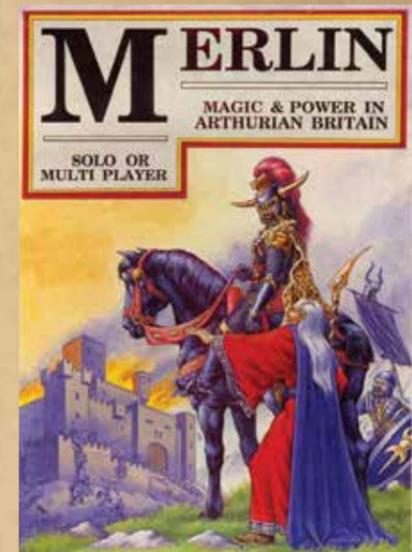
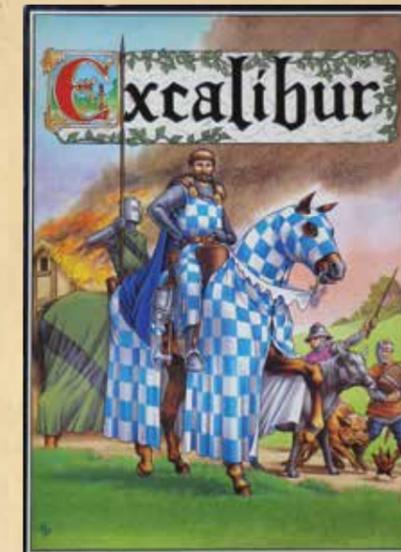
Fast forward a few months and said marketing consultant was sitting on the pavement outside the office with a sore backside and no job. Must have been the beer. Well any fool knows that the thing to do after being sacked from a prestigious, high paying and eminently pensionable job is to open a games shop. So that's what this fool did. Stands to reason.

At which point God looked upon the fool and said in a rumble, resigned and somewhat techie voice. 'Oh for pity's sake Musgrave. You have just blown the smooth and creamy path in life I have been planning for you and your family for ooooooh, 3,000 years and now you expect to succeed? Ha! Very well, little man, this is the deal. You paltry, pathetic little games shop thing will make money. But as a punishment I will give you delusions of being a Games Designer and you will fritter all your profits away on absurdly grandiose publishing projects that will teach you humility. Big time. And I do mean big time. Now bugger off and play with your toys.'

And so it was. And this foolishness was called Wotan Games, and God

fire. Then an 'orrible and pernicious evil roamed the Land of Nod and he was called VideOgamEs and he laid about him with his silly little control pad and his crap spellings and he released Sonics and Marios and a host of other pestilent little blighters into the Land of Nod, which, until then, had been a green and fertile land, a land where people talked to each other, spent hours in each other's company and delighted in slaughtering their mates in a number of different and horrible ways. And under the hegemony of the evil Lord VideOgamEs no one talked to anyone but communed only with the mind controlling computer and darkness was on the land. And all the good citizens of Nod were lonely and in a bit of a state most of the time because videOgamEs suck and their strange phonetics gave everyone a migraine.

For quite a long time, or so it seemed, Lord Vid ruled the roost. But in small, dark corners of Nod, determined, recidivist gamers continued to play face to face even unto role playing. And others of the tribe of Nod saw the backsliders were not crushed by the Lord Vid and they in their turn awoke from their



looked upon it and rubbed his hands in joy and boomed out to anyone who was listening. 'That'll teach you, you pathetic loser.'

PART THE THIRD: WOTAN GAMES 1ST EDITION

So in the darkness that was Hammersmith a board game was created and its name was Sorcerer King. And Sorcerer King begat King Arthur and the Thingies, which begat Excalibur, which was the father unto V.I.P.E.R, Share Mania, and Flux. Then Robin Hood was born into the world and a great cry went up (yeah, OK, OK and wailing & gnashing of teeth 'cos the German publisher had screwed around with the rules without permission and he was cast into liquidation and all about him were cast into liquidation and the First Age of Games was consumed in

nightmare and stumbled from the darkness into the light and started to play games face to face with real human beings who had real emotions and who blubbed when they lost and made silly high fives when they won, which is the height of cool. And the Lord Vid could not crush their spirit and when he approached with his mighty armies of squeaky toys they told him to bog off.

And so he did. Easy peasy.

PART THE FORTH: WOTAN GAMES 2ND EDITION

So here we are again. Wotan Games II. Hurrah! for Camelot the Build.

BOARD GAME RE-DESIGN COMPETITION

HAVE YOU EVER PLAYED A GAME AND THOUGHT THAT IF YOU TOOK THE COMPONENTS AND THREW AWAY THE RULES THERE COULD BE A COMPLETELY DIFFERENT GAME ON THE TABLE? EVER THOUGHT THAT YOU HAVE A GAME DESIGN JUST WAITING TO COME OUT IF ONLY YOU HAD SOMEONE TO KICKSTART YOU? EVER WANTED TO GET INSIGHT INTO HOW A GAME DESIGN IS TAKEN FROM FIRST THOUGHTS THROUGH TO PUBLICATION? UK GAMES EXPO BOARD GAME RE-DESIGN COMPETITION IS FOR YOU!

VISIT
LEISURE GAMES
AT STAND P25 IN
THE PALACE
SUITE



Budding designers will be given a set of components of an already published game and will have seven months to design a completely new game. Change the text on the cards, adapt the pieces here, repurpose tokens there and voila, a new game is born.

Once designers have made their new game, given it a name, theme and play tested it a few times, it will be time to hand it back over to the team at Leisure Games, who will shortlist a handful of

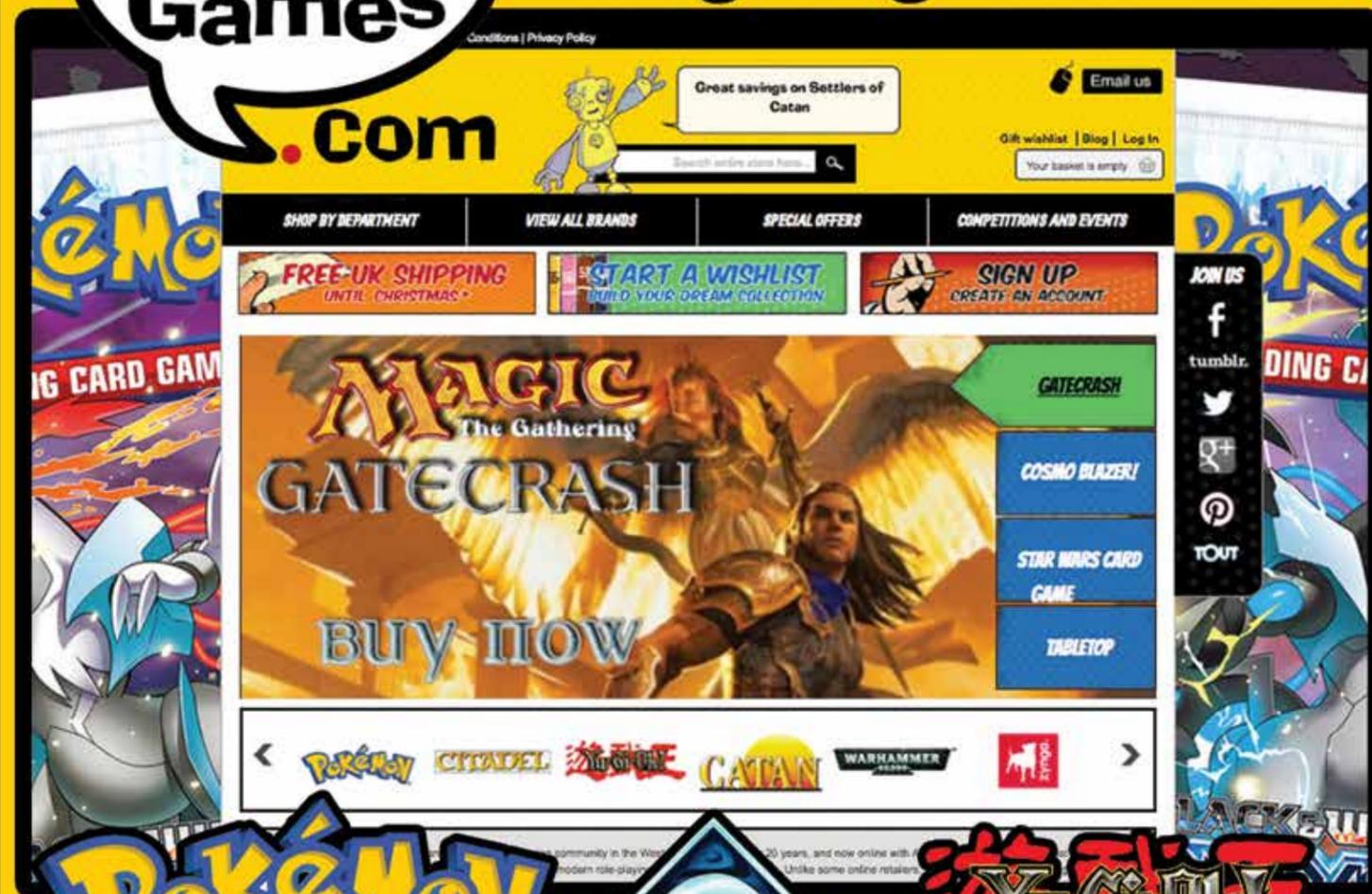
games. Then the shortlisted games will be handed over to a team of play test experts, who will take each game through the rigours of a professional play test session and give individual feedback. The shortlisted games will then be handed over to the final Judging Panel and will get a demonstration spot at UK Games Expo 2014 where the winner will be announced. The winning game will get a print review from Shut Up and Sit Down and the designer a yearlong mentorship from Surprised Stare Games.

TIMELINE

- ▶ **24-26th MAY 2013**
UK GAMES EXPO 2013
Competition will be launched at a seminar on the Saturday at UKGE. Budding designers will be able to ask questions and meet members of the judging panels. Competition packs will be available from the Leisure Games stand over the weekend. Packs will be limited and may be available to collect in store after the weekend. Note that no pack will be sent out. Contestants must be 16 or over or have parental consent, and the intellectual property rights will belong to the entrant. Entry fee is £10. Places are limited and available on a first come first served basis.
- ▶ **1st JANUARY 2014**
Entrants must be received by Leisure Games. All entries will receive an email confirmation that their games have been received. Please leave plenty of time for postage.
- ▶ **JANUARY TO MARCH 2014**
Entries will be shortlisted and finalists will be notified by the middle of March.
- ▶ **DESIGN REVIEW DAY**
EARLY APRIL 2014
DATE AND VENUE TBC
Finalists will be invited along to attend a design development day led by Playtest UK in London, where they will have a chance to present their game to a team of play testers and hear feedback on the day about their design.
- ▶ **MAY 2014**
UK GAMES EXPO 2014
The finalists will get a demoing space at UK Games Expo 2014 to engage the public. Final Judging will take place and the winner will be announced with the rest of the year's awards.
- ▶ **JUNE 2014 TO MAY 2015**
Written review will be handed over and mentorship will take place



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RICHARD BREESE

MY LIFE IN GAMES

LIKE ALL UK GAMERS I HAVE BEEN DELIGHTED BY THE SUCCESS OF THE UK EXPO AND GRATEFUL FOR THE EFFORT THAT RICHARD DENNING AND HIS TEAM HAVE MADE IN ORDER TO DEVELOP A 'UK ESSEN'. THE ORIGINAL, GERMAN, ESSEN SPIEL HAS BEEN INTEGRAL IN THE DEVELOPMENT OF EUROGAMES AND ALSO IN MY OWN INVOLVEMENT IN THE GAMING HOBBY.

As a child growing up in the 60s, my sister Juliet (now the artist for my publishing company R&D Games) and I were fortunate that our parents had a collection of family games, which as well as including the predictable selection of titles such as Coppelit (published 1927), Monopoly (1933) and Scrabble (1948), also contained a few less well known games such as Peter Rhyiner's Wild Life (1964) and the bizarre Uncle Wiggily (1916). We would also get to play games such Canasta (1939) and Mah Jong (1850) when visiting our grandparents.

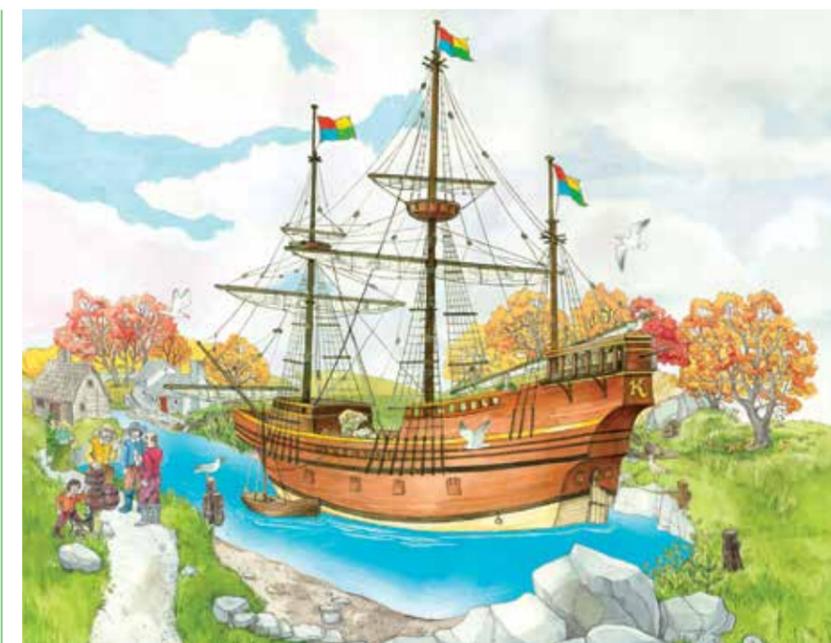
Later in the late 1970s I discovered Dungeons and Dragons (1974) through my friend Greg du Pille, whose brother owned a model railway shop that sold the game. My parents owned an artist materials shop in Hammersmith just one road away from the original Games Workshop (GW) store opened by Ian Livingstone and Steve Jackson, and I was a regular visitor. In 1983 GW published Talisman, which I played several hundred times as a fast paced (!) two player game with my wife Dawn (the D in R&D) before our sons Mark, Stuart and Jonathan were born, with the Prophetess inevitably winning two of the four knock out competitions we staged between all of the characters!

"I WOULD RECOMMEND TO ALL ASPIRING GAME AUTHORS THAT THEY TRY TO PLAY AS MANY GAMES AS POSSIBLE OF THE TYPE THEY WANT TO DESIGN"

KEYFLOWER
MAIN
ILLUSTRATION

RICHARD
BREESE
WILL BE ON
THE COILED
SPRING
STAND K2

R&D GAMES
ILLUSTRATOR
JULIET BREESE
WORKING
ON SOME
KEYFLOWER
TILES.



Just as D&D inspired Robert Harris to create Talisman as a game to give players a roll playing experience without the intensive preparation, D&D also inspired me to create a game with different character classes, each of which enabled movement through different terrains. This idea then became simplified into an abstract game called Chamelequin (1989), my first published game.

My parents' shop also stocked gifts and, as a consequence, each year they would visit the trade only UK Toy Fair at Earl's Court, to which I was lucky enough to be taken along. I continued this annual pilgrimage into adulthood. After qualifying as an accountant I was, by the late 80s, working in the West End. In January 1989 my then secretary Kay Redrup had taken a few days off work and I was amused to find her dressed up as a geisha on a stand at the fair promoting her partner Nick Fletcher's first board game Chikara (1989). This is a brilliant two player abstract game in need of republication!

Having discovered a fellow designer, Nick and I decided to exhibit both Chikara and Chamelequin at the following year's Toy Fair in 1990. It was there that Ian Livingstone and Brian Walker, publisher of the UK game magazine Games International, stopped at our stand to tell us we 'should be at Essen'. So in 1991 we hired a stand at Essen and I

discovered the world of German Games, or Eurogames as we now call them, and have been back there every year since. This was also the year that Alan Moon (who subsequently designed the Spiel de Jahres winning games Elfenlands (1998) and Ticket to Ride (2004)) set up his White Wind company to promote his own limited edition publications. This became the model for my early releases.

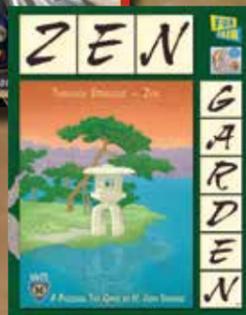
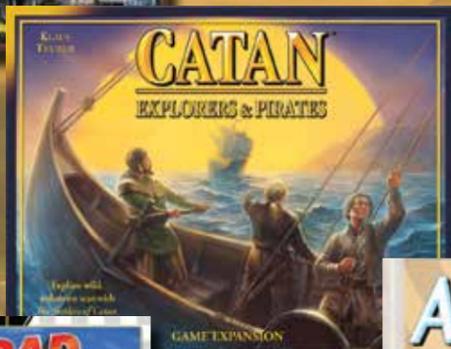
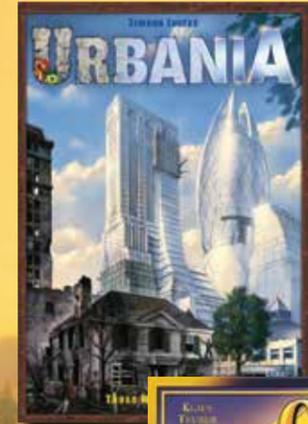
In 1989 gaming commentator Mike Siggins launched the UK games magazine Sumo, which was the forerunner of the current Counter magazine. Mark Green of Just Games in Brewer Street recommended Sumo to me and I was privileged to become part of the Mike's inner gaming circle. In 1993 Sumo launched a game design competition, which inspired me to create my first Eurogame style game.

I met American gamer Keyword Cheves at the Hans im Glück (HiG) stand at Essen in 1994 over a game of Andreas Seyfarth's newly published Waldmeister. Keyword's unusual name was just what I was looking for when I was searching for a name for my new game. Happily Keyword didn't mind and bought three copies of the game. He is now even happier as he recently sold one of them for almost \$700! I submitted Keyword to the Sumo competition and was delighted when it won the competition. I then took my hand made copies to Essen in



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1995 where the game was well received, getting a top rating in the German Spielerei magazine.

Essen now attracts almost 150,000 gamers over four days. However in the early to mid-90s it was a much smaller convention, with a much smaller English speaking contingent. It was even possible to game with such gaming luminaries as Alan Moon in an open gaming area and I was pleased to persuade both Alan and my future translator Barbara Dauenhauer to play my game Keywood. However to my disappointment neither of them liked it because of the direct player interaction element of the game.

With this experience and others in mind, I would recommend to all aspiring game authors that they try to play as many games as possible of the type they want to design and to listen to what other gamers do and do not enjoy. My own designs now incorporate the mechanisms that I enjoy most and are aimed at the heavier end of the family market. In particular you can now expect from an R&D game that:

1. Player interaction will be indirect, i.e. through the game mechanism, not 'take that' (the feature that Alan and Barbara disliked and which I now recognise does not give rise to an enjoyable gaming experience to many gamers).
2. Actions will be constructive, generating a positive feeling, not negative, conflict driven or destructive. The aim is to damage another player by making a good move for yourself.
3. There will be a small amount of luck only.
4. Players will be allowed to do things, as I try not to restrict options and that
5. There will be a family friendly theme. As Reiner Knizia was quoted (Garrett's Games #166), "I don't like bloody games. I think we can get better missions out into the world of gaming for the youngsters and the old guys than motivating people to shoot each other."

1995 was also the year of Klaus Teuber's seminal game Settlers of Catan. I enjoyed Settlers, but was not fond of the luck factors inherent in the dice rolling. I wanted to achieve the same effect but without the dice, just by direct placement of the workers on the board. This became the central mechanic to the second 'Key' game Keydom, published in 1998, which is now recognised as the first worker placement game, as kindly acknowledged by Uwe Rosenberg in his Agricola Advent Calendar geeklist (#27177, item 5).

THE R&D TEAM AT ESSEN 2012: LEFT TO RIGHT: GRAHAM STAPLEHURST, ANDRES FRANK, RICHARD BREESE, TONY ROSE AND SEBASTIAN BLEASDALE.



"THIS YEAR I WILL BE HELPING AT THE STAND OF THE UK DISTRIBUTORS OF KEYFLOWER, COILED SPRING AND WOULD BE PLEASED TO DEMONSTRATE THE KEYFLOWER GAME TO ANY INTERESTED GAMERS. BUT IN ANY EVENT, I HOPE YOU ENJOY THE SHOW."

In Woods' impressive chronicle of the development of Eurogames (quoted above), Woods also writes, "...worker placement first appeared ... in Richard Breesse's Keydom (1998). In Keydom, players allocate a number of worker tokens to areas of the board that provide a variety of resources and actions. While any player may place as many tokens as they wish on most of these spaces, hidden values on the underside of the tokens are subsequently used to determine who receives benefit from the space." Woods notes that, "Breesse employed the worker placement mechanic in a purer form in his later game Keythedral (2002)".

At Essen in 1998 I showed Keydom to Bernd Brunhoffer, head of HiG. Bernd liked the ideas in Keydom, which were refined and then re-themed and reissued by HiG as Aladdin's Dragons (2000). Working with Bernd was a big influence in my design education and I think my subsequent designs became more polished as a result.

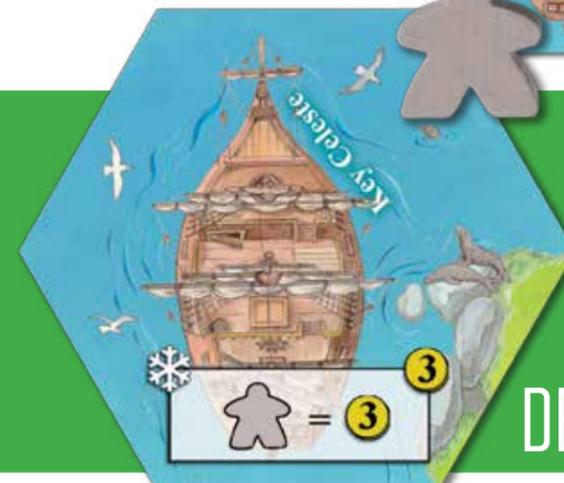
The worker placement mechanic has also featured in some of the subsequent Key games, but each time with a twist; Keythedral (2002), mentioned above, where placements are from adjacent numbered cottages and houses, David Brain's Key Market (2010) where I acted as developer, which was probably more time consuming than being the mere designer! And in the most recent Key game Keyflower, a joint design with Sebastian Bleasdale (On the Underground (2006)), which also utilises Sebastian's inspired bidding mechanic.

Sebastian and I were delighted with the positive response to Keyflower, which came top of all the new releases in the German games magazine Fairplay poll at Essen 2012. The game is now on general release and, fingers crossed, there will be a mini expansion Key Celeste available at today's UK Expo. Key Celeste introduces a ghost into the game, which can be used to frighten away an opponent's 'keyples' to your own village, but win the bid for your opponent in compensation.

The first full expansion, provisionally entitled Keyflower - the Farmers, will be released at Essen 2013. The expansion will introduce animeeples and another dimension to the tiles by utilising the fields created by the roads.

As mentioned Wild Life was a game my parents owned and an early influence and my interest in wildlife is already represented in my games Reef Encounter (2004) and Fowl Play! (2006). This year, time permitting, R&D will also publish a full size game titled Inhabit the Earth, where players control an ever changing menagerie of creatures which move and migrate northwards through the continents. The game could be described as a cross between Innovation (2010 - which the design predates) and Wildlife Adventure (1985).

Hopefully there will be more R&D Games to follow these and, of course, more UK Expos to exhibit them at. This year I will be helping at the stand of the UK distributors of Keyflower, Coiled Spring and would be pleased to demonstrate the Keyflower game to any interested gamers. But in any event, I hope you enjoy the show.



Key Celeste is the first mini expansion for the Keyflower game, which is being released at UK Expo in May. Key Celeste comprises one large Key Celeste hexagonal tile, one oversize grey ghost keyple and a rules sheet. Discovered drifting out to sea, unmanned and apparently abandoned, the Key Celeste ship was towed to the shore. Her cargo was untouched and the personal belongings of passengers and crew were still in place. What had caused the crew to abandon ship? The terrible truth was soon

apparent. The Key Celeste had become a ghost ship! Players bid for the Key Celeste tile and obtain the ghost, which they can use to frighten away and replace another player's winning bid. The player who played the ghost acquires the replaced workers. Points are available at the end of the game for the owner of the Key Celeste tile and the ghost. Key Celeste adds more interest and considerations to Keyflower and changes this popular game in more ways than gamers are likely to initially anticipate!

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BY ROB HARRIS
OF PLAYTEST UK



THE GAMES DESIGN CHECKLIST

THERE ARE FEW GREATER FEELINGS THAN WATCHING YOUR GAME BEING ENJOYED BY A GROUP OF PLAYERS. IT IS THE EQUIVALENT OF A SCREENWRITER SITTING IN A RECEPTIVE AUDIENCE FOR THEIR FILM OR A PLAYWRIGHT ON OPENING NIGHT. IT MAKES ALL OF THE HARD WORK WORTHWHILE, BUT MAKE NO MISTAKE GAME DESIGN IS HARD. AND DESIGNING GOOD GAMES IS EVEN HARDER.

When it comes to inspiration, no one can tell you how to design your own games. If you are staring at a blank sheet of paper or an empty computer screen, it is down to you. Ideas will spring from your own creativity and preferences. However, here are some tips that can help to make the path a little smoother. Since starting Playtest UK in 2010, I have been lucky enough to meet many games designers from all over the world; both aspiring and established. This guidance is gleaned from those conversations. (Please treat this as a list of suggestions; there is no right or wrong way.)

DO PLAY LOTS OF GAMES.
This is the best advice ever, as it is fun and something you are probably already doing. Now, any avid player can call their hobby: 'research'. Look beyond your gaming comfort zone by trying different genre types and new releases. This will help to widen your knowledge and experience of games, while giving you a broader design vocabulary and perhaps even some inspiration along the way.

DO DECIDE ON YOUR PREFERRED OUTCOME FROM THE START.
Would you like to get your game published or is it intended for the enjoyment of friends and family? Are you designing purely as an intellectual exercise, to prove it can be done? These are all valid objectives and will affect how you approach the rest of the development cycle.

DO DECIDE WHICH TYPE OF GAME YOU WOULD LIKE TO DESIGN.
It may be useful to write down your favourite games and why you enjoy playing them. Do you like games with an emphasis on social interaction or complex designs with a strong theme? Consider all of the factors that make it

fun for you. Remember that if you are trying for publication, you will have to play the game over and over, long after your initial enthusiasm has burned out. If it's an experience that you enjoy, you are more likely to remain focused and see the project to completion.

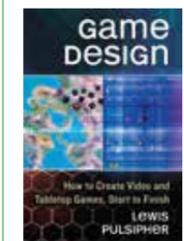
DO KEEP A NOTEBOOK.
This does not have to be paper-based, although many designers prefer this method; you can make notes on your mobile phone or into a dictaphone. It should always be to hand for moments of inspiration and random design-related comments, which might otherwise be forgotten. This checklist was born from this approach to note-keeping. For a games designer, inspiration is all around and often old notes can open new chains of thought.

DO KEEP A DESIGN DIARY.
This is related to the previous entry and is a way of collating your notebook scribbles into a coherent account. A diary allows you to organise your thoughts and cross-reference your design choices and breakthroughs. Following the journal prevents you re-visiting developmental cul-de-sacs and it can be a good way of connecting with your passion and objectives from the beginning of a project.

RECOMMENDED READING THAT IS NOT TOO ACADEMIC



KOBOLD GUIDE TO BOARD
GAME DESIGN
By Mike Selinker
& David Howell



HOW TO
CREATE VIDEO
AND TABLETOP
GAMES, START
TO FINISH
By Lewis Publisher

DO CONTINUE TO IMPROVE AS A GAMES DESIGNER.
There are now several academic books available that describe the creative design process. You do not need to know everything about a subject to begin, but some pearls of wisdom may make your task easier in the future.

DO GET INVOLVED WITH THE GAMES DESIGN COMMUNITY.
The best way to learn is from experience. It saves a lot of time if you can learn from other people's experiences as well. There are now more places to meet your fellow designers and games enthusiasts than ever before, like joining your local club and attending events like the UK Games Expo. With the growth of the internet, there are now many helpful websites. The Board Game Designer's forum www.BGDF.com and the Board Game Design webpage on www.boardgamegeek.com are recommended. Share your resources and support each other.

DO CREATE DESIGNER AIDS.
This will help you understand how your game works. One tip for writing straightforward rule sets is to construct a flow chart of the gameplay. This will give you a good overview of the action and signpost possible areas for rules simplification. If your design includes random elements like dice or a card draw, create a table of possible outcome probabilities. Not only will this help you to determine how the game system works, but it provides a framework that can be easily tweaked between iterations.

DO MAKE A PROTOTYPE.
Make a prototype and write rules out early in the design process, but do not spend too much time doing either, as they will both alter drastically after the first playtest. Just by creating these physical objects for your game, the concept will become clearer and simple errors from the ideas phase will be highlighted. At this stage, doing is the best form of thinking. Concentrate on producing a clear and easy-to-use prototype, rather than wasting valuable design time on graphics that will inevitably change anyway. Colour blindness affects around 1 in 20 males and around 1 in 200 females in the UK and this includes your playtesters and eventual customers. Add shapes in addition to colours for any distinguishing features on your components and check your images for colour-blind clarity at www.vischeck.com.





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Check out our website for miniatures and games at great prices!

✓ DO PLAYTEST, PLAYTEST AND PLAYTEST AGAIN.

First of all, play your game solo and then with close friends, but as soon as possible, playtest with others outside of your social circle. This is the only way to get proper feedback, which will enable you to improve your design. You can contact playtesters via the internet forums mentioned above, or perhaps you could use your local games group. Of course, if you are in London or Cambridge then you are welcome to attend free Playtest meet ups (www.playtest.co.uk). We have over 170 members and your design will get plenty of useful comments. Alternatively, you could bring your prototype to the Playtest Zone at the UK Games Expo and get feedback direct from the buying public.

✓ DO PREPARE PROPERLY FOR YOUR PLAYTESTING SESSIONS.

As well as your prototype and game rules, ready a description of how to play so that your players can start quickly. Bring your notebook and a time-piece to track the session. (You can download free feedback forms from www.playtest.co.uk.) Beforehand, think carefully about your goals for each playtest. Do you need to try the game with a specific number of players? Is there a particular mechanic that you want to check? What questions would you like to ask the playtesters afterwards?

✓ DO SIMPLIFY YOUR DESIGN AS MUCH AS POSSIBLE.

Often a good test of whether a game is nearing completion is not whether more features can be added but instead if nothing more can be taken out without breaking the experience. Also, do not be afraid to put a project on the backburner for a while. Subsequent inspiration may move the development more quickly.

PLAYTEST WILL
HAVE TABLES IN THE
ARDEN SUITE DURING
TRADE HOURS SAT
AND SUN

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GIMP

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www.gimp.org



✓ DO ENTER GAMES DESIGN COMPETITIONS.

Challenging yourself to meet a contest's deadline is a great way to focus the mind and develop your skills. Here are a couple of the larger ones, which do have English translation pages:

HIPPODICE – premier German games design competition (www.hippodice.de)

EUROPA LUDI – games design competition shared between France and Spain (www.europaludi.com)

✓ DO RESEARCH GAMES COMPANIES.

When you are satisfied that your prototype is ready, it is time to approach publishers. Look carefully for companies that have published similar games in the past and might be interested in your design. Do not just

send your game unsolicited. First of all, try to make a personal contact with the company at a convention or via social media. They will already have many projects under consideration and the development process can take a long time, so expect to wait to hear from them. Agree beforehand on when you should communicate further to check on progress.

✓ DO CONSIDER WAYS OF SELF-PUBLISHING, LIKE PRINT & PLAY OR KICKSTARTER.

If your primary concern is to get your designs into players' hands then you can publish them yourself in a digital form on the Internet or even through crowd-sourcing websites, such as Kickstarter. Do not underestimate the amount of work and research that this may entail.

THE DON'TS

✗ DO NOT WORRY ABOUT BEING TOO ORIGINAL, PARTICULARLY WITH YOUR FIRST FEW DESIGNS.

It is a usual part of learning a creative pursuit to hone your skills on something you know, like adding enhancements to a favourite game. When you are more confident in your ability, you can flex your game-making prowess with more inventive projects. Look on mistakes as opportunities to learn and improve. All games designers make errors and every prototype goes through several iterations before it is ready for publication.

✗ DO NOT WORRY ABOUT SOMEONE STEALING YOUR IDEA.

It is far more important that your prototype is played and perfected, and not sitting on a shelf gathering dust. In law, it is impossible to own an idea in the first place. The real value comes from the execution of a concept into something tangible. Do not let fear hold you back from reaping the benefits of sharing your games with others.

✗ DO NOT WORRY ABOUT COPYRIGHT, PATENTS OR NON-DISCLOSURE AGREEMENTS.

It is not possible to copyright ideas anyway, but as soon as you create the rules and prototype for your game, you are automatically granted legal copyright on how it looks and the exact words you used. Even this protection is unlikely to stop others creating a similar game, but with different graphics and rules. Additionally, if you were to go through the process of patenting a game mechanic, it would cost upwards of £5,000, which is far more than you are ever likely to receive in royalties for a hobby game. The costs of enforcing a patent in court would be even more. I do not know

any publishers that will sign a non-disclosure agreement from an unknown designer, in case the company are coincidentally developing a similar game. The best protection for your idea is to share and develop it thoroughly and to be the driving force behind getting it published.

✗ DO NOT TAKE CONSTRUCTIVE CRITICISM PERSONALLY.

Listen carefully and try to be open to new ideas. Playtesters are there to help you improve your game, but you are the sole arbiter of how your design will change. All playtest feedback is valid, but it may vary in its usefulness. Take note of the types of games that your playtesters usually play and whether this may influence their opinions.

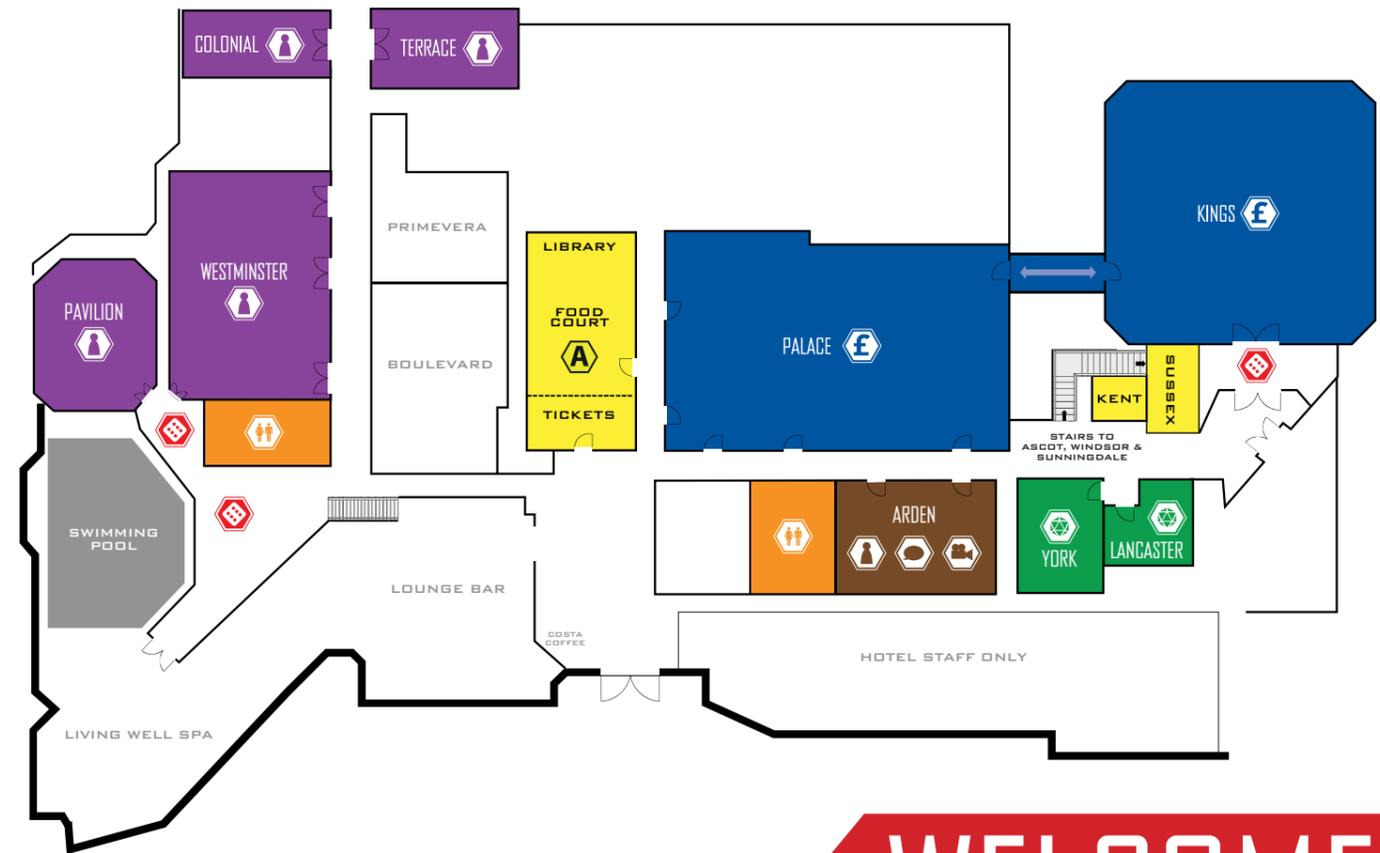
✗ DO NOT BE AFRAID TO MAKE BIG CHANGES BETWEEN PLAYTESTS.

This will allow you to draw big conclusions and you can always change details back at a later date and make finer adjustments nearer the end of the development cycle. Remember to schedule time for blind playtests of your design, which are achieved by silently observing as the players try to make sense of the rules and gameplay without your help.

✗ DO NOT GIVE UP THE DAY JOB.

There are very few independent designers worldwide, whose sole income comes from games alone. Be realistic about your goals and enjoy what can often become a long process. It will give you opportunities to be creative, make great friends and have fun within this fantastic hobby.

EXPO GUIDE



WELCOME

KEY

- Administration
- Gaming and Tournaments
- Role Playing Games
- Toilets
- Trade/Bring & Buy Family Zone
- Cinema (7.30pm onwards)
- Seminars
- Demo Games

THIS IS OUR FIRST YEAR IN THIS NEW VENUE. IN ALL WE ARE USING 50% MORE SPACE THAN LAST YEAR. LET'S TAKE A LOOK WHAT IS GOING ON WHERE.

LIBRARY – The front desk is here. Whether you pre-booked your tickets or are buying them on the day this room is where you will collect them. The admin desk will be here too. This is where you can book into the various organised play events such as roleplaying games and tournaments. A full schedule of available roleplaying games will be posted to boards in this room. We will also give out programmes, awards voting forms and the passport. It also houses the board game library and is available for open gaming in the evening. The rear of this room is our food court serving food and drink throughout the show.

PALACE AND KINGS SUITES – Between them these are something like 2000 sqm of space – all filled with our trade stands. This is also where the costumed groups will be based and where the family zone is. Outside the Kings Suite are some additional demo games.

KENT & SUSSEX – UKGE offices, senior staff only.

ARDEN SUITE – Divided into Henley and Hampton. This is where the seminars are. Play test is based here. Saturday night this will be given over to a cinema.

COLONIAL AND TERRACE ROOMS – These are tournament rooms and are available for open gaming in the evening.

YORK, LANCASTER ON GROUND FLOOR AND DEVON, ASCOTT, SUNNYDALE, DURHAM AND WINDSOR – Above them and up the stairs on the first floor – these are the roleplaying rooms.

PAVILION – This is a tournament room. Outside the Pavilion are additional demo games.

WESTMINSTER – One room is the bring and buy. The rest houses our two day wargames tournaments.

GOODY BAG COLLECTION POINT – For visitors who have a voucher for a goody bag, this is where you will collect them.

DESIGNING A GAME? NEED GRAPHIC DESIGN?

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HALESOWEN BOARDGAMERS

Halesowen Boardgamers meet at the Townsend Social Club in the town (close to M5 J3, about 8 miles west of Birmingham) to play board and card games from about 7:30 every Wednesday evening. Further information can be found together with an indication of the games played by visiting the club website found below.

This year, a number of the club's members can be found running some of the boardgame tournaments which are taking place at the Expo.

If you think you might be interested, but would like more information please email halesowen.bg@googlemail.com.

www.halesowenboardgamers.org.uk

SELL YOUR OLD GAMES OR MAYBE PICK UP A BARGAIN

THERE IS A NEW TEAM RUNNING THE BRING AND BUY THIS YEAR HEADED UP BY JASON GARWOOD. THIS YEAR IT WILL BE IN ONE ROOM OF THE WESTMINSTER SUITE.

You will be able to register your products for sale from 7pm to 9pm Friday and from 9am on the Saturday and Sunday. During the trade opening hours this room will be for buying and selling goods, so go along and see what goodies they have. You can bring along old games, books and figures to sell. If you downloaded our booking form then just turn up at the Bring and Buy with your form, check the products with the staff and leave the product on sale.

If you do not have a form don't worry, Jason's team will have spares. You will need to fill it out, price each item and then check the products in. Check back towards the end of the day to collect earnings or remove unsold goods.

The Bring and Buy will charge 10% commission, which will be given to the Addenbrooke's Charitable Trust, Heartline and Cancer Research UK. Will you find the bargain you are searching for amongst the treasures on sale?



On the back of your voting form you'll find our passport scheme. To be in with a chance to win £100 worth of goodies, all you need to do is visit each of our destination stands. Once your passport has been signed or stamped by them all, put your mobile phone number and a valid email address on it and hand it in at the Library. A prize draw takes place each day - with the winner getting their hands on £100 of vouchers to spend at our sponsors' stalls. Our six passport destinations are: Fantasy Flight Games, Mayfair Games, Asmodee Games, Surprised Stars Games, Tritex and Coiledspring Games.



CHANGE TO WIN £100 TO SPEND



OPEN GAMING ALL WEEKEND

THERE IS ALWAYS A NEED FOR SPACE TO JUST SIT DOWN, GET OUT A GAME AND GET PLAYING.

There is no charge for these areas. Not got any games? Well there is a huge trade hall you know. But we also have a board game library. We anticipate that the peak demands for this will be Friday night and Saturday night but have some provision for open gaming all weekend.

Here is a list of what space is available for open gaming and when:

FRIDAY

- Lounge – Available all day. This is a public area but we are welcome to use it.
- Pavilion Suite – Available all day.
- Arden Suite/Hampton Room – Available all day.
- Terrace – Available from about 6pm.
- Colonial Room – Available from about 7pm (note that a small area is set aside for the Talisman tournament).

SATURDAY

- Lounge – Available all day. This is a public area but we are welcome to use it.
- Pavilion Suite – Available from about 6pm although some space may be available earlier.
- Arden Suite/Hampton Room – A small amount of space is available during trade hours along side the playtest area. Do be aware however that we will convert this to a cinema at 6pm.
- Terrace – Available from about 7 pm.
- Colonial Room – Available from about 7pm (note that a small area is set aside for the Talisman tournament).

SUNDAY

- Lounge – Available all day. This is a public area but we are welcome to use it.
- Pavilion Suite – some space likely to be available.
- Arden Suite/Hampton Room – A small amount of space is available during trade hours along side the playtest area.

BOARD GAME LIBRARY

To be found in the Library all weekend. Introduced in 2008 this is always a popular attraction at Expo. We aim to bring along a good selection of games for use anywhere in the convention. Just sign out the games and borrow them and then sign them back in when you return them. Simple as that! Return games by 5pm on Sunday night.

RECRUITING PLAYERS IN OPEN GAMING

SO YOU HAVE ARRIVED AT UKGE, YOU HAVE LOCATED THE BOARD GAME LIBRARY (in the Library Room) AND THE OPEN GAMING SPACE, UNPACKED YOUR FIVE PLAYER MEGA GAME AND THEN STARED AT YOUR MATE AND REALISE 1+1 IS NOT 5.

"We need players!" he says.

"Well duh!" is your witty reply.

But how do you advertise this and how do you get players to your table? Naturally whilst rugby tackles, drugs and seduction are of course entirely legal at UK Games Expo we have a practical solution. In the Board Game Library are 72 of these chaps. Placing one of these on your table is a signal that you are looking for players. Once you have your players drop it in the box in each room or back at the Library. Simple as that.

DEMONSTRATION GAMES

THERE ARE TWO AREAS OF THE SHOW OUTSIDE THE TRADE ROOMS WHERE YOU WILL FIND DEMONSTRATION GAMES YOU CAN TRY OUT.

One area is outside the Pavilion and next to the swimming pool. The other is the Kings Ante Chamber. These are free so just walk up and ask to play. These games include:

- A Very British Civil War – a skirmish wargame of alternate history.
- Steve Jackson Games' Men In Black demo games
- Wild West gunfight game
- Mad Lab rabbits running Loony Lab Games
- Operation Overlord D-day Game (can you get off the beach?)
- Castle Panic GIANT GAME.

ALL FREE TO PLAY

12 THINGS NOT TO MISS

THERE ARE SO MANY THINGS TO SEE AND DO AT UK GAMES EXPO THAT IS CAN BE EASY TO MISS SOME OF THE THINGS GOING ON. HERE ARE TWELVE ELEMENTS YOU DON'T WANT TO MISS:

01 UNRIVALLED TRADE FAIR

UK Games Expo has a huge trade fair with 85 traders selling board games, card games, roleplaying products, miniatures, arts, books and a host of gaming related products. Hope you brought lots of pocket money! (Full Trader directory on page 31).



02 TOURNAMENTS & CHAMPIONSHIPS

Include Warmachine, X-Wing Miniatures, Warhammer 40K, Settlers of Catan, Netrunner, Malifaux, Carcassonne and many others. You could win a flight to USA! Many are open for entry until 15 minutes before the start. You'll find a full list on page 23.

03 FAMILY ZONE

Lots for the kids to do with a huge number of games, new and old, for young players. The Family Zone is there to entertain you. Kids – why not also try out the Children's Roleplaying or get your face painted?

04 NEWEST GAMES & RELEASES

A large number of traders will have demo tables in their stands. Many will be new or recent releases. There are more demo games and wargames to try outside the Kings Suite, between the swimming pool and the Pavilion and also the playtest prototypes tables in the Arden Suite. Don't be shy – just walk up and ask to play.

05 MASSIVE ROLEPLAYING SCHEDULE

This year we have a capacity of up to 41 roleplaying games at any time. We will have many choices of games on eight sessions over three days. We must have an RPG game for you. Just don't split the party! Full details of how RPG at Expo works on page 22.

06 GUESTS

We are always delighted to welcome gaming celebrities. They will be helping out in the seminars but all are always willing to chat about the world of games. Check them out on page 27 and be sure to say hello.

07 CINEMA

New for 2013 we will be converting the Arden suite into a cinema on Saturday evening. We will be showing Judge Minty, The People Vs George Lucas and Avengers Assemble, starting at 7.30pm. Entry is free. Capacity is 200 seats. See page 29 for more details.

08 COSTUMED GROUPS

The cosplay groups are part of the fun of UKGE. With Daleks, Stormtroopers, Doctor Who and his companions and lots of monsters we hope you enjoy the entertainment. The cosplay groups are always willing to have photos taken. They will be collecting for their chosen charities during Expo.

09 SEMINARS & TALKS

A popular part of UKGE is the seminar schedule. Ask questions of the game designers, find out how to go about designing and publishing games or how to publish your own books! The seminars go on during trade hours on Saturday and Sunday in the Hampton Room. Entry is free so just turn up. The schedule is on page 29.

10 OPEN SPACE

Just bought a cracking new game from our trade hall and can't wait to start playing? Well you don't have to! Just find a space, grab a



WITH SO MANY CHOICES AND FAR TOO MUCH TO DO IN ONE WEEKEND THIS IS LITERALLY EVERYTHING ABOUT GAMES

11

BRING AND BUY
Part of the Westminster Suite will be the Bring and Buy. Maybe you have old games you want to sell or are looking for a bargain. This is the place to go. Will you find that bargain you are searching for amongst the treasures on sale? Full details above.

12

UK GAMES EXPO AWARDS
UKGE hosts awards to praise the best new games. You the public can vote on the awards. Don't forget to collect your voting form on arrival and get those votes in by 2pm on Sunday. We announce the awards at 3pm on Sunday in the Family Zone. Full details of the award on page 41.

ROLEPLAYING GAMES

UKGE AIMS TO OFFER THE BEST SELECTION OF RPG GAMES POSSIBLE.

This year we have 41 tables spread over seven rooms (Lancaster, York on the ground floor, and Devon, Ascot, Sunningdale, Durham and Windsor up the stairs on the first floor. The first floor rooms do not have disabled access but the RPG team will ensure that all games are available to all players – moving a game in the event of a disabled player). These rooms will host well over 120 RPG games on eight sessions over the three days.

HOW DO I KNOW WHAT GAMES ARE POSSIBLE?

The games have been listed online for two months prior to Expo but you can still sign up on the weekend. In the Library is an admin desk where we will put up boards listing all the available games and remaining slots. Simply go to the desk and ask to sign up to a game. You will be given a ticket and told where the game is. Report to that room in time for the game and have fun.

CHARGES FOR GAMES

Some RPG games – the daytime ones on Saturday and Sunday are charged for at £3 each. Why? As with all our tournaments the rooms RPGs go on in are additional to the core part of the show and cost money to hire, as do tables to put in them. We also reward GMs with some expenses. These modest charges help cover some of those costs. Evening gaming (and games on Friday) we offer for free for people having Expo tickets.

WHAT SYSTEMS RUN?

We aim to run a huge variety of games systems. We cater for the mainstream systems but also Indie games. You will find Pathfinder Games, Call of Cthulhu, 4e D&D, Savage Worlds, Ascanis and many more. If you want to run a game that is not being offered talk to John Dodd on the Admin desk.



FAMILY ZONE

THE FAMILY ZONE IS ALWAYS AN EXCITING AREA IN THE KINGS SUITE. IT'S NOT ONLY AIMED AT FAMILIES AND YOUNG PEOPLE BUT WILL CONTAIN GAMES WE THINK CAN SURPRISE AND ENTERTAIN EVERYONE.



We will have a great team of demonstrators with us ensuring you have the best of times and teaching you how to play the games in the quickest and cleverest ways possible. There will be lots of prizes and competitions on offer. We are confident that we can find something that everyone will enjoy from hardcore gamer to first time players.

Alongside the Family Zone we will have face painter Victoria Mullis. (Charges apply)

CHILDREN'S ROLEPLAYING

Richard Law will be running his very popular roleplaying games for children ages five to 13. No knowledge of rules is needed. Children just need imagination and a willingness to learn. Every story has a beginning, this story starts with you and your friends finding a box full of dress up clothes in an old wardrobe. But playing pretend is only the beginning, soon the toy weapons seem real, your costumes become real armour and the wardrobe is a doorway to another world. Are you brave enough to protect your home from the monsters lurking on the other side of the wardrobe door? "The Dwarf, The Wizard and The wardrobe" Is a 40 minute Role Playing Game experience designed to serve as an introduction to pen and paper role playing for children.

Imagination Gaming will be bringing a range of games from all over the world, some of which you may know, others you will not, but all of which will have you thinking, laughing and enjoying yourselves. They are all simple to learn, easy to play and don't last too long, which means you will be able to play a huge number of games before the day is through.



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UK Games Expo would not be possible without the support of our Major Sponsors:



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300 Lucky Expo attendees are walking away with Goodie Bags (the first 300 to book rooms at the Nec Hilton). The bags are full of goodies from these amazing associate sponsors:

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- SURPRISED STARE GAMES
- TRIPLE ACE GAMES

TOURNAMENT SPONSORS

UK Games Expo runs many tournaments. We are grateful to these companies for sponsoring the events:
 Xwing – FANTASY FLIGHT GAMES
 Malifaux – TITAN GAMES
 Warmachines – HORDES CEREBUS ENTERTAINMENT
 Warhammer 40K Epic – EXODUS WARS
 Field of Glory (Ancients – MAGISTER MILLITUM
 Field of Glory (Renaissance) – MAGISTER MILLITUM
 Settlers of Catan UK Championship – HERON GAMES
 Netrunner – WOTC
 Call of Cthulhu UK Masters – CUBICLE 7, MODIPHUS, AND YOG SOTHOTH
 Dystopian Naval Tournament – SPARTAN GAMES
 Dust Tournament – DUST CHRONICLES MAGAZINE
 Blood Bowl Team Manager – FANTASY FLIGHT

TOURNAMENTS & CHAMPIONSHIPS

Every year we put on a great variety of tournaments where you can show your mastery of your favourite game system. Whether it's settling Catan, commanding a panzer division or battling the Galactic Empire we have the tournament for you. Some tournaments may accept additional entrants. These are marked with an *. You can check on available spaces on these at the Admin desk outside the King's Suite.

Note: Some rooms may alter after programme goes to print. Check with the Admin desk for final locations if unsure.

TOURNAMENT

Talisman
 40K Birmingham Open
 UKGE Epic Tournament 2013
 UKGE Warmachine/Hordes VI
 Field of Glory – Ancients
 Field of Glory – Renaissance
 UK National X-Wing Tournament*
 Settlers of Catan UK Championship*
 Agricola*
 Kingdom Builder
 Marital Law – A Malifaux Tournament*
 Netrunner*
 Memoir 44*
 Call of Cthulhu UK Masters
 Official Dystopian – Naval Tournament
 Dust League – Dust Tactics Tournament
 Command Colours Ancients*
 Blood Bowl Team Manager
 Carcassonne UK Championship*
 Dominion UK Championship*
 Flames of War
 Puerto Rico*
 7 wonders

MEET THE TEAM

THE UK GAMES EXPO TAKES MANY WEEKS OF WORK TO BRING TOGETHER AND REQUIRES SCORES OF VOLUNTEERS TOGETHER WITH THE HILTON STAFF TO MAKE THE WEEKEND HAPPEN.

We extend our thanks to everyone who helped out in whatever capacity because it is simply not possible to run the convention without your hard work. On this page you will see some of the team that work throughout the year in preparation for these three great days of gaming.

RICHARD DENNING EXPO DIRECTOR

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

TONY HYAMS EXPO DIRECTOR

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



PATRICK CAMPBELL EXPO LOGISTICS MANAGER

Pat is one of the founder members of the Expo and has been at work in the background since 2007. He handles the storage and movement of all the kit we need to run the show. He also does a substantial amount of the pre-show PR work at other shows during the year. He can often be seen during the weekend being sent off on some thankless task by Richard or Tony. This year Pat will be running the Awards.



MICK PEARSON EXPO OPERATIONS MANAGER

If you have volunteered for the expo you will have had contact with Mick as he handles all aspects of the volunteers. In addition to this he is also responsible for the banking, booking and organisation of crowd control, car parking and a dozen other operational tasks. Mick is a retired police officer and an active member of the Black Country Society.



JOHN DODD EXPO RPG MANAGER

John Dodd organises and runs the RPG section of the Show as well as the Admin desk. He recruits GMs, organises the schedule of games and makes sure it all runs smoothly.



JANE DENNING AND MARGARET DENNING
 Richard, as a shameless slave driver, has no problems recruiting his entire family. His wife Jane and mother Margaret are chained to the front desk handling tickets for

the weekend. Their work is greatly appreciated.



JOHN DENNING AND HELEN DENNING

Richard's father and daughter have been working the expo since the first days. Helen is now our official photographer.



PETE HEATHERINGTON

Pete looks after the tournaments during the weekend of the show and makes sure everyone has the trophies that are required. No Pete - no cup. He also assists with the Expo Awards on the Sunday and is always ready to do any job when required.



NIGEL SCARFE, CHRIS STANDLEY, TIM AND LISA OAKLEY.

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



RICHARD LAW AND CHRIS LOWE
 Will be running his their very popular roleplaying games for children ages five to 13.

JASON GARWOOD
 Jason is running the Bring and Buy this year

RICHIE NICHOLLS AND MIKE NICHOLLS

Richard is a keen medieval re-enactor and his brother Mike a talented photographer. "Richie and Mike" put in many hours in advance and over the days of the Expo.

TOURNAMENT UMPIRES

We wish to give thanks to all the numerous GMs who are running RPG games.

WE ALSO WANT TO HIGHLIGHT THE FOLLOWING TOURNAMENT UMPIRES:

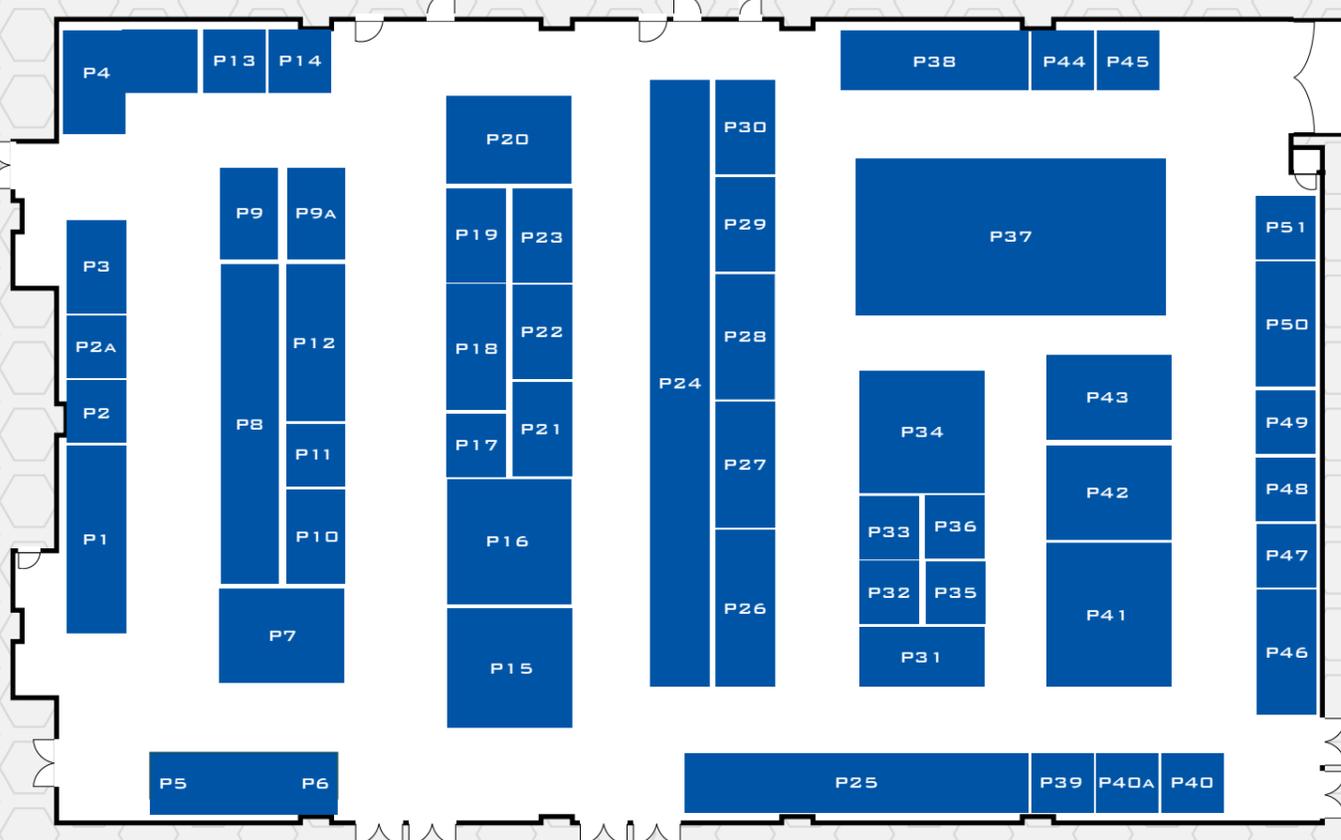
James "Hammy" Hamilton is back running his Field of Glory and Flames of War events. The Halesowen Board Gamers, Gordon Robinson, Scott Moore and Steven Hilton join us this year to run our boardgame tournaments and we look forward to working with them over the weekend. Barry Ingram has run our Memoir 44 and Command and Colours Ancients games and other tournaments from the first Expo. Jonathan Pickles will run the Warmachine Tournament this year. Leon Smith and his team are in charge of the expanded two day 40K Birmingham Open. Elliott Eastoe continues his annual Talisman event. We welcome the following new umpires with new events: Nick Dorrel who takes on the X-Wing Tournament this year, Paul Grogan who is running Netrunner, Geoff Thomas is the Blood Bowl organiser, Steve Gullick takes on Warhammer Epic, Dev Sodagar Dystopian Naval Tournament and Floris Hussarts Dust Tactics.



[Schedule correct at time of going to press]

EXHIBITORS

- | | | | |
|--|---|--|---|
| P1 Spirit Games | P19 Silverbranch, Wordplay Games | P40 BITS | K11 Pure Evil Miniatures |
| P2 Miniaturemen and Components | P20 Hawk Wargames | P40a Grublin Publishing Games | K12 Gen 42 |
| P2a Stakbots | P21 Elemental Publishing | P41 Triple Ace Games | K13 Medusa Games |
| P3 Games Cellar | P22 Mantic Games | P42 Blackbox Games | K14 Queen Games |
| P4 Lesley's Bits Box, KR Multicases | P23 Pyramid Recall | P43 Exodus Wars | K15 Jammy Devil Games |
| P5 Tresham games | P24 Gameslore, Spiral Galaxy Games, Czech Games and Locworks Poland | P44 Arctic Fox | K16 2D6 |
| P6 Northumbria Games | P25 Leisure Games | P45 Hopwood Games | K17 Cognosis Games Ltd |
| P7 Chronicle City, Delta14 Publishing, Mindjammer Press, Modiphius Entertainment | P26 Burley Games | P46 Cubiko | K18 Coventry S.G.I |
| P8 Queen Games | P27 GTC | P47 Yog-Sothoth | K19 Tweet RPG |
| P9 Pelgrane Press | P28 Across the Board | P48 Lamentations of the Fire Princess | K20 Shadows of Esteren |
| P9a Xi-Cards | P29 XIII Legion | P49 Beanie Girl | K21 Esdevium Games, Steve Jackson Games |
| P10 Ragnar Brothers | P30 Titan Games | P50 Too Much Games | K22 Asmodee Editions |
| P11 Battlesystems | P31 Surprised Stare Games | P51 Arion Games | K23 Fantasy Flight Games |
| P12 Queen Games | P32 The Ice of Life | K1 Chessex | K24 Coiledspring |
| P13 Tall Trees Games | P33 Bill Campbell | K2 Chess The Game | K25 Tritex |
| P14 T.B.C. | P34 Cubicle 7 | K3 Extraordinary Art | K26 Queen Games |
| P15 Mayfair Games | P35 Shadow Games Ltd | K4 Vicki Paul Art | K27 North and South Games |
| P16 Heron Games | P36 Hula Gaming | K5 Hellion's Art | K27a Xi Cards |
| P17 BBnB Games | P37 Hazam Games, Konami | K6 Boardgames Extras | K28 Pagan Angel |
| P18 Warmill | P38 Magic Geek | K7 A1 Comics | K29 Mandrilenean, Cycling Party |
| | P39 Oubliette Magazine | K8 Giant Brain, Billy Nac Angels inferno, NSKN | K30 Alderac Entertainment Group |
| | | K9 Backspindle | K31 Imagination Gaming |
| | | K10 Wotan Games | |

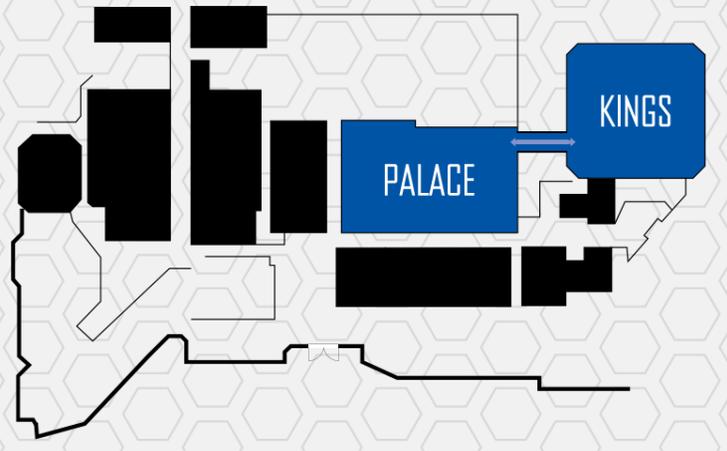


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- S2 UKGMN and Geek Apocalypse
- S3 Face Painter
- S4 Arts and Crafts
- S5 Children's RPG
- S6 Imagination Gaming Family Zone
- S7 Costumed Groups



EXPO MAP

[Details correct at time of going to press]

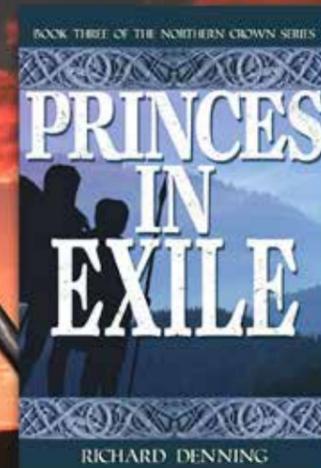
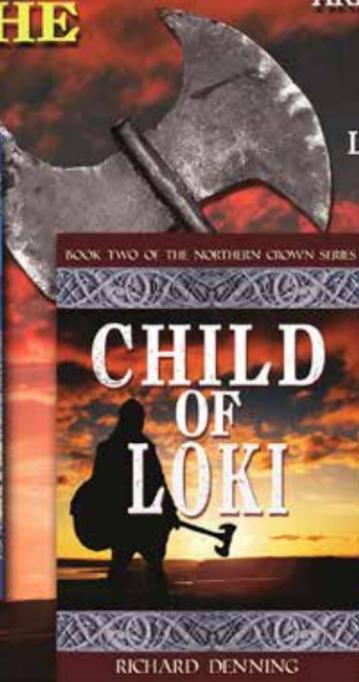
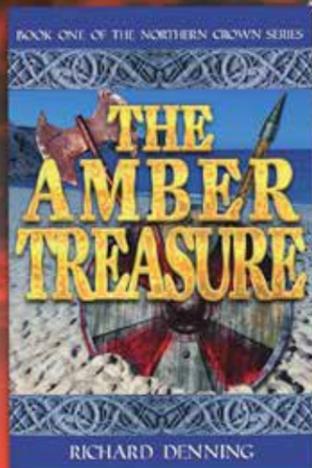
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YEARS OF THE
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ARE ABOUT A SWORD."

"...A DIVIDED LAND,
A DIVIDED FAMILY."

"...NO LAND, NO CROWN,
LITTLE MONEY AND NO PLAN."



More Info at: www.richarddenning.co.uk

EXPO GUESTS



JAY LITTLE

Jay Little has been working in and out of the game industry for most of his adult life, with more than 50 titles to his credit. He is currently a Senior Game Designer at Fantasy Flight Games. In his time at FFG, Jay has been involved in the design & development of a number of popular games, including X-Wing Miniatures Game and the Edge of the Empire RPG for Star Wars, as well as Blood Bowl: Team Manager and Warhammer Fantasy Roleplay. Jay is an avid game collector, with more than 800 board games and 1,000 roleplaying products he loves to pore through for inspiration and entertainment.



LARRY ROZNAI

Larry Roznai is President and COO of Mayfair Games. An avid gamer, he hosted weekly game nights for many years before discovering the new generation of fine parlor games. Larry became a part of Mayfair Games' extended family when he attended Gencon as a company guest in 1990. In 1999 he joined Mayfair Games as a board member, President, and COO. It is no exaggeration to say that is thanks to Larry and the support of Mayfair Games that we are gathered here this weekend. Two years ago when he visited UKGE for the first time he encouraged us to take Expo up a gear and the move to this larger venue flows directly from that conversation. UKGE would like to thank Larry for his help.



JOHN LEVENE

John Levene played one of the all-time most popular of Doctor Who's recurring companions - U.N.I.T.'s Sergeant Benton. Before his first appearance as then-Corporal Benton in the Doctor Who serial The Invasion in 1968, he had already appeared on screen as a Cyberman in The Moonbase and a Yeti in the Web of Fear - the serial that introduced Benton's commanding officer Brigadier Lethbridge-Stewart. John gave up acting after Doctor Who so he could set up his own audio visual company; Genesis Communications. He has directed over 45 audio visuals and live events for clients including the Ford Motor Company, British Airways, KFC and Revlon. A regular convention guest, he is also a talented stand up comedian.



SIMON FISHER-BECKER

A long-time fan of Doctor Who, Simon Fisher-Becker is best known for playing Dorian Maldozar in the series, but other TV credits include Afterlife, Getting On, Love Soup, One Foot in the Grave, London's Burning, The Bill and Doctors. In 2014 he will be seen playing Tony Fazackerley in Puppy Love with Jo Scanlan, Vicki Pepperdine and Sanjeev Bhaskar. He has also added his voice to the animation series 'Gay Boys' by Thomas Cowell and appeared in Big Finish productions, as well as venturing into the realms of webseries, playing Dante in The Waterside Trilogy by Alan Rafferty and Roger in 3some by Lisa Gifford.

ANDREW HACKARD

Andrew's first experience with roleplaying games was taking a first-level magic-user into the Caves of Chaos armed only with a dagger and a detect magic spell. This experience taught him valuable lessons about resource allocation, spell selection, and rolling up new characters. Since then, he has learned a lot, making him ideally suited to oversee the continuing growth of the Munchkin juggernaut. In his previous lives, Andrew has been a project manager, the managing editor for a major game publisher, a frustrated graduate student, and a high-school teacher, where he learned more about munchkinry from his students than in any activity before or since. In his free time, Andrew wants to eat your brains.

ANGUS ABRANSON

Angus Abranson is the owner of Chronicle City Ltd, a publishing company that not only creates and develops their own board, card and roleplaying games but also assists over 30 other companies and designers in bringing their games to market. He previously founded Cubicle 7 Entertainment, and was one of the founders of the Dragonmeet convention in London and Valkyrie Magazine. He worked for over 23 years in hobby retail with Leisure Games and has contributed to a number of magazines and game lines over the years. He also co-owns Delta14 Publishing Ltd, a small press fiction publishing company and Nightfall Games, creators of SLA Industries. You can follow him on Twitter @Angus_A or find him on Facebook.

C.A. SULEIMAN

C.A. Suleiman has contributed scores of books to the hobby games industry's top properties, including Dungeons & Dragons and the World of Darkness. Along with being the developer for White Wolf's Mummy: The Curse line, he is the creator of the Hamunaptra setting and the co-author of Vampire: The Requiem, which he counts among his favorite White Wolf projects. He is especially proud to have shepherded development of the world's first fantasy campaign setting — Dave Arneson's Blackmoor — until its storied creator's passing in 2009. His new novel, Big Iron, will be out this summer courtesy of Prometheus Books. C.A. lives in the Washington, D.C. area, where his band (Toll Carom) is busy toiling away at its latest concept album.

CAT TOBIN

Cat Tobin has been heavily involved in the roleplaying industry in Ireland and the UK since the late 1990s, during which time she has organised Diana Jones Award-winning conventions, performed inventive book-keeping for games companies and written everything from advertising copy to RPG and LARP scenarios to srs magazine articles. She is currently the Project Editor with Pelgrane Press, where she's working hard to develop new titles and produce books for Pelgrane's existing products like Trail of Cthulhu and Night's Black Agents. She likes coffee, hates mornings and is not a secret agent.

DR. MIKE "DOCTORMIKE" REDDY

Mike has been choosing his own adventure for the last 40 years, most recently teaching game design for the last eight years at the University of Wales, Newport. Mike and his former students have won various awards for innovation in computer game development, but he has recently returned to tabletop games. He is currently working on repurposing and redesigning existing titles like Monopoly, Cluedo and Othello to bring new life to 'tired' board games as part of the #1GAM ("one game a month") initiative. Look out for his next game, "Cluthulhu" (Think Cluedo + The Thing + The Blob) - Dr. Black's not just dead, he's raised the Old Ones, and working out who did what, where, with the candlestick is the last of your worries!

MARK REIN HAGEN

Mark Rein Hagen is a role-playing, card, video and board game designer, best known as the creator of Vampire: The Masquerade and its associated World of Darkness games. Rein-Hagen is also one of the original two designers of Ars Magica along with Jonathan Tweet.

PACO GARCIA-JAEN

Born in Spain, Paco discovered Dungeons & Dragons nearly 25 years ago and has been keen gamer since. Not allowing his dyslexia to get in the way, he produced the fanzine "Enrolate" in his hometown Algeciras and organised the first conventions in the early 90s. Here in the UK, he founded G*M*S Magazine in 2010 and since has gathered a terrific group of contributors. Together, they have published more than 1000 articles and reviews. He also hosts the G*M*S Magazine Podcast and presents the G*M*S Magazine YouTube videos in a further effort to bring well informed reviews and well crafted interviews to the public. And that's just in his spare time!

ROB HARRIS

Rob is a games designer, who runs Playtest UK, a friendly community of aspiring and established game designers who meet monthly and weekly to playtest each other's prototypes in London and Cambridge, as well as organising public events, like the Playtest Zone at the UK Games Expo. He is the owner of Whistle Games Ltd, a publishing company and Ludonaut, a design studio which creates pervasive real-world games and educational games for clients, such as the Science Museum. He also helps to organise GameCamp, a bi-annual unconference event in London aimed at the gaming industry as a whole. You can follow him on Twitter: @playtestuk or on the Playtest blog at www.playtest.co.uk

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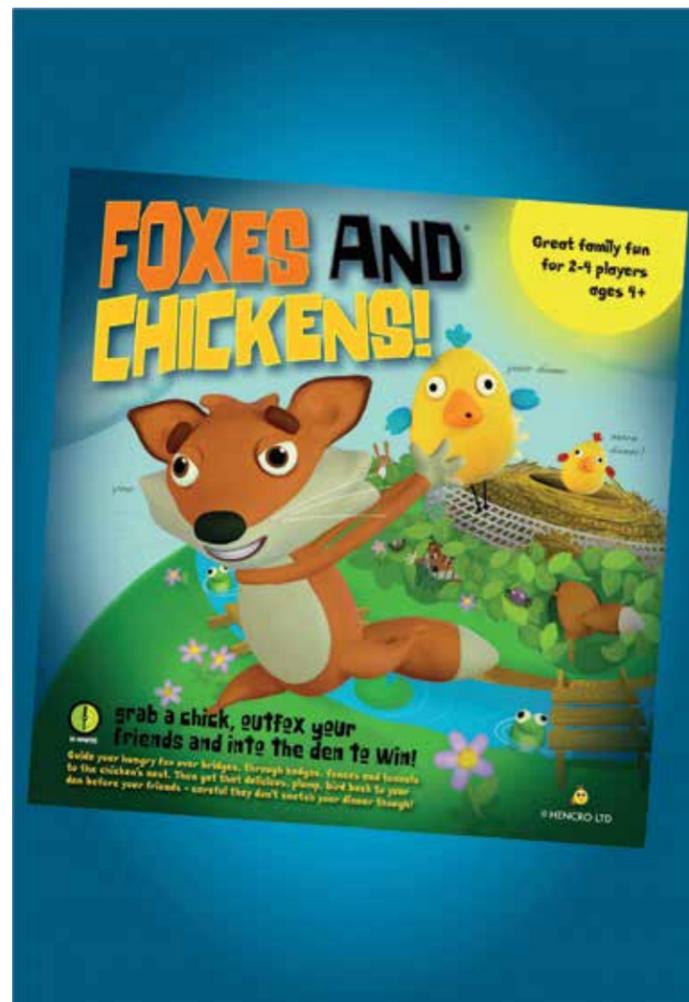
UK GAMES EXPO

CHARITIES SUPPORTED BY UK GAMES EXPO

Every year at Expo a number of traders and groups support charities. This year at UK Games Expo we have TWO costumed groups who will be collecting for Charity at their stand in the Kings Suite. (You can't miss it as its where the Tardis will have materialised).

Who's Company (Dr Who Costumed Group) will be collecting for Addenbrooke's Charitable Trust and Galactic Knights (Star Wars and SciFi group) for Cancer Research UK.

The Bring and Buy will charge 10% commission which will be given to the same charities (Addenbrooke's Charitable Trust and Cancer Research UK.)



CINEMA

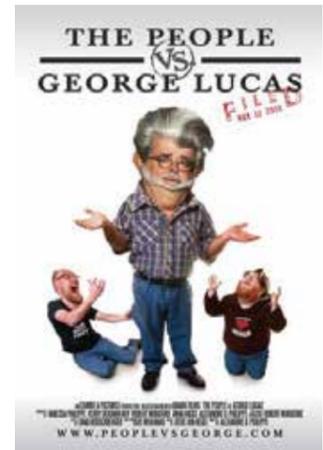
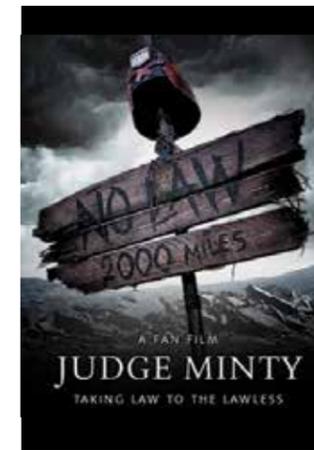
AVENGERS ASSEMBLE

START: 7.30PM
CERT: 12A
LENGTH: 143 MINUTES
Nick Fury of S.H.I.E.L.D. brings together a team of super humans to form The Avengers to help save the Earth from Loki and his army.



JUDGE MINTY

START: 10.00PM
CERT: 15
LENGTH: 30 MINUTES
Judge Minty is a not for profit fan film based on the world of the comic book character 'Judge Dredd'. It is an original work, following the tale of a secondary figure from the stories.



THE PEOPLE VS GEORGE LUCAS

START: 11.00PM
CERT: UNRATED
LENGTH: 97 MINS
Liked the original Star Wars movies but hate the prequels? This movie is an examination of the widespread fan disenchantment with George Lucas.

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ASK QUESTIONS OF THE GAME DESIGNERS AND FIND OUT HOW TO GO ABOUT DESIGNING AND PUBLISHING GAMES OR YOUR OWN BOOKS!

IN 2013 THERE WILL BE TALKS BY GAMES DESIGNERS, PUBLISHERS AND AUTHORS. GET TIPS ABOUT GETTING PUBLISHED AND EVEN LEARN HOW TO BECOME A GAME DESIGNER YOURSELF. UK GAMING NETWORK WILL PROVIDING SUPPORT FOR ALL THE EVENTS IN THIS ROOM.

SEMINARS
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SUITE

SATURDAY

9.30AM – UK GAMES MEDIA NETWORK

Come along and meet the UK Games Media Network podcasters and bloggers with Paco Jaen, Chris Bowler and Michael Fox.

10.30AM – THE BEGINNINGS OF ROLEPLAYING

Just what are roleplaying games? What is the history of roleplaying – how did it all start and how did it evolve? Why do people play these games? What is a good one to start with? What are good games to start others on? You fancy trying a new type of game? – how to start in a new genre. Matthew Dawkins, Paco Jaen, Mark Rein Hagen and C.A. Suleiman look back over the history of the hobby and discuss their favourite games.

11.30PM – KICKSTART YOUR GAMES

Thinking of publishing a game but don't have the cash? Find out about the use of Kickstarter and other crowd funding options in game publication. With Angus Abranson (Chronicle City), Michael Fox (Sprocket Games), Andrei Novak (NSKN Legendary Games) and others.

12.30PM – LIFE ON DR WHO

John Levene (Sgt. Benton of U.N.I.T) and Simon Fisher-Becker (Dorium Maldovar in series 5 and 6) will answer your questions on times and experiences as actors on Dr Who.

1.30PM – A KINDLE MILLIONAIRE

Self publishing for authors. So you have written a book, what now? How do you go about self publishing and making e-books and how do you get them on to Amazon? Authors Andy Holmes, Tom Bryson, Dave Ebsworth and Fiona Lindsay will discuss the various approaches and the pitfalls.

2.30PM – UK GAMES EXPO HALL OF FAME

Tony Boydell, Michael Fox and Richard Breese are the panel who will preside over the first ever annual UK Games Expo Hall of Fame Awards. These recognised UK games and designers have made a lasting impact on the development of hobby gaming in the UK.

[Schedule correct at time of going to press]

3.30PM – GAME REDESIGN COMPETITION

Come and find out about an exciting Board Game Redesign Competition involving Kara Gander of Leisure Games and Alan Paull of Surprised Stare and Rob Harris of Playtest. Win a years mentorship and guidance on your own designs.

4.00PM – WRITING YOUR OWN RPG

How easy it is? How do you get started. What are the top tips for writing a good adventure? With Angus Abranson, Mark Rein Hagen and C.A. Suleiman.

SUNDAY

10.00AM – JAY LITTLE (X-WING MINATURES GAME)

Questions and answers with our guests Jay Little, designer of the Star Wars X-Wing Miniatures Game as well as creator of Blood Bowl Team manager and Warhammer Fantasy Roleplaying.

11.00AM – MEET THE BIG BOYS

It takes all types of companies to drive the hobby games world. Come and meet managers and designers from some of the larger companies as they discuss the future of hobby games. How do they compete in a world of electronic games? With Larry Roznai of Mayfair Games, Mark Wooton of AEG, Dominic McDowall of Cubicle 7 and Andrew Hackard, of Steve Jackson Games.

12.00PM – ANDREW HACKARD (MUNCHKIN)

Questions and answers with Andrew Hackard, line manager for the hit Munchkin Card game series.

1.00PM – BOARD GAME DESIGNERS PANEL

Got ideas for a board game? Come and meet board game designers and discuss games design. With Larry Roznai of Mayfair, Tony Boydell, Alan Paul of SSG, Michael Fox and DR Mike Raedy.

2.00PM – WHO NICKED MY SPACESHIP?

Dr Who's version of Never Mind The Buzzcocks meets QI meets Shooting Stars in a sci-fi way. Richard Ashton and the rest of Who's Company are joined John Levene (Sgt. Benton of U.N.I.T) and Simon Fisher-Becker (Dorim Maldovar in a quiz show with a difference.

3.00PM – UK GAMES EXPO AWARDS

Find out who wins awards for new games and if you win any prizes from our prize draw. To be held in the Kings Room. John Levene and Simon Fisher-Becker give out the awards.



Come Visit us in the Palace Suite, at stand 36

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UK Games Expo Awards
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contact@northandsouthgames.com @NorthSouthGames #rpsb!

EXPO EXHIBITORS

206

All the way from Estonia, 2D6 is a small publishing company, focused mainly on economy games. **K16**

AI COMICS

One of the longest established comic book stores in Scotland but also stocks memorabilia, boards and card games. **K7**

ARCTIC FOX

Publishers of the board games Go with the Flow and Anchorage. **P44**

ARION GAMES

Creators of fine roleplaying games and paper miniatures since 2005. **P51**

ASMODEE EDITIONS

A leader in the publishing and distribution of board games and trading card games in Europe. **K22**

BBnB GAMES

Produce sci-figures and miniatures. **P17**

BEANIEGIRL

Gifts, toys, game and accessories. **P49**

BILL CAMPBELL

Madagascar based producer of abstract board games. **P33**

BILLY NAC

Billy Nac publish Legacy, a strategy board game. **K8**

BITS

A UK based organisation dedicated to providing a forum for Marc Miller's Traveller roleplaying game. **P40**

BLACKBOX GAMES

Publishers the Lords of War fantasy combat card game. **P42**

BURLEY GAMES

An independent designer, manufacturer, distributor and wholesaler of board games. **P26**

ACROSS THE BOARD

ATB Games specialises in inventing, developing and marketing board games. **P28**

ALDERAC ENTERTAINMENT GROUP

Creators of roleplaying, card, and board games like Legend of the Five Rings and Tomb. **K30**

ANGELS INFERNO

Produces of the Convolutated card game. **K8**

BACKSPINDLE

Northern Irish designers of fun and strategy games such as Guards! Guards! and Codinca. **K9**

BATTLESYSTEMS

Offers realistic sci-fi & fantasy terrain for table top gamers and collectors. Ideal for all sci-fi 28mm systems. **P11**

BOARD GAME EXTRAS

Specialists in accessories such as wooden replacement parts for Agricola and Settlers. **K6**

CHESSEX

The coolest dice on the planet. **K1**

CHESS THE GAME

A company looking to revitalise chess and challenge how and where it is conventionally played. **K2**

CHRONICLE CITY

Publish a range of roleplaying games and supplements. **P7**

COGNOSIS GAMES LTD

A brand new, exciting, problem-solving family board game. **K17**

COILED SPRING

Publish, distribute and market original, innovative educational puzzles and games. **K24**

COVENTRY S.G.I

The institute researches game-based learning. **K18**

CUBICLE 7

The creative team behind The Doctor Who Card Game, Victoriana and many many more. **P34**

CUBIKO

London based independant family boardgame designer/manufacturer/publisher. **P46**

CYCLING PARTY

Spanish publishers of Cycling Party. **K29**

CZECH GAMES

Czech Games Edition's goal is to pick the best games of Czech designers and bring them to the international market. **P24**

DELTA14 PUBLISHING

Publish a range of roleplaying games and supplements. **P7**

ELEMENTAL PUBLISHING

A games publishing company that focuses on turning learning concepts into innovative fun games. **P21**

ESDEVIVUM GAMES

Europe's leading distributor of hobby products. Their stand will also host US based Steve Jackson Games that creates and publishes roleplaying, board, and card games. **K21**

EXODUS WARS

Specialises in fine-detail sci-fi wargames models. **P43**

EXTRAORDINARY ART

Lee's artwork is an imaginative exploration of Eastern and Gothic settings. **K3**

FANTASY FLIGHT GAMES

Minnesota-based game company that publishes roleplaying, board, and card games. **K23**

GAMES CELLAR

Games retailer with large range of board games and card games. **P3**

GAMESLORE

The UK's largest online retailer. **P24**

GEN 42

British designers and publishers of highly addictive quality and award winning board games such as Hive. **K12**

GIANT BRAIN

Games company based in Edinburgh, dedicated to making entertaining and accessible games. **K8**

GRUBLIN GAMES

Cornish bases company, producing and distribute strategic board games across the UK. **P40A**

GTC

Produce Bushido an oriental fantasy tabletop miniatures game. **P27**

HAWK WARGAMES

Produce the 10mm scale sci-fi massed battle game, Dropzone Commander. **P20**

HAZAM GAMES, KONAMI

Publish and distribute collectible card games including the popular Yu-Gi-Oh. **P37**

HELLION'S AR

Professional illustrator of book covers, interior illustrations, and roleplaying game images. **K5**

HENGRO LTD

Publish Foxes and Chickens a family game of a little luck and a lot of strategy. **P14**

HERON GAMES

Is an on-line games store based in the UK and Mayfair Games official UK representative. **P16**

HULA GAMING

Online retailer of board games and card games. **P36**

IMAGINATION GAMING

Specialise in using fun, modern board and card games to engage and educate. **K31**

AUTHORS INCLUDING NWUK AND MERCIA BOOKS

Combined stand featuring a range of authors. Come and see their books. **S1**

UKGMN, GEEK APOCALYPSE

Podcast and online gaming blog sites will be interviewing from here. **S2**

JAMMY DEVIL GAMES

Stoke-on-Trent based retailers of gaming themed jewellery, T-shirts and accessories. **K15**

LAMENTATIONS OF THE FIRE PRINCESS

Finnish fantasy roleplaying publisher. **P48**

LEISURE GAMES

Stock roleplaying, wargames, collectable card games, board games from all over the world. **P25**

LESLEY'S BITS BOX, KR MULTICASES

Carry a range of second hand and new Warhammer and other Sci-fi figures as well as figure cases. **P4**

LOCWORKS POLAND

An enthusiastic group of dedicated specialists from Poland, who provide high quality localization, translation and development services to publishers. **P24**

MAGIC GEEK

Stock a huge range of Collectible Card Games including Magic. **P38**

MANDRILENEAN

Spanish publishers of Ringwords. **K29**

MANTIC GAMES

Carry a range of affordable high quality miniatures which can be used in all kinds of games. **P22**

MAYFAIR GAMES

U.S. based publisher of board games and card games suitable for families and hobbyists. **P15**

MEDUSA GAMES

UKGE director Richard's game design house, designer of The Great Fire of London 1666. **K13**

MINIATUREMEN AND COMPONENTS

Games Workshop and historical component parts and figures. **P2**

MODIPIIUS ENTERTAINMENT

Publish a range of roleplaying games and supplements. **P7**

NORTH AND SOUTH GAMES

A design studio specialising in family board and card games to bring people together. **K27**

NORTHUMBRIA GAMES

Carry a wide selection of board and card games. Plastics for Games will also have a small display of games components at this stand. **P6**

N.S.K.N.

Romanian publishers create one of a kind strategy board games. **K8**

DOUBLETTE MAGAZINE

A magazine for old school fantasy players. **P39**

FACEPAINTER

Vicki our facepainter will paint your face – young or old for a small fee. **S3**

ARTS AND CRAFTS

Bethan will be showing children how to paint and draw here. **S4**

PAGAN ANGEL

Sell fantasy, science fiction and gaming themed jewellery, T-shirts and accessories. **K28**

PELGRANE PRESS

Pelgrane Press publishes award-winning tabletop roleplaying games. **P9**

PLASTICS FOR GAMES

See Northumbria Games

PURE EVIL MINIATURES

Produce historical and fantasy miniatures. **K11**

PYRAMID BOSS

A new card game from the publishers of the word game Alphabet Runner. **P23**

QUEEN GAMES

German publishers of a huge range of board games including Kingdom Builder and Escape. **K14 / K26 / P8 / P12**

RAGNAR BROTHERS

Veteran games designers who have designed over 15 board games over the last 20 years. **P10**

SHADOW GAMES LTD

Stock a wide range of board games, miniature games, collectable card games and roleplaying games. **P35**

SHADOWS OF ESTEREN

French roleplaying game publishers of a medieval roleplaying game. **K20**

SILVERBRANCH

A small independent publisher producing tabletop roleplaying games. **P19**

SPIRAL GALAXY GAMES

Manufactures and distributes board and card games. **P24**

SPIRIT GAMES

Supply roleplaying games, wargames miniatures, scenery, board and card games for 29 years. **P1**

SURPRISED STARE GAMES

Publish games that are colourful rich in theme and detail, innovative and, most importantly, fun! **P31**

STAKBOTS

Stak Bots is a new versatile card game launching at UKGE. **P2A**

STEVE JACKSON GAMES

See Esdevium Games.

TALL TREES GAMES

Are publishing Hydra, a small abstract type game with a Celtic feel. **P13**

THE ICE OF LIFE

Publishes a game called Everlasting Life. **P32**

TITAN GAMES

Lichfield based one stop shop for wargames miniatures and hobby supplies. **P30**

TOO MUCH GAMES

A one man board and card game design house. **P50**

TRESHAM GAMES

Francis Tresham is the designer of classic board game Civilisation now publishes 18XX railway games. **P5**

TRIPLE AGE GAMES

Produce a huge range of innovative roleplaying games. **P41**

TRITEX

Specialises in gaming and collectable miniatures, gifting items and film memorabilia. **K25**

TWEET RPG

Is a free online roleplaying experience which utilises Twitter to provide adventures. **K19**

VICKI PAUL ART

2D and 3D art for games. **K4**

WARMILL

Offer new and exciting products to the wargaming community. **P18**

WORDPLAY GAMES

Is a games company producing rules light and immersive pen and paper roleplaying games. **P19**

WOTAN GAMES

With a rich history of creativity in the board games industry and are now back in business. **K10**

XI CARDS

An upcoming collectable card game (CCG) with an easy to learn, hard to master rules system. **P9A**

XIII LEGION

A new fantasy miniatures company who produce a large range of fantasy figures. **P29**

YOG-SOTHOTH

The blog and podcast dedicated to the Call of Cthulhu roleplaying world. **P47**

SEE MAP ON
PAGES 24-25

[These descriptions are taken – where possible from company website and are often in their own words. UKGE does not specifically endorse the comments.]

SPECIAL STANDS

EXPO GUIDE

WANTED: Board Game Players.
Must crave apocalyptic wasteland.
Backstabbing sociopaths preferred.



THE LAST COUNCIL

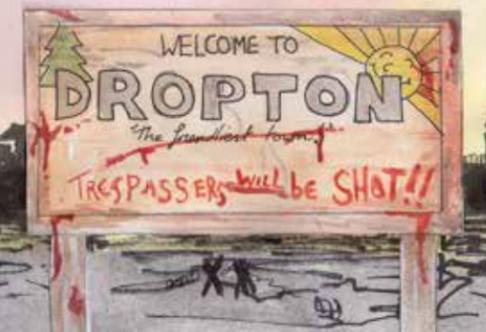
The Post-Apocalypse, as
run by your local council.

Playing now at Palace 50!

Visit our special UK Games
Expo site for photos,
videos and **EXTRAS**.

toomuchgames.co.uk/ukge

TMG
Too Much Games



C.A. SULEIMAN

C.A. SULEIMAN (CAS) HAS CONTRIBUTED SCORES OF BOOKS TO THE HOBBY GAMES INDUSTRY'S TOP PROPERTIES, INCLUDING DUNGEONS & DRAGONS AND THE WORLD OF DARKNESS AS WELL AS BEING THE DEVELOPER FOR WHITE WOLF'S MUMMY: THE CURSE LINE.

WHAT IS YOUR OWN GAMING BACKGROUND? DID YOU GET INTO GAMING IN YOUR TEENS OR AT COLLEGE?

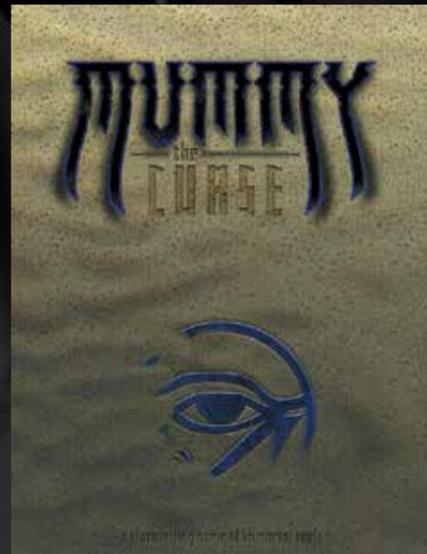
Actually, I didn't wait until my teens to start gaming; I've been playing published roleplaying games since I was seven, starting with the first edition of D&D. I was pretty much a TSR die-hard (Star Frontiers FTW) until Vampire, which of course changed everything. And ever since I became an Origins Awards juror, I've been playing all kinds of RPGs, if only to test out their designs and keep current with the industry.

WHAT WOULD YOU SAY WAS YOUR FAVOURITE GAME OF ALL TIME? WHY?

I find it difficult to pick favourites in the things I love most (music, film, games), so I think it would be at least a little easier to address them in the context of broad categories. My favourite traditional fantasy RPG, for example, is still D&D. My favourite dark fantasy RPG is Wraith: The Oblivion.

HOW AND WHEN DID YOU GET INTO WORKING IN THE HOBBY GAME INDUSTRY?

I got my start as an actual contributor to the industry in the late '90s, courtesy of two quality gentlemen: Harry Heckel, my mentor, and Justin Achilli, my first developer. My first major assignment was an enormous solo-credit book – I think the manuscript came in at around 115,000 words – so that was nice and stressful. It was called Cairo by Night, and lucky for me, Justin thought it turned out okay. Things took off thereafter.



C.A. SULEIMAN WILL BE INVOLVED IN SEVERAL SEMINARS OVER THE WEEKEND

WHAT WOULD YOU SAY TO PEOPLE WHO WANT TO WORK IN THE GAMES INDUSTRY?

To people who want to work in the games industry, I have rather a lot of things to say; the answer really depends on the question and the context. It starts with their focus: Do they personally want to make a particular kind of game, or do they just want to work in the hobby games industry in some capacity? Is their desire to be creative, or is it to work with their friends in a field that doesn't feel like so much like work? One needs to get those basics out of the way before one can really address the topic of specific advice.

OF YOUR OWN WORK WHAT DID YOU ENJOY WORKING ON THE MOST?

It's sad, but I have a harder time distinguishing the projects I liked working on the most than I do remembering the ones I enjoyed the least. When things go wrong on a project, it tends to stick in the old craw a while, especially if someone else's edits or mistakes ended up weakening your published work. By extension, though, I guess that helps define projects I did enjoy (by virtue of those situations not happening), so in that light, I'd probably say stuff like Mummy, Belial's Brood (for Vampire), and my Egyptian fantasy boxed set, Hamunaptra, since those projects went so smoothly from initial vision to publication.

A LOT OF YOUR GAMING WORK IS HORROR RPGS – IS THERE SOME REASON FOR THAT. WHAT DO YOU LIKE ABOUT THIS GENRE?

When one is a giant horror fan, one tends to gravitate toward the same in the media and entertainment one creates or engages. I don't actually get to read as much of it as I'd like, since I'm so busy, but it's definitely my cup of tea, especially when it's done so well that it transcends even the idea of "genre." Horror for pure shock value (or even its own sake, really) does very little for me anymore, but I love a good scary story that also "says something" or otherwise communicates on two tiers, as most truly great art does.

WHAT MAKES FOR A GOOD HORROR RPG ADVENTURE?

I don't think there's one answer to that question. Horror isn't a particular story or set of stories. Like science fiction, it's a tonal environment in which to do all the same things you can do in mainstream narrative. But yes, in order for it to be horror, there certain elements need to be present in some capacity, and it's those elements on which one should focus if one's going to write or run a horror RPG scenario. Beyond the trusty "downer ending," one can run almost any basic set-up, including clichés like rescuing the damsel in distress. The trick is to make the execution of the set-up horrific, preferably in more than one way.



YOU HAVE A BAND. WHAT'S THE STORY THERE? WHAT SORT OF MUSIC DO YOU PLAY?

Yes, my band is called Toll Carom, and to this day, I'm still not sure how to describe our sound. The Washington Post called us Middle Eastern-influenced alternative rock, and I've certainly heard less accurate descriptors. Because we're so busy, we only put out an album and play in support of it every three or four years, but thankfully, 2013 is one of those years. Our new album, The Word, should be done by summer.

I SEE YOU HAVE WRITTEN A NOVEL – BIG IRON. TELL US A BIT ABOUT YOUR WRITING CAREER. ARE THERE MORE BOOKS IN PROGRESS?

I've written a couple of novels, actually, but yes, Big Iron is the latest and it comes out in September, IIRC. Thanks to the success of its Kickstarter project, the Mummy line will have even more supplements being rushed out to fans than originally scheduled, so yes, there are always more books in the pipe. Currently, I'm developing Guildhalls of the Deathless, a big combo source book on the various mummy guilds in the game.

YOU ARE HOLDING A DINNER PARTY AND CAN INVITE SIX PEOPLE. THEY CAN BE FROM ANYWHERE AND ANYTIME PERIOD AND MAY ALSO BE FICTIONAL. WHO WOULD YOU PICK AND WHY?

Well, if I wanted to be pithy, my answer would be, "I don't host dinner parties. I attend them." Slightly less flippantly, I'd ask for a clarification as to whether or not my guests would be able to talk to (read: yell at) each other, as that would certainly influence my practical line-up. To the spirit of the question, I think I'd love to have a chance to actually talk face-to-face with Beethoven. The irony there, of course, is that even if I spoke German, and he, English, the man still wouldn't hear a word I said.

INDIE RPG GAMES

Indie Games by Demand
@indie_GbyD_UK

Indie Games by Demand is your place to try out classic and cutting edge small-press RPG/story games and see what the fuss is all about. Book a ticket in advance or on the day, turn up and you help decide what games to play.

Indie Games by Demand works by giving you – the players – the choice as to what you want. No prior knowledge or experience required. You bring the enthusiasm; we bring the facilitator/GM and materials and teach you everything you need to have a great time.



There'll be more than a dozen games to choose from each time, depending on our volunteers' speciality, including as our core games:

FIASCO: The award-winning classic, as seen on Wil Wheaton's Tabletop.

MONSTERHEARTS: Buffy meets Tru Blood in this game of teenage monsters.

DUTY & HONOUR: Inspired by Sharpe, take on missions as part of Wellington's army.

MICROSCOPE: Tell an epic story spanning generations or focus on a split second.

WITCH: the Road to Lindisfarne: In 1350, the blame for the Black Death is borne by a single woman.

THE QUIET YEAR: Experimenting with a community's survival in a post-apocalyptic world.

LOVE IN THE TIME OF SEID: Shakespeare meets Wagner in this Norse blood opera of magic, marriage and monsters.

DURANCE: A game of savagery and servility in a SF prison colony.

CTHULHU DARK: The rules-light Lovecraftian game.

**BUILD A TOWN, AN EMPIRE, A HISTORY
EXPLORE A ROMANCE, A CRISIS, A TRAGEDY
DESTROY EVERYTHING IN AN HOUR OR TWO**

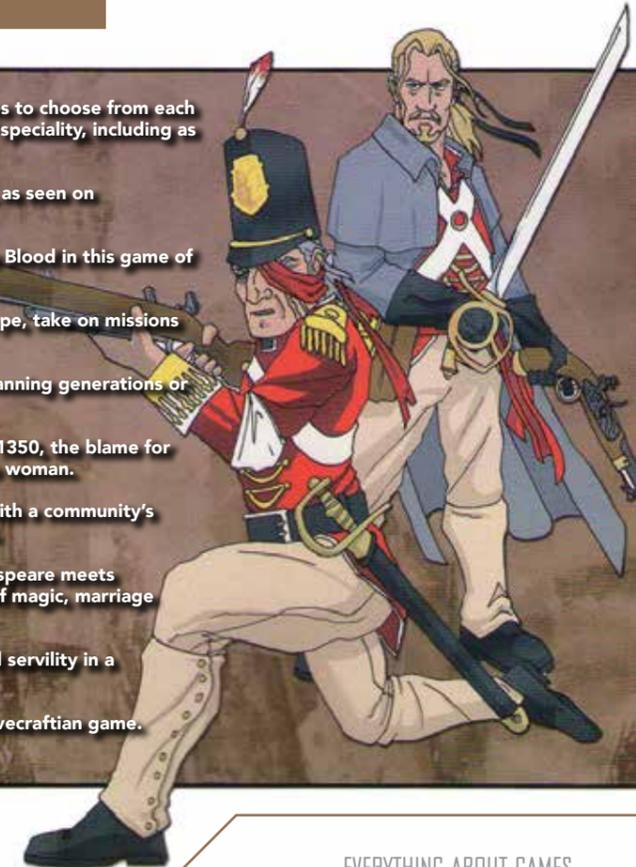
Gather for 'Games by Demand' at the beginning of each slot, choose from all the games on offer that you'd like to play and then, based on the group's demand, we kick games off until all our tables are full. If there are any spare spots in a game or spare tables, then we'll spread the word and anyone can join. (Note that you must have bought an 'Indie Games by Demand' ticket through Expo to play during peak hours.)

Keep up to date throughout Expo with everything we're playing and any vacant spots or tables by following us on twitter @indie_GbyD_UK

Don't want a full game? Just come along and we'll be happy to chat about any of the games on offer or even run a demo of some of our games right there on the spot.

Expo Indie Games by Demand is provided by volunteers from London Indie RPG Meet up. Chat to us if you want to know more. As well as folk new to indie games, we're especially keen to talk with existing indie gamers from other parts of the country thinking of starting their own local indie meet up.

To play in one of our Indie RPG games get your ticket at the Administration Desk in the Library. The actual game you play will be decided by you and the other players when you sit down to play.



STRANGE GOINGS ON ON IN BIRMINGHAM

BY JOHN DODD

"SO LET ME GET THIS STRAIGHT, IN THIS GAME THERE'S NO CHANCE WE CAN BEAT THE BAD GUYS, AND IT'S LIKELY THAT WE'RE ALL GOING TO END UP DEAD, AND THOSE OF US THAT DON'T END UP DEAD ARE GOING TO BE NUTTIER THAN A BAG OF BRAZILS?"

"YEP"

"AND WE'D WANT TO PLAY THIS WHY?"

Expo's upon us again, and while there's hundreds of games on offer, there's one game that outnumbers all the others and quite ironically it's not one of the new ones. Call of Cthulhu was first published in 1981 by Chaosium and won the 1982 Origins award for Best Roleplaying Game. While it never sold in the quantity that games like Dungeons & Dragons did, it proved to be a hit with gamers everywhere who wanted more than swords and sorcery.

Based around the stories written by Howard Phillips (HP) Lovecraft, the players take the roles of investigators in the Cthulhu Mythos, a pantheon of creatures ranging from zombies to Elder Gods that inhabit different universes to those we live in. These creatures have plans beyond the comprehension of mortal man and powers significantly beyond anything that man can hope to challenge. Just the sight of these creatures is enough to drive a person insane, as their existence cannot be comprehended by mortal minds.

The chance of victory against these creatures is non-existent. What happens if you drop a nuke on Cthulhu? He comes back 20 minutes later, only this time he's annoyed and radioactive...

So where's the attraction to playing the game?

The difference between Call of Cthulhu and other games is that most games presume that the player characters go on to have long lives and much success. In Cthulhu, investigators know that they're not going to have a long life, and if they do, it's likely that they aren't going to have the sanity with which to enjoy it. The game is about using mind over muscle, the knowledge of what you're dealing with is far more useful than a sword or a gun when dealing with creatures like these, and it's that that makes the game interesting. It's only a matter of time before the forces aligned against you finally get you, and the creatures you come up against in this game don't have weaknesses like silver bullets and stakes. A modern rifle will put a hole in them, but the hole won't trouble them any more than a bee sting might you or I. One of the lesser creatures of the Mythos, The Hound

of Tindalos, can move through time and space and manifests within any right angle that it can find, allowing it to track its prey anywhere. It can be driven away for a time, but as long as there's an angle for it to step through, it can still get to you. If creatures like this find their way into this world, getting rid of them takes more than brute force, so a lot of the games revolve not around the creatures themselves, but on those who would seek to harness their power for their own ends. While a gun won't harm Cthulhu, it will make a big difference to those trying to bring him into this world. There will always be those who seek to meddle in powers beyond their understanding, and this is where the investigators come in.

Almost all Call of Cthulhu scenarios will start with the premise of something not quite normal in the world, artefacts being stolen from museums, mysterious markings on hillsides, or the disappearance of something related to the Mythos. From there it is down to the Investigators to piece together what has been happening 'till they can confront the architects of the plan and stop them from carrying it out. In many cases, the rewards for their efforts are that creatures of the Mythos never make it as far as this

"WHAT DO YOU GET IF YOU DROP A NUKE ON CTHULHU? HE COMES BACK TWENTY MINUTES LATER, ONLY THIS TIME HE'S ANNOYED AND RADIOACTIVE"

MAIN IMAGE & BOTTOM RIGHT BY KUNRONG FOR ACHTUNG! CTHULHU

IMAGE BELOW BY IAN SCHOLEFIELD FOR ACHTUNG! CTHULHU

world – nothing more, no fanfare, no pile of gold, and nowhere to brag about the adventure you've just been on (unless you like white rooms and lots of questions). If the Investigators don't manage to stop the Mythos from intruding into the world, then it's likely that it's too late for them to do anything, but there are still ways to defeat these creatures (and we don't count hiding in a doughnut shaped house from the Hound of Tindalos as one of those).

The game started out in the same eras that the stories were written in, that of the early 1900s. The world was a far more superstitious place, and even commonplace events could be seen as supernatural by those who didn't know any better. The popularity of the game was such that other time periods were soon written about, ranging from the time of the Romans to the far future, when lasers and bombs would be just as ineffective as sticks and stones had been. The wide variety of different time periods and settings has allowed the game to go beyond the original remit of the books as they were written and it's now possible to get anything Cthulhu related, from plushy toys (try and explain that one to your nieces and nephews) to after dinner mints, playing cards, and board games. One only has to look at the recent surge in crowdfunding projects to know that the Cthulhu's time is now.

The most recent of the Cthulhu games is Achtung Cthulhu. Set in the Second World War, it introduces the Mythos to a time when the world couldn't have been in a darker place, when Nazis experimented

with powers beyond their control and brave men and women fought against them for more than the survival of nations. The recent Kickstarter managed to raise more than £100,000, with nearly 2000 people backing the project to succeed.

Always one of the most popular games to be offered at the Expo, Cthulhu games usually sell out within hours of being put up on the site and there's always call for more of them. Not just from those who've been playing for years but new generations of investigators, raised not on Lovecraft but on X-Files and Warehouse 13, where the mysterious holds a certain sway, and brains over brawn is the order of the day.

At Expo this year, we are proud to host the inaugural UK Cthulhu Masters Tournament. Based on the Cthulhu Masters Tournaments run in the US at Gencon Indiana, the tournament takes

the form of six preliminary rounds, each round coming from one of the time periods of the game and centred upon Birmingham and the tumultuous times that it has endured over the years. From each round, one person will go forwards to compete in the final for the grand prize, a copy of the Necronomicon, the book named by Lovecraft as containing all the knowledge of the Mythos creatures. There are other prizes for those who don't make it all the way to the end, including preserved examples of Mythos creatures and prizes from several of the companies at Expo, but the knowledge contained in the Necronomicon is such that when the winner drives home, they may watch the stars, and wonder to themselves if the stars aren't watching back...



STAR WARS™ X-WING CORE SET

"WE'LL HAVE TO DESTROY THEM SHIP TO SHIP.

GET THE CREWS TO THEIR FIGHTERS."

- DARTH VADER

Recreate exciting *Star Wars*™ space combat in **X-Wing**, a fast-paced tabletop miniatures game! Take control of powerful Rebel X-wings and nimble Imperial TIE fighters with the core set, then build your fleet with a growing catalog of expansions. Featuring stunningly detailed and painted miniatures, **X-Wing** places the fate of the galaxy in your hands.



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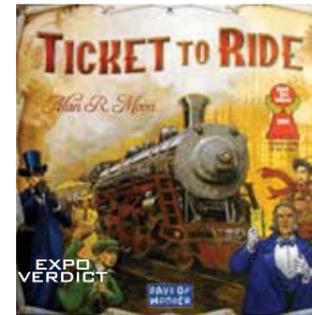
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GAMES TO CUT YOUR TEETH ON

IT IS NOT UNCOMMON TO HEAR VISITORS TO UK GAMES EXPO, WHO HAVE NEVER BEFORE COME ACROSS ANY OF THE MODERN TYPE OF BOARDGAMES ON DISPLAY AND SALE, SAY SOMETHING ALONG THE LINES OF "I HAVE NEVER HEARD OF ALL THESE GAMES, I LIKE GAME X, CAN YOU RECOMMEND ANY OTHER GAMES LIKE THAT.

This list is all about recommending 10 games to cut your teeth on. These are games that are pretty easy to get into, good fun and are none too complex.



TICKET TO RIDE

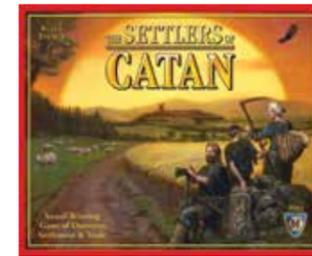
Days of Wonder
3 to 5 Players
45 Minutes
Ages 8+ £35

Fancy building railway routes across America or Europe? Ticket to Ride is an example of the high production value quality games made by publisher Days of Wonder.

You can learn this game in three or four minutes and there are very few rules. The game comes with an attractive and colourful board displaying cities and routes between and little model railway carriages in player colours with which you literally build the routes by placing the carriages along the board. In order to place the carriages, players collect train cars in various colours. By handing in sets of cards they can then build the routes and score points dependant on the length of these routes. On a turn players either collect new cards or build a route (but not both) so there is a nice tactical choice to be made between building shorter routes to claim them or collecting for longer, higher value routes but which might be claimed before you are able to. Players will start with route cards showing cities they are trying to connect, which if they do so they get a bonus for. At the end of the game the player who builds the longest continuous route earns an extra bonus.

The game is a world wide big seller and there are a number of variations with maps of Europe, Japan and Scandinavia to try.

EXPO VERDICT Easy to learn, a great game for all ages.



SETTLERS OF CATAN

Kosmos and Mayfair Games
3 to 4 Players (expands to 6)
90 minutes, Ages 10+ £28

Originally published in 1995 by German publisher Kosmos as Die Siedler von Catan, it is now published in English by Expo Sponsor Mayfair Games. You can try a game on their stand or else enter the UK Settlers Championship every year at UKGE.

This is one of the classic examples of the modern type of board game, which involves gathering resources and using them to build with. In this game you play the settlers of the island of Catan. Each space on the island produces one of wood, sheep, grain, ore or bricks. You start the game with two villages on the island. Rolling dice determines which spaces



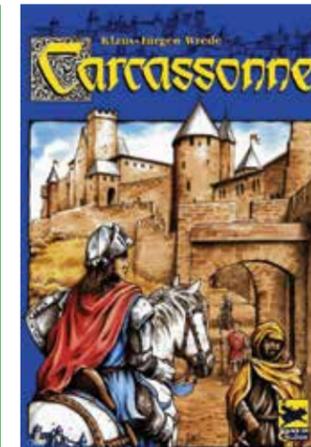
produce goods and the players with village adjacent to these spaces collect them.

Watch out though because a roll of a seven (on two dice) means a bandit appears, and steals

players goods. Players can trade, for example by uttering phrases like, "I have Wood for Sheep". They swap the resources in order to gather what they need to build more villages, convert them to cities and link them with roads.

Villages score 1pt, cities 2pts and there are bonuses for the longest road or by buying special cards. The first player to reach 10pts wins.

EXPO VERDICT A classic game that every gamer should own.



CARCASSONNE

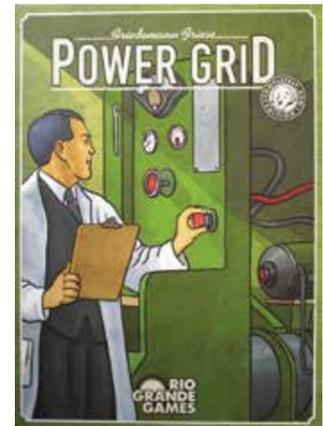
Rio Grande Games
2 to 5 players
45 minutes
Ages 8+ £25

This is the game that uses cute little wooden people widely called meeples. It is a tile placement game. Think dominos but way cooler than that. The tiles have tiny bits of southern French landscape on them. The tiles are pulled out of a bag and have to be placed adjacent to an existing tile on the table. The tile might portray part of a city, a road, a cloister, grassland or a mix of these.

You have to place your tile so that roads, cities etc match up. Slowly the landscape grows. Now when you have placed your tile you can also add a meeple (that wooden figure remember). The placing of the meeples is a big part of the strategy in the game. You can drop them on roads, in cities or cloister or as a farmer on a grass area. When roads, cities or cloisters are complete they score points. Farmers score for each city they can trace a route to.

The strategy then in this game is where do you place your tile – adding to your own road, city etc or just in a way to make it awkward for others? Likewise you only have a fixed number of meeples so do you add one, or save it for later use?

EXPO VERDICT Attractive game that combines very simple rules with tactics and decision making.



POWER GRID

Rio Grande Games
2 to 6 players
120 minutes
Ages 12 and up

In this game you take on the role of running a utilities company supplying power to cities in the USA or Germany (and in other versions of the game elsewhere in the world).

The aim is to be able to supply the most cities by the end of the game. You bid for power stations which might be coal or oil burning, garbage burners, nuclear or wind powered.

In the early game you will buy stations that power only one or two cities but gradually bid for more powerful and more efficient stations as the game goes on. You then buy resources to power the stations – such as coal, oil, garbage and uranium. The market is dynamic so as goods are bought they get more expensive. If none are bought they get cheaper. Now you build links between cities, keeping a close eye on the map to spot cheap routes and maybe cut off players and make it hard for them to expand. Finally you power your stations and supply cities and get paid for the total of cities you supply.

The game goes on like this until a certain number of cities have been connected at which point the player who supplies the most cities wins.

EXPO VERDICT Careful planning and working how far to go when bidding makes this a fascinating game.



EXPLORE THE SANDS!



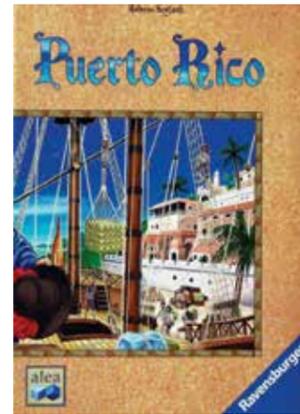
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PUERTO RICO

Albi, Rio Grande
2-5 players
90 minutes
Ages 12+ £35

This is a game where you build a colony on a Caribbean Island. The game starts with each player having just one small plantation and no colonists.

In the game you grow your colony and start to produce corn, sugar, coffee, tobacco and indigo and either sell it for money or ship it back to Europe for victory points. At the same time you also build a city. The cities' buildings allow you to process all these raw materials but also grant you other abilities and more victory points. The innovation in Puerto Rico, which makes it quite original, comes from the roles. The game has a number of role cards: Settler, Mayor, Builder, Craftsman, Trader, Captain, and Prospectors.

Each turn the first player chooses a single role. He undertakes the action that role allows. (So the Settler allows him to add an extra plantation, the Mayor to gain colonists who are waiting in a ship and looking for work, the Craftsman actually forces his plantation to produce resources, the Trader allows him to sell resources, the Captain to ship stuff to Europe and gain VPs, the builder to build buildings and the Prospector gives him gold. Now ALL the other players get to now do the self same action BUT the player who chose the role gets some sort of bonus – like building at one less gold per building. Now play moves on to player two who chooses another action and so on. The tactics here then are knowing when to choose actions and in what order. This mechanism also allows you to hurt other players. For example in the Captain action any resources that a player has that cannot be shipped to Europe are wasted. A canny player can force others to throw away a lot of good materials.

EXPO VERDICT Build your colony your way, but be aware that other players actions can wreck your plans



DOMINION

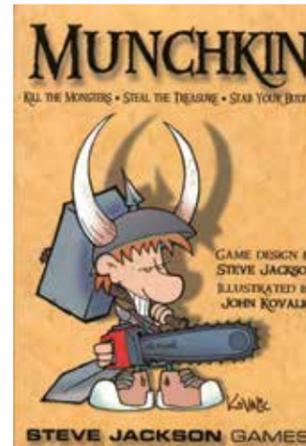
Rio Grande
2 to 4 players,
30 minutes
Ages 10+ £33

Dominion came out in 2008 and was a brilliant innovation. It involves card drafting and deck building rather like Collectible Card Games but you get all the cards you need in the base set (you can buy extra sets to give more cards). You start with a small hand of cards. Some are worth money and other worth victory points. The aim of the game is to buy as many victory point cards as possible.

So you start with ten cards and draw five. That might give you, say four copper to spend with which you go shopping. In the middle of table are a market of cards you can buy and may cost two to six copper. The exact make up of those cards varies from game to game. So in one game you might have these cards: Cellar, Market, Militia, Mine, Moat, Remodel, Smithy, Village, Woodcutter, Workshop and in another Coppersmith, Courtyard, Masquerade, Scout, Shanty Town, Steward, Festival, Torturer, Library, Wishing Well. All games also involve copper, silver and gold cards, and the three victory point cards types.

Each card will give you some benefit. They might just give you more income, grant you extra actions, allow you to buy more than one card or have an effect on other players (usually unpleasant). Gradually your deck builds as you buy cards and add them to the deck. The deck cycles all the time (so in a turn you draw five cards from your own deck, play them, take actions on the cards, then buy a new card, add whatever you bought and then discard all of those cards into your personal discard pile. Once the draw deck is exhausted you shuffle your discard deck and start again. Eventually three of the ten card piles you can buy from will be empty and the game ends and everyone reveals how many victory points they have.

EXPO VERDICT Every game is unique due to the vast combinations of cards: High replay value.



MUNCHKIN

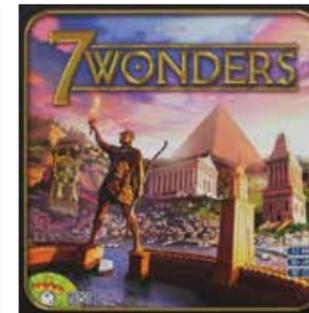
Steve Jackson Games
3-6 Players
90 Minutes
Ages 10+ £15

Kick down a door, beat the monster and loot the treasure. Get stronger and move on. That, in essence, is what Munchkin is all about.

The card game is a light hearted look at roleplaying games based around exploring dungeons. Your goal is to reach tenth level. You start off at first level with no treasure and no particular class or race. Each turn is simple, you draw a door card. That card might have a monster on, a trap or some other challenge. To defeat the monster you need to beat its levels. Now here you can use items you have picked up on previous rooms but also appeal to the good will of your fellow players who might help you at a price – usually an item of treasure. As you gain in levels and power other players might decide you need knocking back and so they play cards to make the monsters stronger! If you lose to a monster bad stuff happens – maybe you lose everything or just some items or a level.

The cards show great artwork and are usually funny. The game has vast replay potential especially with a near infinite number of expansion packs!

EXPO VERDICT Kill the monsters, steal the treasure, stab your buddy!



7 WONDERS

Asmodee
2-7 players
30 minutes,
Ages 10+ £35

In 7 Wonders players are building one of the wonders of the ancient world. They have a player board showing for e.g. The Great Pyramid of Giza, the Colossus of Rhodes, the Hanging Gardens of Babylon etc. Each of these cities will give you a single resource (bricks, ore, wood, linen, glass etc).

You start the game with seven cards. Some of these cards are more resources, some buildings worth victory points, some military units, other science symbols and others market or economy cards. Now you choose one of the cards and play it. To bring a card into play costs resources (which you will show you have on your board or on other previously played cards) or if you don't have the resources you can buy then with money from neighbouring players.

You now pass on all your cards to your neighbour and take six from the player on your other side, choose one play it and pass on five etc.

In the course of the game then you build up your resources, gradually build your wonder, buy victory point cards or science cards (which you score points for) or military so you can beat up your neighbours. Then after playing six cards you discard one and the age ends. After three such ages the game is over.

EXPO VERDICT A game of making decisions on what best to play with the cards in your hand.



FORMULA DE

Asmodee
2-10 players
120 minutes,
Ages 10+ £35

Take to the racing circuit in this classic Grand Prix game. You control one or maybe two cars in a team. Your job is to win the race. The game comes with a double sided board and you can buy more board replicating the great racing arenas of the world with all their kinks and turns.

Each car has a dashboard card. Here you record how many brake, fuel, engine and body points the car has. It also shows the gear the car is in. Each turn you roll a special dice dependant on which gear you are in. The range and maximum score on the dice increases with each gear: 1st: 1-2 (4 sided die) 2nd: 2-4 (6 sided) 3rd: 4-8 (8 sided) 4th: 7-12 (12 sided) 5th: 11-20 (20 sided) 6th: 21-30 (30 sided). You can increase by one gear a turn. So, you are thinking, you just crank up the gears and go as fast as you can? Think again. Every corner on the track has a number that tells you how many turns you have to end your move somewhere in the corner. If you over shoot the corner you have to brake or burn off tyre points or crank down the gears costing engine and fuel to make the turn. It is very possible to spin off the track and then its game over hot shot.

These dice are the real genius mechanic in this game. So its a tense game all about pushing the machine to breaking point, screeching over the line with the minimum left but getting there first.

EXPO VERDICT An exciting game where fortunes can change, favours the brave but rewards careful play too.



KINGDOM BUILDER

Queen Games
2-4 (5 with expansion)
45 minutes
Ages 8+ £40

A quite new game this one. You build your kingdom settlement by settlement across a map, which will vary with every game you play, aiming to gain the most gold. You get gold for placing settlements next to castles on the map but also by fulfilling certain conditions on secret objective cards you draw. In the game you have a hand of cards and play one of them which will show a certain terrain type. You can now place three settlements on that (and only that) terrain type always placing adjacent to your own building if you can. A clever tactic is playing a card where you cannot build next to your own settlements as that allows you to place a settlement elsewhere on the board allowing you to spread out. Sometimes you can build next to a location which allows the player to seize an extra action tile allowing you to break the rules in certain ways such as moving your settlements.

Achieving your objectives is never easy as the other players are busy expanding where you want to go and somehow they other players always have the cards YOU want right then.

EXPO VERDICT A fairly new game which is already showing signs of becoming a firm favourite.



TAKE IT EASY

Burley Games

Another simple game but with a beautifully designed game mechanic this game of making lines of the same colour reach from one edge of your board to the other has worked in every school we've visited, both primary and secondary. Being able to play it solo or as an almost 'bingo' style drawing of tiles this will test even the cleverest of players, of any age.

THREE GAMES

To introduce children and families to gaming.



ZEUS ON THE LOOSE

Gamewright games

A card game that on the surface appears to be simple adding up but with a bit of a poker face needed, stealing Zeus, king of the gods from the other players, and a sure fire way of improving your basic arithmetic skills this is a winner all the way.



BOGGLE

Asmodee Games

They don't come much simpler than this. Find the object on your card that is also on the card in the middle. Easy? Not as easy as you think and with lots of different ways of playing, no taking of turns and frantic game play this is a great



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AWARDS

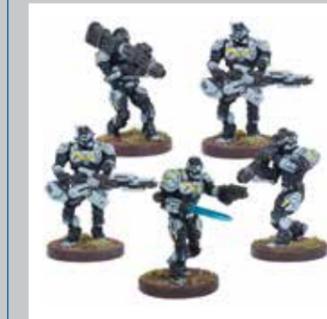


BEST MINIATURES GAME

DROPZONE COMMANDER
 BY HAWK WARGAMES



ENFORCERS
 BY MANTIC GAMES



STAR WARS: X-WING MINIATURES GAME
 BY FANTASY FLIGHT GAMES

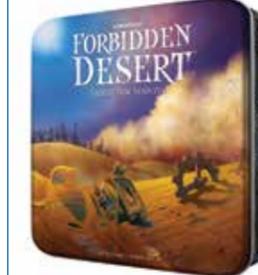


BEST FAMILY GAME

COGNOSIS
 BY COGNOSIS GAMES



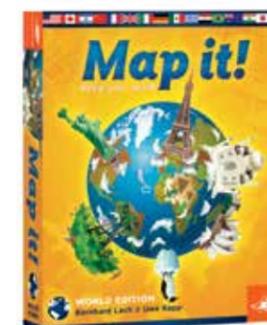
FORBIDDEN DESERT
 BY GAMEWRIGHT & COILEDSPRING



STEEPLECHASE
 BY CUBIKO



MAP IT!
 BY FOXMIND GAMES



SPIEGEL SPUKSCHLOSS [SPOOKY MIRROR CASTLE]
 BY DREI MAGIER SPIELE & COILED SPRING



WORDS
 BY RINGAMES & MADRILENIAN



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BEST ROLEPLAYING GAME

ACHTUNG CTHULHU
(HERO OF THE SEA/THREE KINGS)
BY MODIPIHUS ENTERTAINMENT



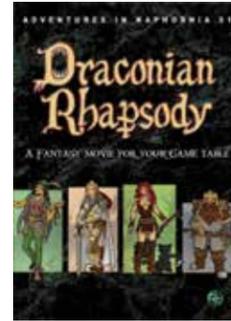
AGE OF ARTHUR
BY WORDPLAY GAMES



COLD AND DARK
BY WICKED WORLD GAMES



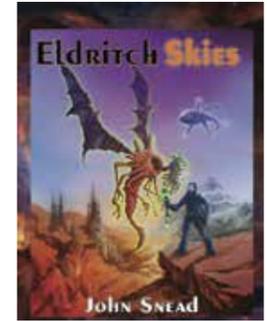
DRACONIAN RHAPSODY
BY ULISSES SPIELE & CHRONICLE CITY



DUNGEON SLAYERS
BY CHRONICLE CITY



EDRITCH SKIES
BY BATTLEFIELD PRESS, INC & CHRONICLE CITY



HELLFROST: LAND OF FIRE
BY TRIPLE ACE GAMES



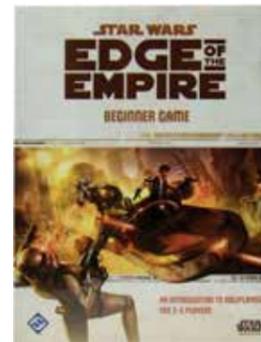
SHADOWS OF ESTEREN
BY AGRATE RPG



SQUADRON UK
BY SIMON BURLEY



STAR WARS: EDGE OF THE EMPIRE
BY FANTASY FLIGHT GAMES



THE ISLAND OF THE PIRANHAMEN
BY ULISSES SPIELE & CHRONICLE CITY



YGGDRASILL
BY 7EME CERCLE SARL & CUBICLE 7



BEST ABSTRACT GAME



HOW TO VOTE

On arrival you were given an A4 sheet. One side is the Passport, with which you can win £100 vouchers to spend on games. The other side is the voting form for the UKGE awards. Simply tick one box in one of more categories to vote for your choice of the best game in that category. Return the form by 2pm on Sunday to the Admin desk in the Library. In the weeks before Expo the games have been rated by our judges in several local gaming groups. Half the marks for a game come from the judges. The other half comes from YOU the public. Patrick Campbell, our Awards Organiser and chief Umpire, will collate all the marks and at 3pm on Sunday 26th May we all find out the results. Good luck to all our entries.

LAST YEARS WINNERS

BEST NEW BOARDGAME
Zoom Zoom Kaboom
By Hopwood Games

BEST ROLE-PLAYING GAME
Airship Pirates
By Cubicle 7

BEST MINIATURES RANGE
Star Fleet
By Mongoose Publishing

BEST FAMILY GAME
Rory's Story Cubes
By Coiledspring

BEST ABSTRACT GAME
Foundation
By Cubiko

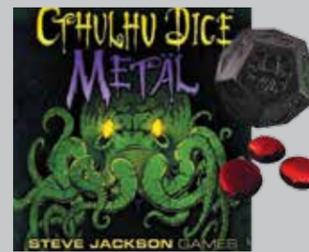
BEST CARD GAME
Panic Lab
By Coiledspring

SPECIAL AWARD
Designers & Dragons
By Mongoose Publishing

COYOTE
BY GIGAMIC & COILEDSPRING



CTHULHU DICE
BY STEVE JACKSON GAMES



DECEPTO
BY BILL CAMPBELL



DINO HUNT
BY STEVE JACKSON GAMES



HYDRA
BY SIMON DANGERFIELD

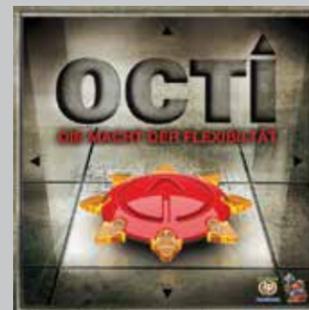


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MAH JEK
BY BILL CAMPBELL



OCTI
BY FOXMIND & COILEDSPRING



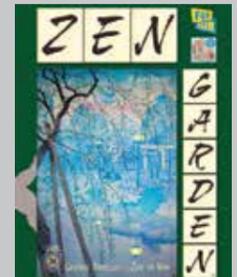
OVO
BY GIGAMIC & COILEDSPRING



ROCK, PAPER, SCISSORS, BANG
BY NORTH AND SOUTH GAMES

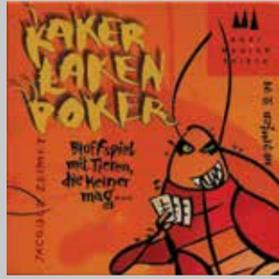


ZEN GARDEN
BY MAYFAIR GAMES



BEST GENERAL CARD GAME

KAKER LAKEN
[POKER ROYAL]
BY DRI MAGIER SPIELE



NOX
BY HUCH&FRIENDS
& COILEDSPRING



PROFESSOR TEMPUS
BY GIGAMIC
& COILEDSPRING



THE BIG BANG THEORY
THE PARTY GAME
BY CRYPTOZOID



SMASH UP
BY AEG



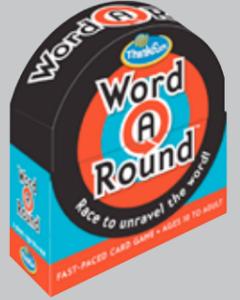
SNAKE OIL
BY OUT OF THE BOX
PUBLISHING AND GOLD &
DARKWICKED WORLD GAMES



STAR WARS:
THE CARD GAME
BY FANTASY FLIGHT GAMES

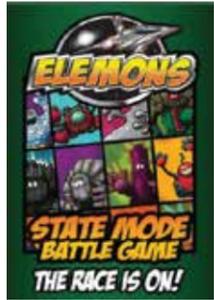


WORD A ROUND
BY THINKFUN
& COILED SPRING

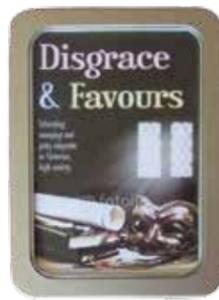


BEST STRATEGIC CARD GAME

ELEMONS
BY ELEMENTAL
PUBLISHING



DISGRACE & FAVOURS
BY HOPWOOD GAMES



DOCTOR WHO
THE CARD GAME
BY TREEFROG GAMES
& CUBICLE 7



LORDS OF WAR
BY BLACK BOX GAMES



MAKING PROFIT:
THE BOARDGAME
BY 2D6.EE GAMES



MUNCHKIN APOCALYPSE
BY STEVE JACKSON GAMES



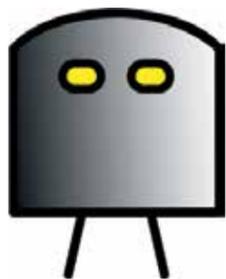
ROUNDHOUSE KICK
BY 2D6.EE GAMES



SHADOWS OVER
CAMELOT
BY DAYS OF WONDER



STAK BOTS
BY DOGEARED GAMES

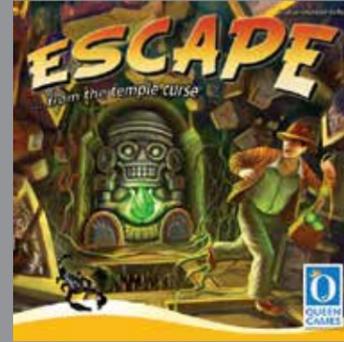


BEST BOARD GAME

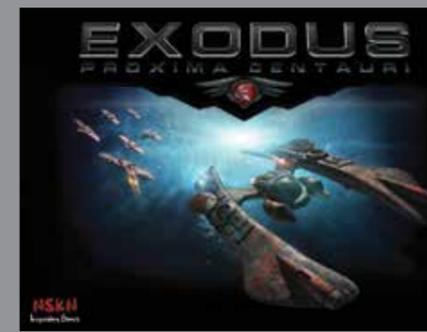
AEROPLANES
BY MAYFAIR GAMES



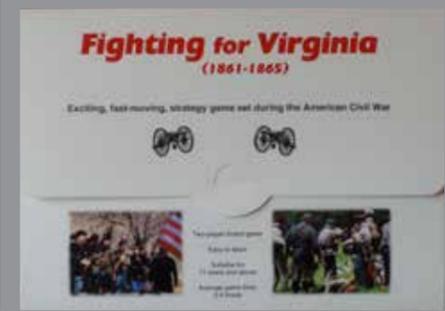
ESCAPE
BY QUEEN GAMES



EXODUS: PROXIMA CENTAURI
BY NSKN LEGENDARY GAMES



FIGHTING FOR VIRGINIA
BY NIGEL LAMBERT
& PRINT, PLAY GAMES



KEYFLOWER
BY HUCH&FRIENDS
& COILED SPRING



MICE AND MYSTICS
BY PLAID HAT GAMES



ROAD RALLY USA
BY MAYFAIR GAMES



STRING RAILWAY
BY ASMODEE

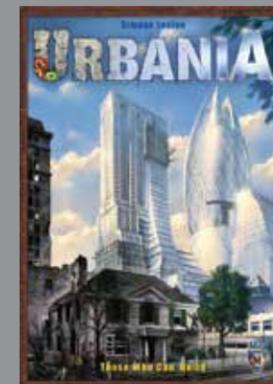
ROME AND CARTHAGE
BY GROSSO MODO EDITIONS
& COILEDSPRING



SNOWDONIA
BY SURPRISED STARE GAMES



URBANIA
BY MAYFAIR GAMES



HALL OF FAME

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

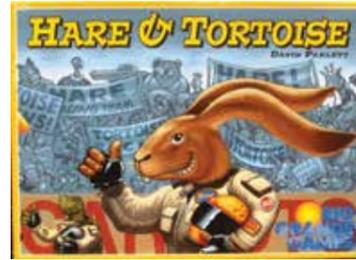
The establishment of the UK Games Hall of Fame at the 2013 UK Games Expo looks to right that wrong and show the world the level of influence that this country has on the world scene. This inaugural intake looks to showcase some of the best and brightest, to honour those who have had a major influence on our hobby and have led the way in our industry.

Of course, making the decision on who our first set of inductees was incredibly difficult. We decided that we shouldn't only look at people when considering potential candidates; companies and groups were also entirely viable as long as we could prove that they were influential. Our initial shortlist of ten was whittled down to this selection of five that we present today, the first ever members of the UK Games Hall of Fame. We salute their influence and thank them for the hard work they've done and – in some cases – continue to do.



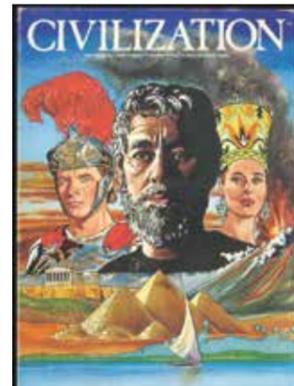
DAVID PARLETT

David Parlett's writings on card and board games are essential reading for any scholar of the industry. No other writer has quite the grasp of how the mechanisms of play works managing to express them in a way that all gamers can understand. His work, though deep, is accessible and offers incredible insight no matter what your level of interest. David's most famous books are undoubtedly the Oxford Guide to Card Games and the Oxford History of Board Games, both of which should be required reading for any aspiring designer. His addition to the Hall of Fame is only cemented by the fact he is also responsible for the multi-million selling Hare and Tortoise, winner of the first ever Spiel des Jahres in 1979 and still in print today.



FRANCIS TRESHAM

Since founding Hartland Trefoil in 1971 to say that Francis Tresham has been a major part of the UK games industry is something of an understatement. Not only was he responsible for the initial publication of the legendary boardgame Civilisation, he also single-handedly developed the 18XX genre by bringing 1829 to the tables of wannabe railroad bosses around the globe. He is also the man who pioneered the use of the first ever technology tree in a boardgame. It's safe to say that without him the landscape of our industry would look very different today. Following the sale of Hartland Trefoil in the late 1990s, he now runs Tresham Games and is still designing, developing and releasing 18XX titles today. We are honoured to have Francis as part of the first UK Games Hall of Fame intake.



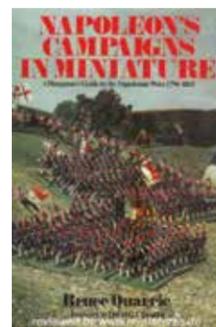
DON TURNBULL

While many people may not immediately be aware of the influence the late Don Turnbull has had on the hobby, even the most cursory look over his credentials is guaranteed to impress. Whether it's almost single-handedly kicking off the gaming 'zine scene with his Diplomacy focused magazine Albion or being one of the founding contributors to Games Workshop's White Dwarf, his reach can still be seen to this day. Perhaps his most notable achievement was the establishment of the UK branch of TSR under the guidance of Gary Gygax, which bought countless modules still beloved by roleplayers today. On this tenth anniversary of his death, we are delighted to induct Don into the Hall of Fame.



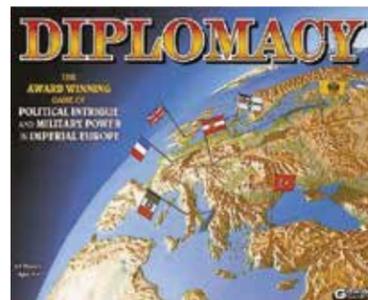
BRUCE QUARRIE

Wargamers around the world should be well aware of the advancements that Bruce Quarrie brought to their hobby. While he is most famous for his work as a historian, particularly focusing on the Second World War, his time spent as editor of Airfix magazine in the early 1970s saw the start of a wave of wargaming that is still spreading today. Napoleonic Wargaming, published in 1974, was one of the first books to establish a ruleset for hobbyists around the world and is still regarded as a benchmark to this day. Despite his death in 2004, his influence is still felt to this day with his work carried on by players worldwide.



GIBSONS GAMES

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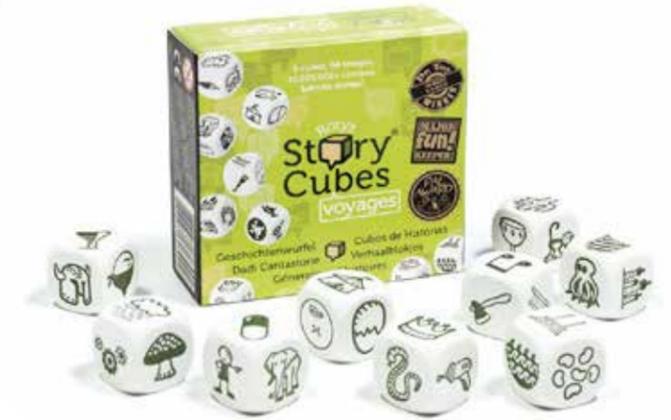
Best Family Game 2010 – Forbidden island
Best Family Game 2011 – Cubulus

Best Card Game 2012



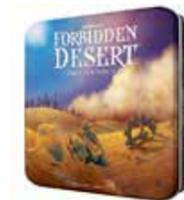
Panic Lab

Best Family Game 2012



Rory's Story Cubes: Voyages

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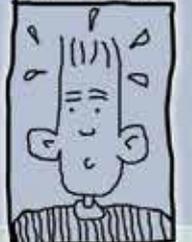


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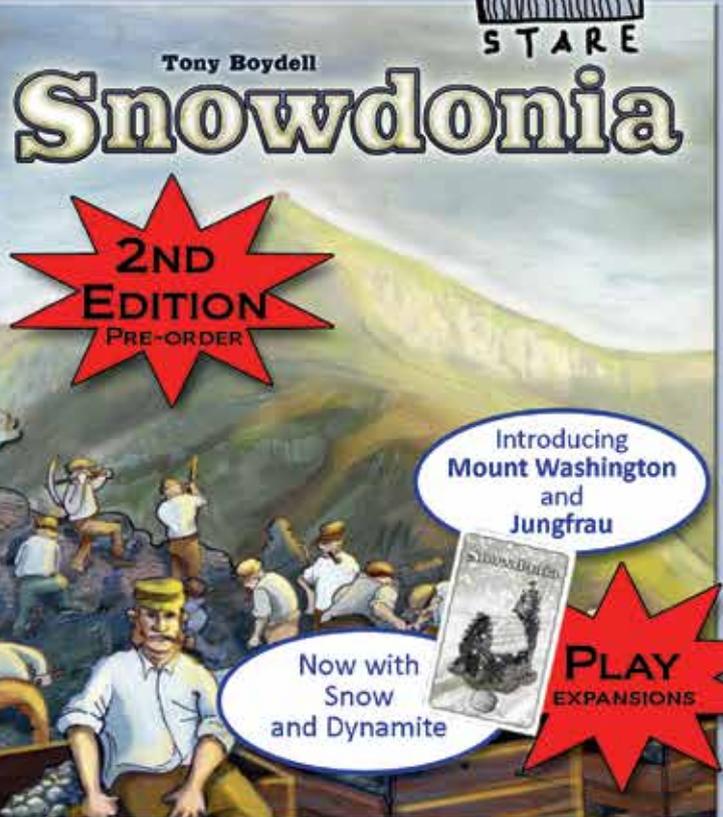


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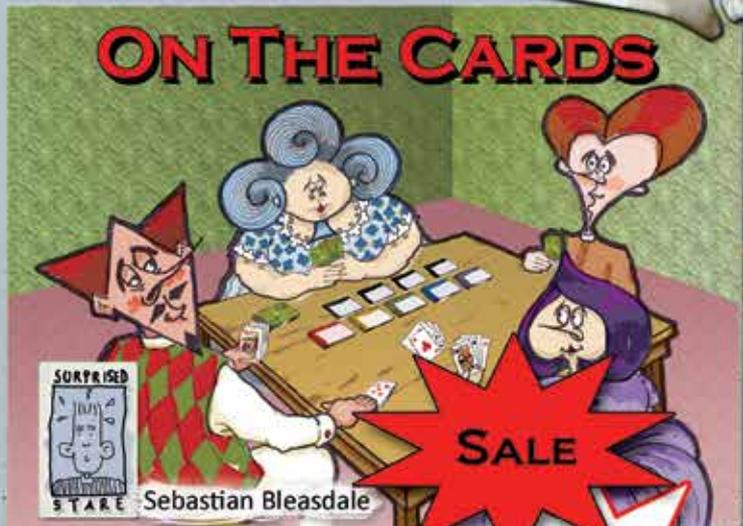
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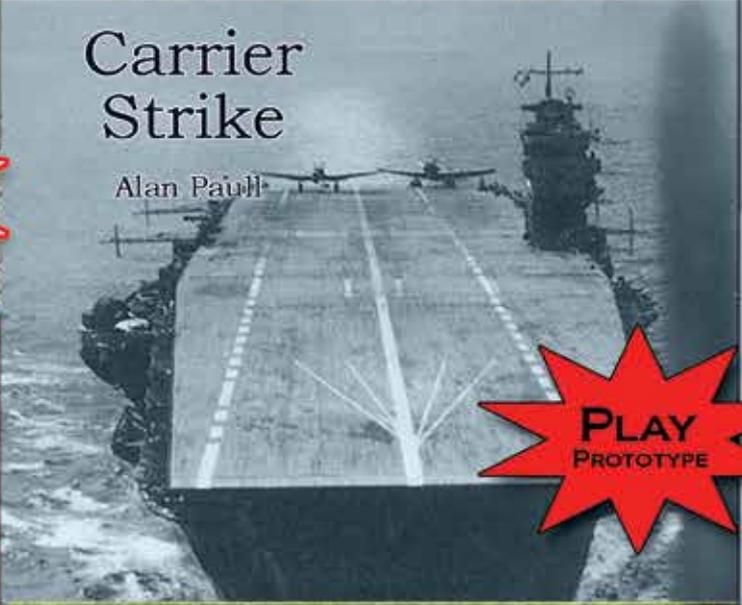


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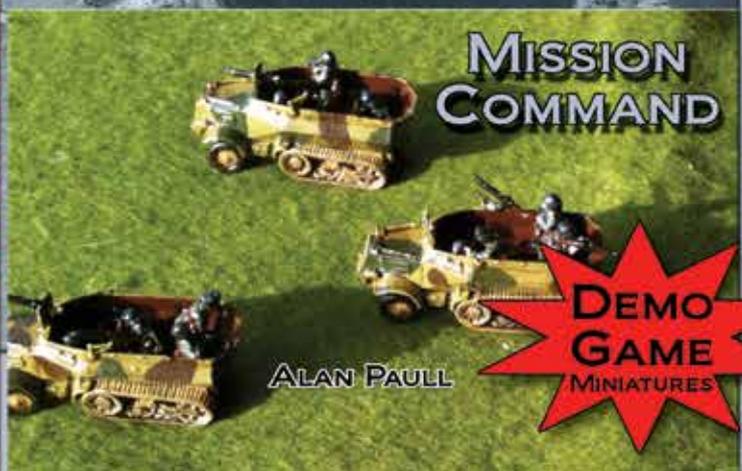
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