

Wot D101 Games are doing at Continuum 2010

D101 Bazaar

We shall be selling the following books at the con:

- Monkey £12
- OpenQuest £15
- Wordplay the Big Five £20
- The Savage North £15
- Hearts in Glorantha Issue 1 £7
- Hearts in Glorantha Issue 2 £8
- Hearts in Glorantha Issue 3 £8
- Hearts in Glorantha Issue 4 £8
- Gloranthan Adventures 1 £10

Bazaar Opening times (in Room D101)

- Friday 7pm-8pm (after Opening Ceremony)
- Saturday 1pm - 2pm (Lunch) & 7pm-8pm (Tea)
- Sunday 1pm-2pm (Lunch)

Also at all the D101 Panels (Fri 10pm, Sat 9pm, Sun 8pm)

Otherwise grab a D101 helper, between slots and tell them what you are after.

Please note stock very limited, Buy early to avoid disappointment

Panels (details see below)

- Friday Night 10pm "Monkey: A journey through Games design"
- Saturday Night 9pm "OpenQuest for the Win!!!"
- Sunday Night 8pm "OGWV: Our Glorantha Will Vary!!" note Gloranthan storytelling straight after this at about 8:30.

Games (details see below)

Friday Afternoon (Slot 1)

- **FISH & CHIPS** *A scenario for The Company by Rik Kershaw-Moore*

Friday Evening.(Slot 2)

- **Winter's Song** *An OpenQuest scenario for six players by Nathan Baron*
- **The Fortress of Doors** *A HeroQuest adventure by Newt Newport, run by Jane Williams*

Saturday Morning (Slot 3)

- **The Beast of Ravenswood** *An OpenQuest scenario for six players by John Ossoway run by Keary Birch*
- **Operation Fork** *A scenario for the Company for six players by Rik Kershaw-Moore.*
- **Bad Dragon** *An adventure for Monkey by Newt Newport.*

Saturday Afternoon (Slot 4)

- **REUNION** *An adventure for River of Heaven by John Ossoway, two games running in this slot one run by John and one by Sacha Ratcliffe.*
- **Operation Wolverine** *An adventure for Wordplay The Big Five by Newt Newport*

Saturday Evening (Slot 5)

- **Pirates of the Black Isles** *An OpenQuest scenario for six players by Nathan Baron*
- **Winter's Song** *An OpenQuest scenario for six players by Nathan Baron, run by Tom Zunder*
- **The Black Ziggurat** *A HeroQuest scenario by Newt Newport, run by Jane Williams .*

Sunday Morning (Slot 6)

- **Dead Pot Country** *An OpenQuest scenario for six players by Newt Newport, run by Keary Birch*
- **The Ministry of Thunder** *An adventure for Monkey by Newt Newport, run by Dan Barker*

Sunday Afternoon (Slot 7)

- **The Magical Painter** *An adventure for Monkey by Newt Newport*
- **Operation Fork** *A scenario for the Company for six players by Rik Kershaw-Moore.*
- **Last Seen in Pavis** *A scenario for Heroquest by Newt Newport, run by Tim Ellis*

Game Details

Friday Afternoon (Slot 1)

FISH & CHIPS

A scenario for The Company by Rik Kershaw-Moore

The Company have been contracted to provide compound and movement security for the Trans-world AIDS Partnership (TAP) for its mission to the impoverished North African Republic of Rhapta. Today's mission is for you and your team to escort a team of doctors to a remote outstation. A mission that could be simple, yet why is everyone so spooked?

Friday Evening (Slot 2)

Winter's Song

An OpenQuest scenario for six players by Nathan Baron

Count Galeotti of Vilmhire is a worried man. The traditionally harsh winter is going on longer than normal and some foul beast taken advantage of the cover to go killing off the livestock. With a blighted harvest and no animals to sustain them next winter he soon won't have any subjects to rule! An intelligent man, he summons his trusted entourage, renown problem solvers and troubleshooters, to form a hunting party to trek into the snowy landscape.

This adventure is from the upcoming Empires Rising , a setting for OpenQuest/HeroQuest with five adventures.

The Fortress of Doors

A HeroQuest adventure by Newt Newport, run by Jane Williams

After a recent defeat, a group of warriors from the Hidden Gale heroband needs somewhere to hole up and lick its wounds.

The nearby ancient Fortress of Doors seems to be the answer.

Will its inhabitants give over possession without a fight?

Saturday Morning (Slot 3)

The Beast of Ravenswood

An OpenQuest scenario for six players by John Ossoway run by Keary Birch

It started just before the start of last Autumn. Trappers and woodsmen returning from hunting trips into Ravenswood brought back stories of comrades who had been lost to a creature of ancient evil which stalked any caught in the forest after nightfall. No one has seen the beast and lived to tell the tale. Their mutilated corpses were found headless. None of the victim's heads have ever been found. The merchants and elders of Arnstown posted a bounty of 500 silver pieces to whoever killed the beast and brought the head before them as proof.

That was 4 months ago. The bounty has been increased 3 times and now stands at 1000 pieces of silver, but still no one has succeeded in slaying the beast.

Operation Fork

A scenario for the Company for six players by Rik Kershaw-Moore.

The Brief: The International Criminal Court (ICC) have contracted The company to extract a wanted criminal from Ecuador and return him to the Hague where he will stand trial on five counts of crimes against humanity. Whilst the method of extraction is up to you, under our agreement with the ICC and the Ecuadorian authorities, you and your team members are not authorized to use lethal force. Problem is, will your mark and his bodyguards respect this rule?

Bad Dragon

An adventure for Monkey by Newt Newport.

A number of Magical items have gone missing from the Treasury of the Dragon King of the Northern Ocean. The Demon of the Black Lagoon is implicated in their theft. As agents of the Ministry of Thunder, it's your job to investigate. So quickly travel to the undersea court of the Dragon King, then through the Octopus's Garden to the Black Lagoon to apprehend the miscreant demon.

Saturday Afternoon (Slot 4)

REUNION

An adventure for River of Heaven by John Ossoway, two games running in this slot one run by John and one by Sacha Ratcliffe.

Quickened in the manufactories of Tel-Haddad, the Cape Verde is the newest addition to the interstellar trading fleet of House Harper-Yung. At just over four light-hours out of Alpha Centauri B, its stellar-tap drive should be steadily accelerating the ship out of the system on its eight-year long journey towards Barnard's Star.

But it isn't.

The Cape Verde is slowing down.

Wrenched from Vitrification by the ship's Stepdaughter, and suffering from the side-effects of an Emergency Revival, it is down to you to investigate and rectify the situation.

But with half the crew missing, and the Stepdaughter offline, it isn't going to be easy...

About River of Heaven

It is the dawn of the 28th Century.

The Third Renaissance, or Bright Age as future historians will call it, is at its zenith.

After the catastrophic first contact with extra-terrestrial life that led to the horrific Solar System war, humanity clawed its way back from the brink and finally reached the stars. For millions of people, Earth's sun is no more than another star in the night sky, a mote of light, a spiritual birthplace that they will never visit in their lifetimes.

It has been over a century since the Machine Civilisation gifted humanity technological marvels such as the Visser Cube, allowing wormhole travel across the vast chasms of interstellar space. Now interstellar distances grow ever shorter. How the myriad of splintered cultures view this gift varies. Some see it as a blessing, a way to draw humanity into a united whole. Others see it as a curse, robbing them of their individuality. And then there are those who would use it as a means to subjugate humanity and impose their own will upon all...

Across the river of heaven, humanity clings to a scattering of islands in a sea of stars. Players can take on a multitude of roles in this future: a crew member on an interstellar trader, a member of the mysterious Engineers' Guild, a body-hopping Intercessionist agent – out to manipulate human cultures to its own secret ends, a Renouncer Zealot – intent on destroying Artificial Intelligence in all its forms, or perhaps one of the Reclaimers – planetary engineers dedicated to terraforming any viable planet they happen upon...

River of Heaven uses D101 games' OpenQuest rules engine; a sleek and streamlined D100 rule set that enables you to maintain the tempo of your stories whilst keeping the rules simple and in the background.

Operation Wolverine

An adventure for Wordplay The Big Five by Newt Newport

New Shanghai 2223 AD. So there you are lazing away surfing the Data Sphere, when up pops the alert on the old inbox. Tony Deals wants some 'punks for a private client wanting to front the cash for a hush-hush no questions asked job and you and your posse happen to be on planet. A quick scan with the keyword-sniffer doesn't pull up any more 'nfo surrounding the job. No biggie you'll get the word from Tony when you meet. Ok it's time to tool up, look sharp and make the meet with the sleaze bag.

A stylish cyberpunk thriller, filled with twists, explosions, personal dilemmas and more shiny cutting edge tech than you can shake a cyberleg at. So come surf the net with me, like you did in the 80s/90s....but only better

Saturday Evening (Slot 5)

Pirates of the Black Isles

An OpenQuest scenario for six players by Nathan Baron

"The Black Isles are a notorious Pirate haven, attracting all the scum and villainy that sail the seven seas. Rumours are rife that a long-dead infamous Pirate Captain Xanbarer left a map to his treasure horde hidden inside clay pot. Now this pot has mysteriously turned up in the possession of a one-eyed hermit living on one of the outer islands. Does this pot contains directions to Xanbarer's treasure, and lead to wealth and fortune to whoever finds it?"

Winter's Song

An OpenQuest scenario for six players by Nathan Baron, run by Tom Zunder

See Friday Evening for Description.

The Black Ziggurat

A HeroQuest scenario by Newt Newport, run by Jane Williams .

This scenario is written as a fairly straightforward introductory scenario for HeroQuest.

Aimed at beginners to Glorantha, perhaps more used to war gaming style, it introduces the players to the importance of myth in Glorantha through investigative scenes that see the player characters investigate not only the current situation but also the mythic reasoning behind it. However, players who enjoy combat will be more than satisfied as there several scenes that emphasise the heroic path of the Warrior.

The Ministry of Thunder

An adventure for Monkey by Newt Newport, run by Gwen Mott

As deputies of the Ministry of Thunder, led by the stern and terrible Lei-Gong Lord of Thunder, it's your job to solve crimes and bring to justice those responsible where the mortal authorities won't or can't get involved.

Your errant immortals find themselves in trouble with the Heavenly Authorities. Fully expecting to be cast out of Heaven for your crimes, instead you find yourselves drafted into the celestial Ministry of Thunder. Run by the God of Thunder, Lei Gong, it takes on the role of punishing those crimes that mortal law can't or won't reach

Sunday Morning (Slot 6)

Dead Pot Country

An OpenQuest scenario for six players by Newt Newport, run by Keary Birch

Some Merchant's son got lost in the Bad Lands, perhaps in the worst part of this desolate wilderness, Dead Pot County. A place crawling with the hungry dead of a long dead civilization and terrors much worse!

Good job there's a large reward for the return of the lad and the chance to pick up all that treasure buried with the deadies!

This adventure is from the upcoming setting/adventure book Life and Death, available soon for OpenQuest, HeroQuest and Wordplay.

see d101games.co.uk/life-and-death for more info.

The Ministry of Thunder

An adventure for Monkey by Newt Newport, run by Dan Barker

See Saturday game for details.

Sunday afternoon (Slot 7)

The Magical Painter

An adventure for Monkey by Newt Newport

The Queen of the Western Heaven's favourite mortal Painter has gone missing. Nobody seems to care or know where he has gone. The Queen arrives at the Ministry of Thunder to demand its agents recover him. The Ministry says "you say jump, we say how high" and assigns its best agents to the job. Yes that's you scruffy lot, get yourselves down to Earth right away!

Operation Fork

A scenario for the Company for six players by Rik Kershaw-Moore.

For description see Saturday game.

Last Seen in Pavis

A HeroQuest Scenario by Newt Newport, run by Tim Ellis

The heir of a respected Solar Noble family goes missing, presumed dead, on a Grand Tour of the barbarian lands of Prax. Five years later agents of the Lord in the City of Pavis, jewel of the Praxian wastes, report that his son has been seen in the shady lower class district of town. A party bound by honour and blood ties is hastily assembled under a veil of secrecy to find the answer to the age-old riddle.

"When is a ghost a man?"

Panels

Monkey: A Journey through Game Design.

Time: Friday 10pm

“In the games before Monkey, primal chaos reigned. Heavens sought gaming. But the phoenix can fly only when its feathers are grown. The four rulesets formed again and yet again, as endless dice rolled and tumbled. Time and the pure essence of Heaven, the moisture of the Beer, the powers of the Sun and the Moon all worked upon a certain Newt, old as creation. And it became imagically fertile. That first egg was named "Thought". Tathagata Buddha, the Father Buddha, said, "With our thoughts, we make the GAME". Elemental forces caused the egg to hatch. From it came Monkey: The Story telling game of the Journey to the West from D101 Games.

The nature of Monkey was irrepressible!”

A talk about 15 years of procrastination, failed rule sets, playtesting, more playtesting, card-based mechanics, Chinese Philosophy and a celebration of all things Monkey (not just the TV series), hosted by the author of the new Monkey game, Newt Newport.

Note copies of the newly released game will be available at this talk.

OpenQuest for the WIN!!!

Time: Saturday 9pm

If you are a fan of D100 mechanics you really should check out OpenQuest.

This talk should convince you why you should download the free text version from our website or hit the buy button on our online store to get a cheap Pdf or Print version.

Learn what we’ve been up to in the year since the games release and what’s planned for the future.

Featuring the adventures The Savage North, Empires Rising, Life and Death and the upcoming powered by OpenQuest games; The Company and River of Heaven

Learn how you can join in the fun, by writing your own OQ powered games, contributing to various OQ projects or simply joining in with the community.

In 2009 OpenQuest was “D100 Made Easy”, in 2010 OpenQuest is for the WIN!

OGWV: Our Glorantha Will Vary!

Time: Sunday 8pm

See what D101 has planned for its upcoming Gloranthan releases. Learn how you can easily release your own Gloranthan material; via the web, existing fanzines or even your own self published effort. Discuss where Gloranthan fandom is going, or even if there is a place for fandom, now that Glorantha is firmly back in print, both in its HeroQuest and Runequest variants.

Note the Gloranthan Story Telling happens after this panel, at 8:30 ish.