

# CONTINUUM 2010 PROGRESS REPORT TWO

## INTRODUCTION

Hello and welcome to the second of Continuum 2010's Progress Reports.

Just like in the good ole days of Convulsions past, we thought we would keep you up to date with a written Progress Report. Yes it is a repeat of what is already on the Continuum 2010 website but in this modern age of instant information download, the message can sometimes be lost in the noise.

*A reminder that registration will open on Friday 2nd July at 13:00.*

**The Friendly Roleplaying Games Convention**



## Ice Breaker - Friday Night is Undead Night!



Because we want to make sure everyone is enjoying the Con to its full extent, this year we go one further and will run a special icebreaker event after the opening ceremony that is specifically intended for people who are either coming to the Con for the first time, or people who have been before but don't really know anybody this year. The intention is to play a fun (zombie themed) game so you can get to know a few people and get your first game in!

So if you are new, or don't really know anyone, and you don't have anything planned after the opening ceremony, join Tressy and Dave for the Zombie Apocalypse Icebreaker Event and make some undead friends!

Zombie costume *not* required. (*Though hit might be fun if you did!*)

Come as your favourite undead (zombie, vamp, shambling mound of tattered rags etc - you get the idea). Everyone will be dressed 'undead' and they'll be free drink cards for the best (or most hideous) dress.

If you are coming to Continuum for the first time and don't know anybody, it can be a bit of a big Con. This is why, a couple of years ago, the mentor system was devised. A few friendly old hands have "mentor" badges and will be introduced in the opening ceremony whose specific purpose is to help you out when you get lost, don't know how to do something, are bored and looking for a game, or lonely and looking for a drinking buddy.

## Tabletop Games

### 3:16 Carnage Among the Stars!

Run by Chris Killey  
Number of players required 2-6  
When running: TBC

### "842"

Run by Matthew Sanderson  
System: CoC: Delta Green  
Number of players required: 4-6  
When running: Saturday Slot 4, 2pm

### "A Knell That Summons Thee"

Run by Matthew Sanderson  
System: Call of Cthulhu  
Number of players required: 4-6  
When running: Sunday Slot 7, 2pm

### Blondie: Parallel Lines

Run by Paul Lawrence  
System: Call of Cthulhu  
Number of players required: 6  
When running: Saturday Slot 4, 2pm

### Camp Sunny 2: The Return

Run by Keary Birch  
System: Call of Cthulhu  
Number of players required: 6  
When running: TBC

### Captain Scarlet: Back in Black

Run by Paul Lawrence  
System: Savage Worlds  
Number of players required: 6  
When running: Friday Slot 2, 8pm  
AND Sunday Slot 7, 2pm

### Colours in the Dark

Run by: Dr Moose  
System: BRP, HQ and Traveller mash-up  
Number of players required: 6  
When running: TBC

### County Fair

Run by Giles Hill  
System: Call of Cthulhu  
Number of players required: 4-6.  
Running: Friday Slot 2, 8pm  
AND Sunday Slot 3, 10am

### Crop Circles and Lights Out

Run by Darran Sims  
System: Supernatural: HeroQuest  
Number of players required: 5  
When running: TBC

### Depths of Despair

Run by Paul Lawrence  
System: Cthulhu Rising  
Number of players required: 6  
When running: Friday Slot 1, 2pm

### Don't Eat Red Snow

Run by Matt Nixon  
System: Strontium Dog  
Number of players required: 6  
When running: TBC

### Europe on Mars

Run by Phil Masters  
System: GURPS (Transhuman Space)  
Number of players required: 5  
When running: Sunday Slot 7, 2pm

### Eye of Destruction

Run by Wim van Hove  
System: Call of Cthulhu  
Number of players required: 6  
When running: Sunday Slot 8, 8pm

### Fight Klub (Demo)

Run by Che Webster  
System: Fight Klub TCG  
Number of players required: 1 (6 max)  
When running: Sunday Slot 8, 8pm (in Dining Room).

### Fire in the Heights

Run by Alan Bligh  
System: Cruel Dice  
Number of players required: 6  
When running: TBC

### Four Cats and Young Claus

Run by Phil Masters  
System: GURPS  
Number of players required: 5  
When running: Saturday Slot 4, 2pm

### Geria-Trek: The Next Generation

Run by Darren Driver  
System: BRP  
Number of players required: 4 (6 max)  
When running: Sunday Slot 6, 10am

### House of Lost Stories

Run by Steff Worthington  
System: Cthulhu Adventus  
Number of players required: 6  
When running: Friday Slot 2, 8pm

### In every Dream Home a Heartache

Run by: Paul Fricker  
System: Call of Cthulhu Modern  
Number of players required: 6  
When running: TBC

### Land of the Brave

Run by Evilgaz  
System: Deadlands Reloaded (Savage Worlds)  
Number of players required: 3-6  
When running: TBC

### Last shuttle from ESS-NJ4

Run by: Damon Warr  
System: BRP Jorune  
Number of players required: 6  
When running: Sunday Slot 7, 2pm

### Lucky Lady

Run by Wilard Foxton  
System: GURPS/Godlike  
Number of players required: 6  
When running: TBC

### Machine Tractor Station K37

Run by Wim van Hove  
System: Call of Cthulhu  
When running: Friday 2pm

### Mass Effect - MIA

Run by Darren Driver  
System: BRP  
Number of players required: 4 (6 max)  
When running: Saturday Slot 5, 8pm

### A Memory of Summer

Run by Graham Spearing  
System: Hellfrost game using Wordplay  
Number of players required: 6  
When running: TBC

### Merrie England: Morris Miners

Run by Simon Phipp  
System: Mongoose RQ/Basic Roleplaying  
Number of players required: 5-6  
When running: TBC

### Milan Conference

Run by Rik Kershaw-Moore and Wim van Hove  
System: Call of Cthulhu  
Number of players required: 6  
When running: Saturday Slot 5, 8pm

### Monoliths & Moonshine

Run by Paul Lawrence  
System: Realms of Cthulhu – PULP 1930s  
Number of players required: 6  
When running: Sunday Slot 8, 8pm

### Oliver Cromwell and the Dragon of Naseby

Run by: Ken Walton / Peter Cakebread  
System: Clockwork & Chivalry / RuneQuest II  
Number of players required: 6  
When running: Saturday Slot 4, 2pm  
AND Sunday Slot 7, 2pm

### Operation RAINCOAT

Run by EvilGaz  
System: Godlike (ORE)  
Number of players required: 4  
When running: TBC

### Painted Black

Run by Giles Hill  
System: Call of Cthulhu  
Number of players required: 4-6  
Running: Saturday Slot 3, 10am

### Pirates of the Black Isles

Run by Nathan Baron  
System: OpenQuest  
Number of players required: 6  
When running: Saturday Slot 5, 8pm

### Shatter Point

Run by John French  
System: Cruel Dice  
Number of players required: 6  
When running: TBC

### Sorcerer's Symposium

Run by Ben Wright  
System: Sorcerer's Symposium  
Number of Players: up to 6  
When running: Sunday, slot 7, 2pm

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## DRINK TOKEN

### Space Patrol Tatra

Run by: Pittel  
System: Traveller  
Number of players required: 6  
When running: Saturday Slot 3, 10am

### Spasme Genetique

Run by Rik Kershaw-Moore  
System: Call of Cthulhu (1890s)  
How many players needed: 4-6  
When running: Sunday Slot 7, 2pm

### Street Urchins of Ancient Pavis

Run by Darran Sims  
System: Glorantha: HeroQuest  
Number of players required: 6  
When running: TBC

### Sudden Drop In Atmosphere

Run by Steff Worthington  
System: Cthulhu Now  
Number of players required: 6  
When running: Saturday Slot 5, 8pm

### Tales and Superstitions

Run by: Darren Driver  
System: Dragon Age  
Number of players required: 4 (6 max)  
When running: Friday Slot 2, 8pm

### The Oddams Family

Run by Matt Nixon  
System: Strontium Dog  
Number of players required: 6 S/D Agents  
When running: TBC

### The Path

Run by Chris Killey  
System: Call of Cthulhu  
Number of players required: 4-6  
When running: TBC

### The Journalist

Run by Steff Worthington  
System: Wallander BRP  
Number of players required: 6  
When running: Saturday Slot 4, 2pm

### The Third Summer of Love

Run by Willard Foxton  
System: Shotgun Diaries  
Number of players required: 6  
When running: TBC

### The Tomb Of The Elfyn Traitor

Run by Steff Worthington  
System: Dominion (OpenQuest)  
When running: Sunday Slot 7, 2pm

### Thicker Than Water (by Adam Gauntlet)

Run by Wim van Hove  
System: Call of Cthulhu  
Number of players required: 6  
When running: Saturday Slot 3, 10am

### 28 Decisions Later

Run by Paul Lawrence  
System: Call of Cthulhu  
Number of players required: 6  
When running: Saturday Slot 5, 8pm

### UnCOILED Reality

Run by Che Webster  
System: Hero System, 6th Edition  
Number of players required: 3 (5 max)  
When running: Sunday Slot 7, 2pm

### Veracity

Run by: Gaz 'Evil' Bowerbank  
System: Delta Green (powered by Hot War)  
Number of players required: 4 (Mature, 18+)  
When running: Saturday Slot 5, 8pm

### Walk in the Park

Run by Wim van Hove  
System: Call of Cthulhu  
Number of players required: 6  
When running: Sunday Slot 7, 2pm

### Winter's Song

Run by Nathan Baron  
System: OpenQuest  
Number of players required: 6  
When running: Friday Slot 2, 8pm



Set up to promote Pendragon at Continuum this year with the backing of Greg Stafford and Nocturnal (Pendragon's new publisher), The Pendragon Eschille present 'Pendragon Saturday' at Continuum 2010, a series of Pendragon games across the timeline of Arthurian legend. Newcomers to Pendragon and old-hands alike are invited to join us. We are also offering a special introductory game on Friday night to give a flavour of what is to come. As a special bonus, there will be prizes on offer after each game which Nocturnal have kindly offered us!  
*Note: All Pendragon Eschille will take place in Ashcroft House Room 1 or 1A.*

### Friday Night Introduction to Pendragon Saturday: New Knights

Run by Chris Payne  
(The Pendragon Eschille)  
System: Pendragon  
Number of players required: 8  
When running: Friday (Slot 2: 8 pm)

### Sword Lake by Greg Stafford

Run by Damon Warr  
(The Pendragon Eschille)  
System: Pendragon  
Number of players required: 6  
When running: Saturday (Slot 3: 10 am)

### The Adventure of the Crimson Knight

Run by Ben Quant  
(The Pendragon Eschille)  
System: Pendragon  
Number of Players: 6  
When running: Saturday (Slot 4: 2 pm)

### The Battle of Camlann

Run by Ben Quant, Damon Warr and Chris Payne (The Pendragon Eschille)  
System: Pendragon Battle – The Book of Battle  
Number of players required: 6  
When running: Saturday (Slot 5: 8pm)



## Freeform Games

We are very pleased to have such a full and varied programme of Freeform Games over the convention. So expect to see characters dressed in full costumes wondering the corridors of the Conference Facility Building or propping up the bar! We would first all like to thank all the writers and GM's for their time and commitment and for submitting the games.

**Friday Night - Veteran's Day.** [Watchman/Wild-Cards inspired Superheroes/SciFi]

**Saturday Day - Fall of the House of Malan.** [Glorantha clan politics and war!]

**Saturday Night - Kingsport.** [Call of Cthulhu horror]

**Sunday Morning - Last Voyage of the Santa Anna.** [Victorian intrigue and mystery]

**Sunday Day - You Can't Take the Sky From Me.** [Firefly/Serenity action and adventure]

**Sunday Night - Last Voyage of the Santa Anna.** [Victorian intrigue and mystery]

**All games will be taking place in and around Treeroose House and Gardens.**

**There will be a nominal charge for all freeform games which will be**

collected on arrival at the convention. This is to support the convention, the GM personal costs and assist with the hire of Treeroose House.

## Guests of Honour

In addition to our five main Guests of Honour: Angus Abranson, Jeff Richard, Matthew Sprange, Rick Meints and Graham Spearing, we will be joined on the Sunday by renowned artist and cartographer, Gill Pearce.



Gill is an artist from the United Kingdom, part of a dynamic husband and wife team who often combine their writer/artist talents. She describes herself as the red headed crazy cat-lady and often has to fight against feline interference from her four cats when working. She has been working in the industry as an illustrator and cartographer for over 10 years for companies that include Moon Design, Cubicle 7 Entertainments, Mongoose Publishing and many more.

## Seminars and Panels

We have quite a few panels and seminars arranged for you, from the launch of *Living Glorantha*, seek-peeks at HeroQuest works. GMing guides, religion in role-playing, to running your own mini-con.

## Living Games! Introduction and overview

Time: Friday, 8:00 PM

Description: Mongoose will be releasing "Living Glorantha" at Continuum! Hosted by Matt Sprange, Lawrence Whitaker and Pete Nash, this is the panel to attend if you want to know more about either this system or Living Traveller, which will also be playing at the convention.

## Monkey: A Journey through Game Design.

Time: Friday, 10:00 PM

Description: "In the games before Monkey, primal chaos reigned. Heavens sought gaming. But the phoenix can fly only when its feathers are grown. The four rule-sets formed again and 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 magically 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, play-testing, more play-testing, 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.

## Magic of Glorantha

Time: Saturday, 10:00 AM

Description: Join Jeff Richards of Moon Design as he discusses divine, spirits, wizardry and Lunar magic, as well as how to understand and narrate heroquests.

A must for all Glorantha fans.

## How to Write for the RPG Industry

Time: Saturday, 11:00 AM

Description: Alan Bligh & John French have been the lead writers for Fantasy Flight Games' Warhammer 40K RPG line, including Dark Heresy, Rogue Trader and the soon to be released Deathwatch. The guys have also written for Call of Cthulhu and other Games Workshop lines. In this seminar they'll take questions about their work and also about how to make your mark as a writer in the gaming industry.

## Mongoose - State of the Nation

Time: Saturday, 12:00 AM

Description: Join Matt, Charlie, Loz and Pete for a discussion on all things Mongoose.

This will incorporate a RQII and Traveller discussion.

## 2000 AD Roleplaying!

Time: Saturday, 2:00 PM

Description: If you love Judge Dredd or Strontium Dog, this panel's one you'll not want to miss. Join the team from Mongoose (Matt Sprange, Loz Whitaker and Pete Nash),

who will be discussing their current offerings and what's in the pipeline.

### **Cubicle 7 Seminar**

Time: Saturday, 3:00 PM

Description: Step into the Tardis and join Angus Abranson discussing all things Cubicle 7 Entertainment Ltd. past, present and future.

As publishers of Dr. Who RPG, SLA Industries and Victoriana, this is an interesting ride you won't want to miss!

### **The Wordplay RPG**

Time: Saturday, 5:30 PM

Description: Graham Spearing takes you from the game's development to it's exciting future. ...Includes a Continuum exclusive announcement!

### **Running Your Own Mini-Con**

Time: Saturday, 6:00 PM

Description: In the current recession, large conventions are falling by the wayside whilst smaller, more intimate conventions are still thriving. How do you go about running one? Join the panel of people who've done just that to find out! They are:

**Darran Sims** - Con-Quest, Furnace and Continuum.

**Neil Smith** - Concrete Cow.

**Tom Zunder** - Furnace.

**Graham Spearing** - Furnace and Continuum 2008

### **Moon Design Releases**

Time: Saturday, 8:00 PM

Description: Join Jeff Richards and Rick Meints of Moon Design as they talk

about Sartar, Sartar Companion, Heortling Mythology, and their upcoming releases.

### **OpenQuest for the WIN!!!**

Time: Saturday, 9:00 PM

Description: If you are a fan of D100 mechanics then check out OpenQuest.

Learn what the team has been up to in the year since the game's release and what's planned for the future.

This talk features 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.

### **Roleplaying and Religion 3!**

Time: Sunday, 10:00 AM

Description: Our very own reverend Dr. Moose returns to Sunday morning service for the third in his thought-provoking discussions on Roleplaying and religion. All religions and views welcome to what is normally a well attended and lively debate!

### **Glorantha Q&A**

Time: Sunday, 11:00 AM

Description: JeffRichards(MoonDesign) hooks up with Loz Whitaker (Mongoose Publishing) to discuss Glorantha across the second and third age.

Another Glorantha must! - Please note, this is a seminar covering shared history and vision and will not cover MRQ rule queries.

### **A Fist-full of Maps**

Time: Sunday, 12:00 AM

Description: Join cartographers Colin Driver (Moon Design and Alephtar Games ) and Gillian Pearce (Moon Design and Mongoose) for a session on their own particular take on map construction and design.

The second half of the talk will go into depth about the scale and detail changes made in the Sartar book and will include a Q&A session with Colin, Gillian, Rick Meints and Jeff Richard about re-mapping Glorantha!

### **OGWV: Our Glorantha Will Vary!**

Time: Sunday, 8:00 PM

Description: Join "Newt" Newport and see what D101 has planned for its upcoming Gloranthan releases. Learn how you can 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, in its HeroQuest and Runequest variants.

### **Bring & Buy**

We do have a Bring & Buy Stall at Continuum staffed by volunteers so bring your old or unwanted games and books!

Forms will be available on the day!

#### *Bring and Buy Stall Rules*

20% will be deducted from the sale price and donated to Continuum

Non-collection of money will be taken to mean that the seller wants all the money to be

donated to Continuum

Non-collection of items will become the property of the Bring and Buy Coordinators and will be donated to a future Bring and Buy stall at Continuum 2012.

No refunds or returns on items as they are bought and sold as seen

Goods should be complete. In exceptional circumstances, incomplete goods will be accepted. In this case goods should be marked with what parts are missing.

### **Trade Stalls**

We also have a good range of traders and exhibitors at Continuum who will bring you great products to delight you.

#### *Reapers Revenge*

Bob the diceman has dice for your every need

[www.reapersrevenge.co.uk](http://www.reapersrevenge.co.uk)

#### *Mongoose Publishing*

For all your gaming needs...

[www.mongoosepublishing.com](http://www.mongoosepublishing.com)

#### *Leisure Games*

RPG shop supplying gamers across the globe.

[www.leisuregames.com](http://www.leisuregames.com)

#### *D101 Games*

Is a small press role playing games company.

[www.d101games.co.uk](http://www.d101games.co.uk)

#### *Moon Design Publications*

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