

STORY GAMES SEMINAR

6—7pm Seminar Room Two – What's Hot in Indie Story Games?

A panel of some of the most passionate story gamers in the country share games you should know about, what's exciting them most right now, and how to get the game you want.

We'll also cover a review of the trends in 2014 in indie rpg and story games.

Panellists

Anita Murray is the Contribution to Irish Gaming winner 2013 and the Irish National Game Writer Award winner for 2012. As well as organising design Playstorms for London Indiemeeet, she's also the founder and editor-in-chief of The Gazebo (an Irish and UK-based online RPG 'zine) and a Twitching Curtain podcaster.

James Torrance is the founder of the Cambridge One-Shot Roleplaying Game group, which he created in February this year and which has grown to nearly a hundred members. He credits low-prep indie games with making the Cambridge group's informal drop-in play model possible.

Joanna Piancastelli is a regular host on the story gaming podcast The Twitching Curtain, and has GM'd for indie Games on Demand on both sides of the Atlantic. She recently won an award in the first Golden Cobra Challenge for her superpower freeform game Unheroes.

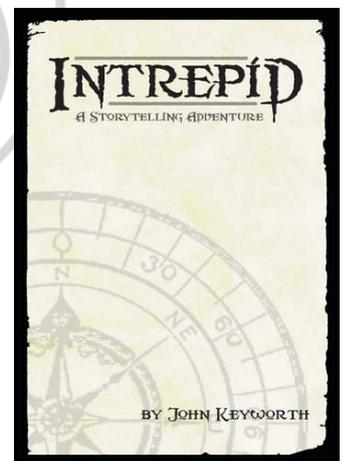
Rob Carnel began reviewing rpgs in 1993 with the zine Carnel and he's currently the editor of the webzine Thee Rapture in which he reviews many new, experimental games. He's also one of the most prolific GMs in the London indie scene, all of which has led him to have an extensive knowledge of games and mechanisms.

Stephanie Jackson is co-organiser of London Indie RPG Meetup group and has been avidly devouring indie games for around five years now, with increasing expeditions into the world of freeform larp and game design.



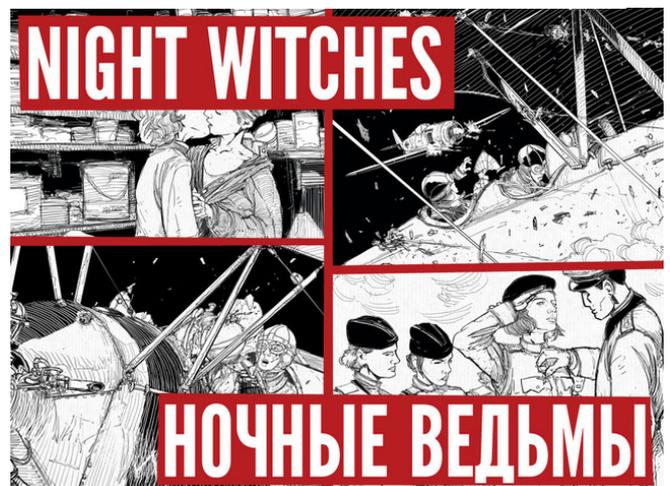
microscope explorer

*Just a few of the
games that have
us excited*



KINGDOM

PROTOCOL
game series



1. **Introductions** - Meet the panel and a game that each wants to tell you about
2. **What's exciting right now** - Hear the panelists' thoughts on what trend or aspect in our community is fascinating them right now. There'll be a super-quick Q&A after each one to ask a question about their topic.
3. **Getting a game** - Sometimes the toughest part of story gaming is actually getting together to play. Here's some advice to help get the game you want:
 - **Play with your friends!** We recommend below some good starting story games no matter what level of experience your friends have
 - **Go to a convention!** See the Dates for 2015 page in this booklet which lists loads of conventions around the country where story games get played.
 - **Go online!** With the advent of G+ and Google Hangouts, online synchronous and asynchronous play is now a thing. Start with the community called 'Hangout RPGs' and follow the page called 'Indie+' and jump into one of their 'games in the bar' events.
 - **Join a group!** There's no centralised database of all rpg clubs and groups, but looking on the UK Roleplayers forum is a good place to start.
 - **Start your own group!** If there's no group in your area, it's easier than ever to start one up. Much like board games, many story games lend themselves to zero-prep, one-shot games and make it feasible to accommodate whomever shows up. This year, one of the panel, James Torrance, started the Cambridge One-Shots group doing just that. He'll tell us how he did it.
4. **A Review of 2014** - If you haven't already, grab the 'A Review of 2014' flyer. We'll take you through the highlights.
5. **Open Q&A** - Ask the panel anything you want about what's been discussed so far or anything else about indie story games

Good starting games to Play with friends!

(details on most can be found on the page opposite)

- If your friends are existing roleplayers: **Always / Never / Now, Inspectres, Lady Blackbird, One Last Job, Powers for Good**
- If your friends are pretty creative already: **Fiasco, GxB (BxB, GxG), Love in the Time of Seið, Witch: the Road to Lindisfarne** (these are GMless games so every shares the same authority to create the story)
- If your friends feel a little less confident about being creative: **Gloom, Slash, The Quiet Year** (these are card-based games that provide more creative support)

Some Orgs, pubs and zines

The Game Kitchen—a meetup examining rpgs, larps, theatre

PlAGMaDA—The Play Generated Map & Document Archive

Larps from the Factory – a book of larps from The Larp Factory in Oslo

Patreon-backed zines

Wicked Words, by John Wick

Worlds without Master, by Epidiah Ravachol

some games we'd like to mention

Always / Never / Now, by Will Hindmarch

A complete, stand-alone RPG adventure with pre-generated characters set in a cyberpunk future.

Apocalypse World: Dark Age, by D. Vincent Baker and Meguey Baker; (still in playtest) AW roleplaying in the pseudo-historical dark ages of Europe.

Atlas Reckoning,

by Stras Acimovic & Giacomo Vicenzi

A game about the lives of pilots and the stresses of fighting giant monsters in pairs alongside each other using a unique card-based system.

Carolina Death Crawl, by Jason Morningstar

An American Civil War, Southern Gothic roleplaying card game set amongst Union soldiers lost behind Confederate lines.

Cheat Your Own Adventure, by Shane Mclean available free on the UK Roleplayers wiki

A short game where you create your own Choose Your Own Adventure of page-flips and hard choices and then cheat your way through it.

Chronicles of Skin, by Sebastian Hickey

A map game. Interpret symbols, invent cultures and explore the decimation of an ancient people.

Death of a Gilded Age, by Nathan Paoletta

An art nouveau fiction game about the last great party of the age, thrown by a mysterious host.

Dread, by Epidiah Ravachol

The award-winning game of survival horror that physicalises the tension by using a Jenga tower as a resolution mechanic.

Dream Askew, by Avery McDaldno

Queering the apocalypse in this unusual AW hack.

Fiasco, by Jason Morningstar

The immensely popular game of regular people with powerful ambition and poor impulse control.

Gloom by Keith Baker

An Addams Family-style card game that encourages storytelling the calamities that befall your characters.

Hell 4 Leather, by Joe Prince

A murdered biker comes back from the dead for a single night to get revenge on his betrayers.

Hillfolk, by Robert D. Laws

The award-winning launch title using the DramaSystem engine which tells an interpersonal saga within an Iron Age community.

The Indie Mixtape, available from Corvid Sun

A mixtape-inspired anthology of short games by various designers, each inspired by a song that the authors might put on a mixtape to send to a friend going through hard times.

Intrepid, by John Keyworth

Tell the epic stories of characters braving quests filled with glory and adventure.

Kingdom, by Ben Robbins

Play a town, a colony ship, an empire, a community, as it comes to a crossroads in its existence.

Lady Blackbird, by John Harper

An award-winning, free rpg drawing its inspiration from steampunk, Star Wars and Firefly.

Mars Colony (and its sequel **39 Dark**), by Tim C Koppang

A two player rpg set on a coalition Mars Colony in a constant struggle between competence and failure, honesty and deception.

Microscope (& **Microscope Explorer**), by Ben Robbins

The award-winning fractal rpg of exploration of an epic history of your own creation, hundreds or thousands of years long, all in an afternoon.

Monsterhearts, by Avery McDaldno

The highly popular game of the messy lives of teenage monsters.

Night Witches, by Jason Morningstar

Soviet airwomen during World War Two, flying daring night time bombing missions in biplanes (recently funded through Kickstarter)

Powers for Good, by Sage LaTorra

A fast-moving roleplaying game of team superheroics in the style of comic books such as Legion of Superheroes and New X-men.

Protocol, by Jim Pinto

A game series of fifteen different games that use vignettes, interrogation and interludes to tell a story.

The Quiet Year, by Avery McDaldno

A map game. You define the struggles of a post-apocalyptic community, and attempt to build something good within their quiet year.

Slash: Romance w/o Boundaries, by Glenn Given

A card-based party game where players create the best fanfic pairing and can tell stories of how these unlikely romantic encounters came about.

Steal Away Jordan, by Julia Bond Ellingboe

Written in the spirit of American neo slave narratives, players explore the implications of life in a society where people can be property.

Swords without Master, by Epidiah Ravachol

A sword & sorcery game, with a focus on the short story end of the genre particularly inspired by Fritz Leiber's Fafhrd & Gray Mouser series.

Urban Shadows, by Andrew Medeiros

A dark urban fantasy tabletop RPG Powered by the Apocalypse.

Vast & Starlit, by Epidiah Ravachol

The sf nano-game where you play escaped intersellar criminals and rebels on the run.

Witch: the Road to Lindisfarne,

by Pompey Crew Design

A medieval game of the journey to a young woman's absolution. Explore the lingering pasts of a cast of characters, their relationships to each other, and decide her guilt and their ultimate fates.

London Indiemeeet – An open monthly Indie RPG & Story Game meetup group. Come along any meet and bring your favourite indie rpg to play. We start at 12 noon in a friendly pub and get in two sessions of gaming and then chill out and catch up. Games are pitched on the day so no need to book in advance. Just turn up, bring a game and play. Google "London Indie RPG" and join our meetup group to keep up to date.

Con & Meetup Dates for 2015

Saturday, 10 January	Indiemeeet Newcomers	London
Saturday, 17 January	London Indiemeeet	London
28 Jan – 1 February	Conception	Hoburne Naish
Saturday, 21 February	London Indiemeeet	London
Saturday, 14 March	Concrete Cow 15	Wolverton
Saturday, 21 March	London Indiemeeet	London
1 – 5 April	Fastaval	Hobro, Denmark
Saturday, 18 April	London Indiemeeet	London
18 – 19 April	Seven Hills	Sheffield
Saturday, 16 May	London Indiemeeet	London
29 – 31 May	UK Games Expo	Birmingham
5 – 7 June	Condamned	Amsterdam
Saturday, 20 June	London Indiemeeet	London
Saturday, 18 July	London Indiemeeet	London
30 Jul – 3 August	Con-Quest	Leicester
7 – 9 August	Nine Worlds	London
Saturday, 15 August	London Indiemeeet	London
Saturday, 12 September	Concrete Cow 15.5	Wolverton
Saturday, 19 September	London Indiemeeet	London
Saturday, 19 September	Dragondaze	Newport
Saturday, 10 October	London Indiemeeet	London
17 – 18 October	Furnace	Sheffield
5 – 8 November	Indiecon	Hoburne Naish
Saturday, 21 November	London Indiemeeet	London
Saturday, 12 December	London Indiemeeet	London

