

**Den's games:**

**Big Eyes, Small Mouth** (Japanese anime role-playing game.)

High school hi-jinx in the vein of Ranma 1.5. Players deal with such fun subjects as bullies, mutants, school principles, lunchladies, giant robots, love, and the school dances. Throw in some underwear nappers by crazy, lecherous old men and you've got the gist of it. Anything goes.

**Style:** Slapstick comedy, action.

**System:** B.E.S.M

**Nights needed:** 2-4 -one night to watch videos and make characters (making characters takes about 10-40 minutes, depending on how in depth you want to get.)

**Max number of players:** 3-5

**Requirements:** To be able to toss out the laws of physics at almost any time, and a sense of humor.

**Bubblegum Crisis**

**System:** B.E.S.M

**Style:** Cyberpunk RPG with a distinct anime feel. Gritty at times, and very futuristic. Believe it or not, even though this is an anime game, it is more serious toned.

**Nights needed:** 3-4 weeks (one to show videos, characters pre-generated as they take awhile.)

**Max/least amount of players:** 3-4

**Requirements:** None.

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**Jason's games:**

**Buffy the Vampire Slayer**

High school students KILLING hell born demons.

**Style:** Action with some comedy.

**System:** Marvel SAGA

**Nights needed:** 1-4

**Max number of players:** 5

**Requirements:** none.

**Marvel Super Heroes**

Traditional comic superhero action. Can the Avengers defeat the coming invasion of the Phalanx?

**Style:** Action with some comedy.

**System:** Marvel SAGA

**Nights needed:** 4

**Max number of players:** 5

**Requirements:** none.

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## Ben's Games:

### **Game: High Level / Political Adventures**

Game System: AD&D

Nights needed: two to four.

Description: "High-level" characters take part in adventures in and around the Keep. Emphasis on political impact on Duchy.

Max. # of players with one ref: 4

Requirements for the game: "High-level" character

Cache Phrase: "Bathe your daughters and bring them to me! Er, rather, that is, Greeting noble peasants, I am honored to visit your lovely town"

### **Game: Realms of Death**

Game System: Realms of Death

Nights needed: one to four.

Description: What happens to AD&D characters who \*don't\* make it? Is there a way back to life?

Max. # of players with one ref: 3

Requirements for the game: patience with experimental system

Cache Phrase: "Death is only the beginning"

### **Game: Shadowrun/Altermity Cross**

Game System: Altermity Fast-play rules

Nights needed: 2+

Description: Cybernetics and Spells. Magic "comes back to the world" on future earth.

Max. # of players with one ref: 4

Requirements for the game: Familiarity with Altermity Fast-play rules (397K PDF doc. 13 pages (5 pages of rules 2 pages of "advertisement" the rest is templates and the cover page)

### **Game: Snotlings**

Game System: AD&D or FUDGE

Nights needed: any

Description: Very, very low-level high comedy game

Max. # of players with one ref: ?

Requirements for the game: Sense of the ridiculous

Cache Phrase: "Three rats?!? Run away, run away!!!"

### **Game: Comic Horror (the mummy games)**

Game System: Basic D&D or FUDGE

Nights needed: any

Description: The intrepid characters go up against another super-natural threat. Will any characters survive? Will any players survive? Will the party work together? Does anyone care?

Max. # of players with one ref: None (though someone may get drafted as: The Mad Scientist, The Werewolf, Frankenstein's Mummy, The Vampire, etc.)

Requirements for the game: Ability to play ZAP TRAP! highly recommended :>

Cache Phrase: "You do what?!?"

## Ben's Games (continued):

### Game: Two-party SMAC down

Game System: AD&D or FUDGE

Nights needed: any

Description: Two teams of players go up against each other Level of Hostilities to be voted on (Practical jokes and pranks in other teams camp, to sabotage a mission, to defender vs, invader.)

Max. # of players with one ref: ?

Requirements for the game: Sense of the ridiculous

Cache Phrase: "Oh yeah, well..."

### Game: Class Party

Game System: AD&D or FUDGE

Nights needed: unknown as of now

Description: All players play same character class (all mages or all thieves)

Max. # of players with one ref: 4

Requirements for the game: Familiarity with class chosen

Cache Phrase: Thieves: "We **ALL** sneak by." OR Mage: "Cats?!? We *hate* cats!"

## CHAD's games

Game: Call of Cthulhu

Game System: call of Cthulhu

Nights needed: Flexible

Description: Investigators up against unspeakable horrors in the 1920's

Max. # of players with one ref: 4

Requirements for the game: Willingness to be very serious and intense because you really won't live long, but its fun.... :)

Game: In Nominae

Game System: In Nominae

Nights needed: Flexible

Description: Players take on the roles of angels or demons, whichever the players choose to serve their chosen archangel or archdemon

Max. # of players with one ref: 4

Requirements for the game: none

Game: Deadlands

Game System: Deadlands

Nights needed: As many as I can get

Description: Think the Wild Wild West meets Call of Cthulhu (see above)

Max. # of players with one ref: 5

Requirements for the game: none

Game: Vampire or Mage

Game System: White Wolf

Nights needed: Flexible

Description: Storytelling in the World of Darkness (Hopefully rolling very few dice)

Max. # of players with one ref: 4

Requirements for the game: none

Game: AD&D (Ermoon)

Game System: TSR (With lots of twists to the system by me)

Nights needed: Flexible

Description: Lots of fun in the world of Ermoon (A truly heroic campaign)

Max. # of players with one ref: 4

Requirements for the game: none