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3TH TO 5TH JUNE 2022 • NEC, BIRMINGHAM, UK



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OPENING TIMES

TRADE HALLS
Friday: 9.00am - 6pm
Saturday: 9.00am - 6pm
Sunday: 9.00am - 4pm

**OPEN GAMING AND TOURNAMENT
SPACE IN NEC HALL 3**
Thursday: 7pm - 11pm
Friday: 8am - Midnight
Saturday: 8am - Midnight
Sunday: 8am - 6pm

**OPEN GAMING HILTON
LIBRARY ROOMS**
Fri: 10am - Midnight
Sat: 10am - Midnight
Sun: 10am - 5pm

**ROLEPLAYING ROOMS IN
HILTON HOTEL**
Friday: 9am - Midnight
Saturday: 9am - Midnight
Sunday: 9am - 7pm

SEMINARS
Open during scheduled sessions -
see pages 20-21.

LIVE SHOWS
Open during scheduled sessions -
see page 16.

**HOW TO GET HELP
OR RAISE CONCERNS**
see pages 6-7

Mention below hashtags at the
show on your social media posts
and we will reshare the best ones!



#UKGAMESEXPO
#UKGE2022

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CONTENTS

GUIDE

INTRODUCTION	5	LIVE ENTERTAINMENT	14
HELP DESK	6	LIVE ENTERTAINMENT SCHEDULE	16
SHOP & DROP	6	FIRST TIMER'S GUIDE	17
BOARD GAME LIBRARY	6	TOURNAMENT ADMINISTRATION	18
LOST CHILD POINT	7	STARSHIP SIMULATOR	19
OPEN GAMING	7	ROLEPLAYING GAMES	19
MAIN STAGE	7	SEMINARS	20
COSPLAY	8	BRING & BUY	20
LIVING HISTORY VILLAGE	9	PUBLISHER-DESIGNER TRACK	21
FAMILY ZONE	10	MAP HALL 1	22
TREASURE HUNT	10	MAP HALL 2	24
IMAGINATION GAMING	11	MAP HALL 3	26
PATHFINDER DINKY DUNGEON	11	SPONSORS	27
CHILDREN'S ROLEPLAYING GAMES	12	MAP HILTON HOTEL	28
EXHIBITION SERVICES	13	EXHIBITORS	30
CHOW STREET	13		

ARTICLES

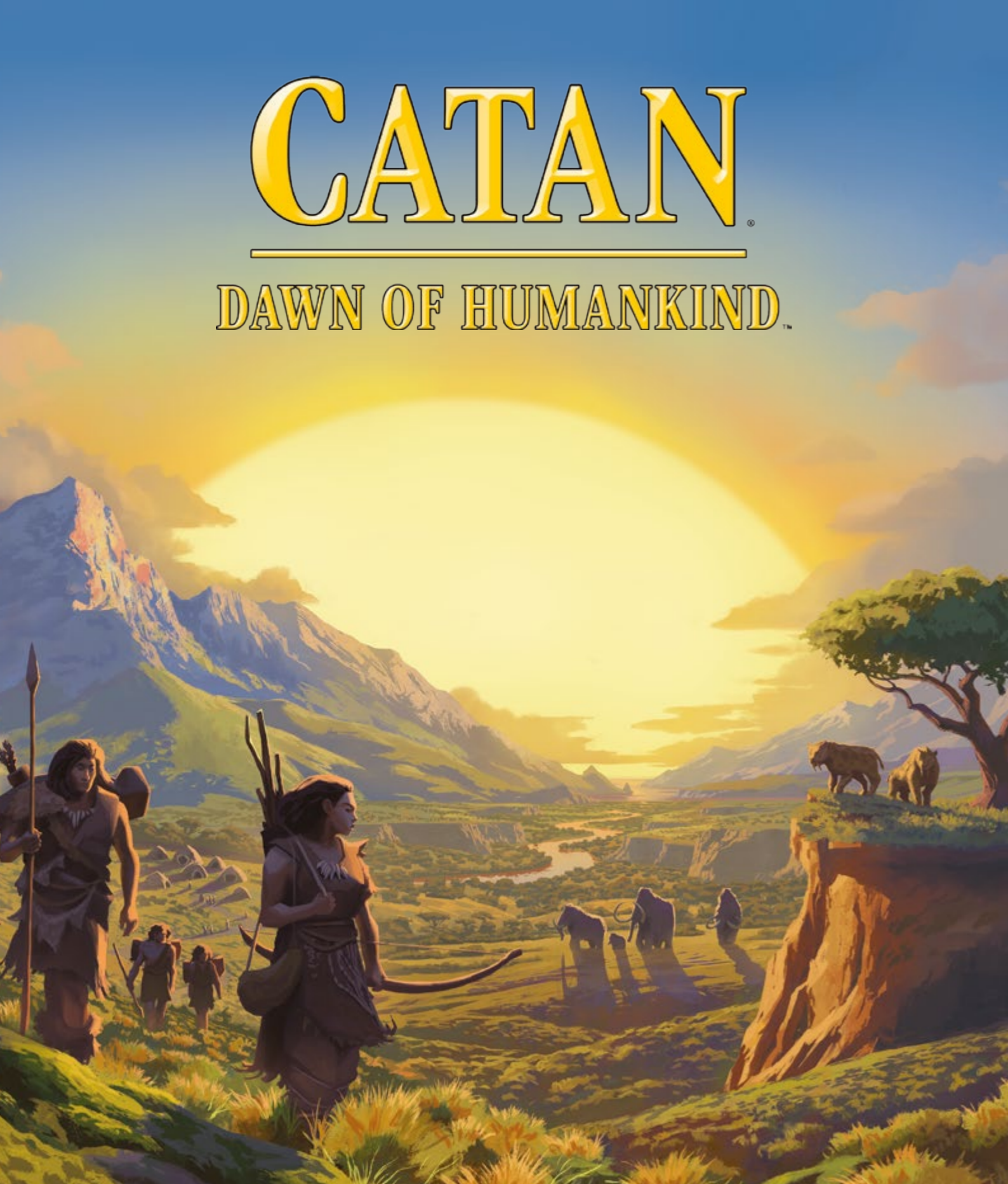
A DECADE OF CHILDREN'S RPGS	42	CAN EVERYONE COME OUT TO PLAY?	65
RANDOM NUMBERS	47	AN INTERVIEW WITH IAN LIVINGSTONE	68
BREAKDOWN ON JARGON AROUND GAMES	49	ONTABLETOP	74
WHERE TO BEGIN YOUR ADVENTURE	52	REENACTORS	77
ACCESSIBILITY OF GAMES RULES	56	SHOULD MORE TABLETOP DESIGNERS EMBRACE THE MASS MARKET SPACE?	80
ARE WE STILL GEEKS?	58	PLAYSTRATEGY	86
GAMES LIKE WORDLE	61		
GAMES TO GET	63		

AWARDS: AND THE WINNER IS...

BEST BOARD GAME AMERICAN STYLE	91	BEST EXPANSION	94
BEST ABSTRACT GAME	91	BEST FAMILY GAME	94
BEST ACCESSORY	91	BEST MINIATURES RULES	95
BEST BOARDGAME EUROPEAN STYLE	92	BEST MINIATURES RANGE	95
BEST BOARDGAME STRATEGIC	92	BEST GAMING NOVELTY	95
BEST CARD GAME GENERAL	92	BEST PARTY GAME	96
BEST DICE GAME	93	BEST ROLEPLAYING GAME	96
BEST CHILDREN'S GAME	93	BEST ROLEPLAYING ADVENTURE	96
BEST CARD GAME STRATEGIC	93	BEST ROLEPLAYING EXPANSION	97
BEST DIGITAL HYBRID	94	BEST VARIANT	97

CATAN

DAWN OF HUMANKIND



Be among the **first** to experience **CATAN** – Dawn of Humankind at Stand #1-702.



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GUIDE

Tony Hyams, Richard Denning and the whole UKGE team welcome you to the 2022 UK Games Expo. We have worked hard all year, but particularly these last few months, with our sponsors and partners to bring you the very best games, experiences, live entertainment, tournaments and opportunities for a great day or weekend out. We invite you to leave the world behind you and just relax and enjoy yourself. Have fun!

UK Games Expo occupies around 35,000 sqm of space. We are expecting over 450 exhibitors, along with a range of tournaments, role playing games and live entertainment events, a schedule of seminars and workshops, cosplayers and a Living History village. So, a lot to explore and enjoy.

If it seems a bit bewildering, we have got you covered. Before you head into the halls, grab a drink, put your feet up and take a moment to read through the Guide section of the programme in order to help you get the most out of your visit. In these pages we detail the exhibitors, events, seminars and other activities you can enjoy during your time with us. There is a detailed map of the NEC Halls and the Hilton Hotel on pages 22-29.

Follow us, if you would, around the UK Games Expo as we describe where you can find all the fun and games.

NEC Hall 1 is one of our

two trade halls where you will find represented every type of tabletop game. On the left of the entrance there is a help desk and the official UKGE merchandise stand. At the back of the hall is the Publisher Designer development area sponsored by Cartamundi which includes Playtest UK and university department design areas. In this area you will also find Dinky Dungeon which is sponsored by Paizo, as well as the shortlisted award games. On the right hand side of Hall 1 is a shop & drop sponsored by How Am I Weird Games, where you leave your purchases while you explore further.

Hall 2 is our other trade hall. In the centre of this hall is the Family Zone which consists of the Haba Children's zone, the Blue Orange Let's Play Zone, the Band of Brothers Charity Game and the Steamforged Games Children's Roleplaying area. Towards the rear you will find our Main Stage and the Cosplay Zone and a second How Am I Weird Shop and Drop plus the ever popular Bring and Buy.

Hall 3 is home to a large Game Toppers Open Gaming space near the entrance. In the centre of this area is our Boardgame Library. There is also a Food Court in this Hall. Further away from the entrance is the tournament zone where some of the more competitive hobby gamers will be battling it out – and where you can even enter

yourself just for the fun of it! In this area you will find an event desk, where you can buy tickets for the various fun activities we have going on over the weekend.

The Toute Suite outside NEC Hall 1 is home to our seminars and some of the Live Entertainment shows sponsored by Honey Badger Games. The Piazza Suite across the way from the Hall 2 entrance is where the seminars and the Cartamundi Publisher & Designer track events and workshops activities take place.

The lakeside area between the NEC, Resort World and the Hilton Metropole Hotel is where you will find the Living History Village. Here you can have a close encounter with a Viking, watch them do battle or even challenge them to a game! This year we also welcome more reenactors from other periods.

The Hilton Metropole Hotel houses more open gaming space as well as the roleplaying games and the majority of the Live Entertainment shows sponsored by Honey Badger Games. Pick up tickets at the event desk or buy online.

UKGE is a great place to walk around and see everything to do with tabletop gaming, whether that means board games, role playing games, family games, miniatures gaming, party games or card games. The choice is yours!

There are many tables on the exhibitor stands where you can sit down and try out games, and the entire family zone is designed to let you learn games with friends or family and you don't need to know all the rules. Alternatively, head for the open gaming area and borrow some games from the board game library and get gaming.

If you are new to UKGE and haven't played many games before, don't worry! Pick up a copy of the First Timers Guide (sponsored by Magpie Games) for top tips for your visit.

And if you're still feeling a bit lost, head to the Help Desks in Halls, 1 and 2, Event desk in Hall 3 and Help desk at the Hilton. Or just flag down one of our 'Blue Shirt' Ambassadors, who will be happy to help you out.

So, what are you waiting for? Dive in and have fun.



NEW TO UK GAMES EXPO?

THEN PICK UP OUR FIRST TIMER GUIDE

OR HOP ON OVER TO PAGE 17



HALL 1

HELP DESK

HALL 2

HALL 3

FEELING A BIT LOST?

Don't worry - if you need any help and advice head to the help desks or flag down an Ambassador. Help desks are located in Hall 1, 2 and 3. These are manned by our friendly Ambassadors, who will be happy to help you. You can also spot Ambassadors - easily recognisable in their pale blue UK Games Expo shirts - roaming the Expo, ready to step in quickly if you need a hand. We also have our general volunteers in yellow expo shirts on hand to make sure everyone is having a good time and get the help and assistance they need. UKGE attracts a wide range of attendees of all ages and we aim to provide an environment in which all

visitors, traders, volunteers and venue staff can have a great time. If you spot anything that you feel needs to be reported to Expo staff, look out for any of our Volunteers, green shirted Team Leaders, or an Ambassador. Over in the roleplaying area each room has a room Captain on hand, at the tables with yellow cloths. Their role is to keep an eye on things, make sure everything is running smoothly and intervene in the event of any problems. They can be approached by any player or GM who wishes to raise an issue. To find out more visit our website at www.ukgamesexpo.co.uk and click on Keeping You Safe, under Plan your visit.

SHOP & DROP

1-1152

2-880

You know what it's like. You buy some games and then have your arms full. What do you do? Haul them around, trying to balance an ever-more precarious stack? Or take them back to the hotel or car and miss some of the show? We have an answer: the UK Games Expo Shop & Drop. This year we have a secure, walled off area in both Hall 1 and Hall 2 for you to leave your purchases. Just £3 gets you one of our storage boxes for the whole day, and you can add additional boxes if needed. Your goodies will be kept safe and sound, out of sight, while you enjoy the rest of the day, unencumbered! When you're ready, simply return to the Shop & Drop,

hand in your ticket and collect your stuff. Please do remember to pick up your goodies at the end of the day, as we will not store your stuff overnight. Anything not collected by close of the Trade Hall each day will be auctioned. You can find the Shop & Drop at the back of each hall.



BOARD GAME LIBRARY

HALL 3

Want to settle down for some gaming in our Open Gaming Space, but don't have anything with you that you fancy playing? Or want to try out a game before you buy? Check out the UK Games Expo Board Game Library. The Board Game Library currently has around 800 games on offer. It is a collection of games donated by publishers or entered into our awards, supplemented by games from Asmodee UK. All you need to do is get a library card, borrow the games you want, and check them back in once you're done. You'll need to pay a £10 deposit, which you'll get back once you return your last game. You can find the UK Games Expo Board Game Library in NEC Hall 3. On Friday Evening and Saturday Evening there is also a library in the Hilton.

NEC HALL 3	FRIDAY	10am - 10pm
	SATURDAY	10am - 10pm
	SUNDAY	10am - 2pm
HILTON HOTEL	FRIDAY	6pm - 10pm
	SATURDAY	6pm - 10pm
	SUNDAY	6pm - 10pm

OPEN GAMING

SPONSORED BY

Game Toppers

HALL 3

There is always a need for space to just sit down, get out a game and start playing. If you've made a shiny new purchase and can't wait to play it, brought an old favourite with you or want to check out the Board Games Library to borrow games, then head to NEC

Hall 3 or the Kings and Palace Suites Hilton Hotel and grab a table. There is more space for open gaming at the UK Games Expo than at any other UK convention and with over 2500 gaming seats, more than most shows worldwide. Game Toppers are Open Gaming sponsors and have provided high quality, neoprene table topper game mats to enhance your Open Gaming experience. These brightly coloured Expo and Game Toppers co-branded mats make it easy to see where the Open Gaming is situated and are a great surface for any tabletop game. If you need more players then use one of our 'More Gamers Needed' flags sponsored by Asmodee UK, from the Board Game Library, and stick it on the table. Open Gaming is free to anyone with a UKGE pass, please note that tables cannot be reserved. We anticipate that the peak demands for this will be Friday and Saturday night but have a lot of provision for Open Gaming all weekend. The Open Gaming

space in Hall 3 will be open from 7pm - 11pm on Thursday night, so early arrivals can get a pre-show gaming fix. There won't be a Board Games Library at that time, but you can play any games you've brought with you.

NEC HALL 3	THURSDAY	FRIDAY
	7pm - 11pm	8am - midnight
	SATURDAY	SUNDAY
	8am - midnight	8am - 6pm

HILTON HOTEL	THURSDAY	FRIDAY
		10am - midnight
	SATURDAY	SUNDAY
	10am - midnight	10am - 5pm

TELL US WHAT YOU ARE PLAYING AT

#UKGAMESEXPO



MAIN STAGE

SPONSORED BY

OnTableTop

2-674

If you're interested in hearing more about what's going on in gaming make sure to head over to the Main Stage which can be found at Stand 2-674. The Main Stage will play host to live interviews and giveaways from the OnTableTop crew throughout the weekend (see Main stage on interactive map for schedule). There is a Cosplay photo opportunity here each day at 12.30 It will also be the location of the annual UK Games Expo Awards Ceremony at 3pm on Sunday, giving you your chance to hear about the latest games that have got both judges and the community raving. The Main Stage was provided by the Neale Agency who own the Battlefield Hobbies store.

Key Events	12.30PM	DAILY COSPLAY PHOTO OPPORTUNITY
	SUN - 3PM	UKGE AWARDS
	ALL SHOW	ONTABLETOP EVENTS





UK
GAMES
EXPO

COSPLAY



HALL 2

2-578

Throughout your visit to UK Games Expo, you're certain to see plenty of characters from movies, TV, anime, comics, and games brought to life by our wandering cosplayers. These are provided by the Galactic Knights Star Wars and sci-fi costuming group who will bring along lots of cool replica items from the movies, Sons of Skaro who will bring Daleks, Moose Events and more cosplayers from Wyntercon. They will be based in NEC Hall 2, at Stand 2-578. Don't be afraid to ask for a photo with any of them. One of the best opportunities for photos will be at 12:30pm each day at the Main Stage in Hall 2. You can get your picture taken with the cosplayers or dress up in costume and join them.

If you want to join in and come along in costume this is most welcome. However, for the safety of all of us there are some rules and guidance to follow, particularly around the carrying and display of weapons.

UK
GAMES
EXPO

MAIN STAGE



COSPLAY PHOTO
OPPORTUNITY
12:30 - MAIN STAGE

Rules



THE PAST COMES TO LIFE

Visit the Living History Encampment on the grass between the Hilton Hotel, Pendigo Lake and the NEC to experience life in AD 60, 950 and 1944. Here three different time periods are represented by re-enactment groups. In their camps you can find out more about life in the past. In the Arena there will be demonstrations of weapons and battles.

The Encampment is open from 10am till 5pm each day, and all events are completely free



THE VICUS

The Vicus is an historical re-enactment society that portrays the Roman invasion of Britain in the 1st century AD, from the initial invasion of Claudius in 43 AD, through the revolt of Boudicca in 60-61 AD to the final battle against Roman rule at Mons Graupius in Scotland in 84 AD. Visit the Vicus trading post and military camp to learn about crafts, leather working, wood working, Roman painting, writing, the Roman army and more! Check out the Arena timetable to witness a skirmish between Romans and Britons, gladiatorial combat and to watch projectile weapons displays including pilum, javelin, and archery.



DAILY SCHEDULE

- 10.30am** Viking Weapons Display and Skirmish
- 11.30am** Romans and Britons weapons demonstrations
- 12.00 pm** The Realities of Adventuring **Viking camp**
- 12.30pm** Paratroopers Drill and weapons practice
- 1.30 pm** Hrothgar's Saga and Kiddie Vike
- 2.00pm** Hnefatafl competition **Saturday only**
- 2.15 pm** Gladiatorial combat
- 3.00 pm** Leading the way: Pathfinders in World War 2
- 3.30 pm** Main Battle in the Arena! Vikings vs Romans



ETO ALLIANCE

ETO Alliance are a UK based group of WW2 military reenactors who portray the US 502nd PIR pathfinders of the 101st airborne division. These were the first US paratroopers to land on D Day (June 6th 1944). Find out about their training and see their weapons as well as a jeep and field ambulance. There will be demonstrations of their weapon drills in the arena.

ARDENWEARD

Find out more about how the Vikings lived, worked, ate, and gamed a thousand years ago, at our Living History Encampment. Ardenweard are a Warwickshire-based group of The Vikings reenactors. Throughout the day, you'll have the chance to rub shoulders with the Vikings and try out some Dark Ages boardgames such as Hnefatafl and Nine Men's Morris. There will also be some amazing combat displays, weapons demonstrations, and battles - plus the chance for children aged under 11 to have a go at combat training and battle Vikings.





THE PATHFINDER DINKY DUNGEON

The Dinky Dungeon on stand 1-894 is a fast play giant sized Dungeon Delve floor game. You and your friends face the challenge of navigating across the Dungeon, encountering traps, fighting monsters and grabbing treasure in a fast paced thirty minute game. Don't dawdle as the player who grabs the most loot and defeats the most monsters will triumph overall. Paizo creators of the Pathfinder roleplaying game have sponsored this event.

If your taste of dungeoneering leaves you with a taste for more adventure you can play full Pathfinder games in our roleplaying schedule.



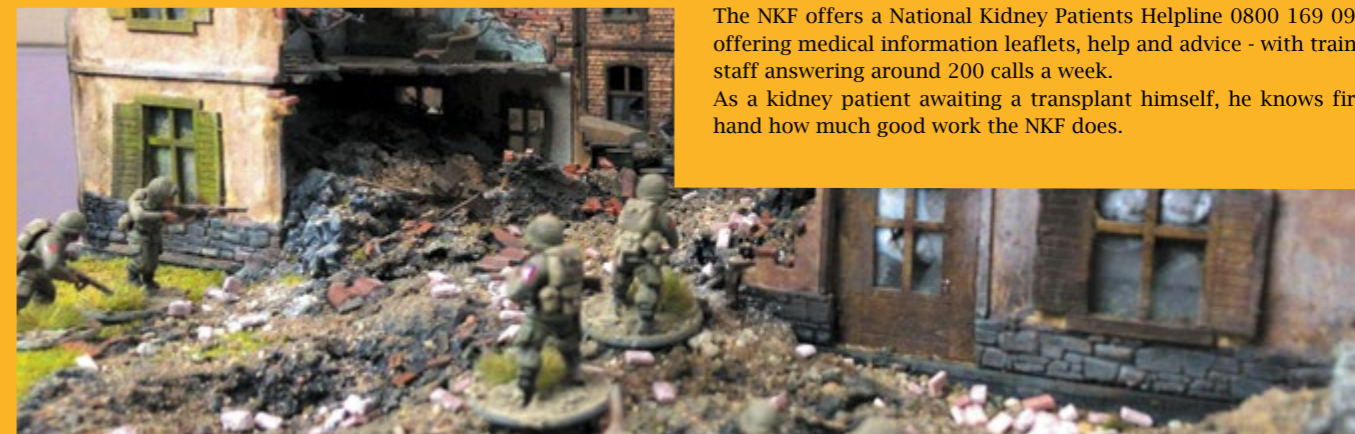
BAND OF BROTHERS CHARITY GAME

See this game on stand 2-774. This is a large scale wargame of part of the 1944 D-Day invasion where US paratroopers were dropped ahead of the seaborne invasion. Using 28mm figures from Warlord, Bolt Action rules and sculpted terrain you can refight the sort of action seen in the TV series, Band of Brothers. Just go to stand 2-774 and sign up for a game. Sessions will start regularly through the weekend. There are no fees but the event is raising funds for charity so consider giving a donation.

Duncan Wasdell has combined the hobby of his youth and his passion for sharing history with a desire to help raise funds for charity. Having commissioned an enormous 16ftx4ft wargaming table from a professional terrain-maker and well-known Youtuber, he plans to make the table available at a number of shows this year. Duncan has decided to do this on behalf of the National Kidney Federation, as a way of raising both money and awareness for what they do.



The Charity is run by Kidney Patients for Kidney Patients. The charity supports two million people with Chronic Kidney Disease and 60,000 patients who have end stage kidney failure. The charity also supports Dialysis and Transplanted patients and their carers. The NKF offers a National Kidney Patients Helpline 0800 169 0936 offering medical information leaflets, help and advice - with trained staff answering around 200 calls a week. As a kidney patient awaiting a transplant himself, he knows first-hand how much good work the NKF does.



HALL 2

There's loads of fun and games on offer at the Family Zone. This is where families can learn and play together with help from the dedicated team from Imagination Gaming. The Family Zone can be found in the middle of NEC Hall 2 and is completely free to UKGE ticket holders from 9.00am to 6pm on Friday and Saturday and from 9.00am to 4pm on Sunday. The Family zone consists of a number of elements.



LET'S PLAY ZONE

Here you will find a space where you and your family can come and relax, surrounded by games that one of our team will be more than happy to teach you. We will have a range of games, from favourites such as Pandemic to Kingdomino. We will also have a range of themed games in the zone that will include all your favourite heroes and films alongside the amazing range of family and educational games we know you love. Ideal for older families, teenagers and groups new to gaming, we guarantee we will have the games you will love in an area where you can relax and just enjoy your time.

HABA CHILDREN'S ZONE

This zone is perfect for those families with younger gamers or that may be new to the UK Games Expo. This zone will have a huge range of games that are ideal for younger, inquisitive minds that just love playing games together. Our team will be available to teach you any of the games on show and to help give you advice about games that not only you will enjoy as a family but that can also help with your child's learning and school based subjects and outcomes.



Take part in our Treasure Hunt for the chance to win a stack of games! Every child who takes part in our challenge will win a small prize, and be entered into a grand draw to win games from Coiledspring Games and CATAN. All they need to do is find the hidden letter at each location across NEC Hall 2 then put them together to reveal

a secret word! You can pick up a Treasure Hunt form from the Expo entrance, or from one of our Help Desks. Completed forms must be returned to the Hall 2 Help Desk by 4pm on Friday, 4pm on Saturday, or 2pm on Sunday. Please make sure an adult includes their mobile phone number, so we can contact winners.



IMAGINATION GAMING

Imagination Gaming run our family zone

Imagination Gaming have a wide portfolio of services tailored for educational and social organisations - alongside support and consultancy to the games-play industries and those supporting families, children and learning.

Our services range from one off event support, through to structured and evolving learning programmes.



Find out more <https://imaginationgaming.co.uk/>




CHILDREN'S ROLEPLAYING GAMES
SPONSORED BY


OUR CHILDREN'S ROLEPLAYING ZONE RUNS GAMES FOR AGES 5-12

HALL 2 2-786

Our Children's Roleplaying Games give younger visitors to UK Games Expo the chance to step into another world! Recommended for children aged 5 to 12, each game lasts around an hour. No equipment or knowledge of rules is needed, just plenty of imagination and a willingness to learn! Games run on the hour, starting from 10am, and can be found at NEC Hall 2, Stand 2-786. Games are free, but we advise signing up early, as spaces fill up fast! This year, we have six different games available.



SLEEPWALK LIKE AN EGYPTIAN


Every night for the last month, you have dreamt of the pyramid. A pyramid alone in the darkness, a pyramid that calls out to you. Every night, you run towards it, every night you wake up just as you reach the door. But tonight the dream was different. Tonight you were not alone, others walked with you in the darkness and when you reached the door, it opened.



HALLOWEEN KNIGHT

So how does one start a life of adventure? Well as Halloween approaches you and your colleagues hear of strange noises and disturbances in the nearby village of Lost Hallows, a tomb with a restless spirit and the chance to be part of stories and tales that will be told for many a year. It sounds like an opportunity you must take, besides, what could go wrong?

An adventure for people new to role-playing and have always wanted to try Dungeons & Dragons.



ANIMAL ADVENTURES

A goblin seized by twisted genius. A village paralysed with terror. A monstrosity waiting to be unleashed. Thank the Good Mother you're there to help!

In The Kurse of Doktor Krankenstein, your party of brave dogs and cats must take on the warped creations of the eponymous goblin scientist and rescue those unfortunate victims, so cruelly imprisoned by him!




THE GOLD CALLS TO US

Hidden pirate gold rests at the bottom of the ocean, lost when the dread pirate king sank beneath the ocean waves. Join up with the brave crew setting sail to recover it. Empty money bag ready and potion of water breathing in hand. But beware the ocean deep, more than water guards this treasure.




HEAD OFF ON AN ADVENTURE



A RETURN TO THE CLARENDON SCHOOL OF ENCHANTMENT AND OCCULTISM

10 years ago the final graduating class of the Clarendon school of Enchantment and occultism battled ancient evil in the schools basement, sealing the evil away below the stones and bringing down the whole school in the process. Now the reconstruction is finally complete, and the school is once again preparing to welcome a new class of students.

This adventure, is a return to the very first adventure written for the Children's roleplaying at The UK Games Expo 10 years ago. Now with 10 years more experience under our belts we are returning to this story to celebrate our anniversary where it all started.



THE HAUNTED HOUSE STRIKES BACK

Something strange is happening down at the Funfair. The most popular ride by far is the ghost train, lines around the block and every train goes in full, but every so often they come back empty. The ride operator pretends not to notice, the Funfair management looks the other way, even the police seem oblivious. So its down to you and your group of meddling friends to solve the mystery, and put a stop to it.



EXHIBITION SERVICES



1-1184

Planning to run a Kickstarter campaign? A convention organiser? In the games industry? Then visit Exhibition Services on stand 1-1184 to find out how we can help you.

Exhibit at UKGE 2023
Visit our Exhibition Services stand 1-1184 and speak to the team about how you and your company can get involved. This can include an idea on potential stand costs based on this year's fees (costs will be finalised by October 2022) as well as an outline of optional addons. Expressions of interest will be taken but no firm bookings will be accepted until October 2022. UKGE 2023 will be taking place on the first weekend of June (2nd to 4th)

UKGE can also offer online marketing opportunities.
UK Games Expo has a great following of gamers across all the main channels. If you would like to promote your release, kickstarter, brand or anything to our audience then please get in touch. We can offer a range of promotional opportunities to suit your needs and give you that increased visibility. To get in touch email marketing@ukgamesexpo.co.uk

Games Industry Conference (G.I.C) 2023
Brand new in February 2023, UKGE will be hosting the first Games Industry Conference (G.I.C). We are looking for retailers and publishers. If you are interested in finding out more. Please talk to G.I.C. Sponsors All About Games on stand 1-975



CHOW STREET
PROVIDED BY



HALL 3



I'M OPENING A GAMES SHOP

I'M ANNOUNCING A NEW GAME RELEASE







I'M PROMOTING A KICKSTARTER

I'M LAUNCHING A NEW BRAND

I'M OPENING A GAMING CAFE

UK GAMES EXPO CAN HELP

Over the years UK Games Expo has built up a substantial audience of enthusiastic, engaged and active followers including both gamers, families and the table top games media.

 20,000 Twitter	 16,500 Facebook	 5,275 Instagram
 5625 Opted in emails	 10,000 Website Visitors per month	 1600 Twitch Channel

Figures correct as of March 2022

SOCIAL MEDIA

These channels represent an ideal target audience for exhibitors. Let them know about your brand and your products via our marketing packages.

CONVENTION SUPPORT

UKGE is offering support to other tabletop game shows by making resources available from our warehouse. Printing services for banners and cafe barriers are also available.

All that gaming can definitely work up an appetite. We've got you covered. During the UK Games Expo, there are a number of options for grabbing a meal, a snack or a drink.

The popular Chow Street food stalls return for 2022 in the open area at the front of the Hilton Metropole hotel. Here you can find a variety of tasty and affordable options including vegan and vegetarian offerings.

Inside the NEC, there will be a food court in Hall 3 as well as restaurants in the trade halls. Outside in the Piazza there is a Cornish Bakery, a Starbucks, a Subway and a Wetherspoons.

Over at Resort world are some 15 restaurants and cafes and there are more at the Airport.

Eat up!





EXHAUSTED AFTER A HARD DAY OF SHOPPING AND PLAYING GAMES?

With a range of live shows designed to appeal to our UK Games Expo audience, you can see comedy, really clever things and some pretty daft ones as well as sing-a-longs, daring dos and daring don'ts, all with audience participation as well as a gang of comedians and performers to entertain. These are held in Tote Suite, Cartamundi Theatre, Piazza and Hilton Pavillion.

UKGE's Live Entertainment is sponsored by Honey Badger Games - specialists in sweet treats that can bring a smile to the face of any geek.



THE DARK ROOM

You awake to find yourself in a dark room... but can you escape? The Dark Room is the world's only live-action videogame, and definitely the only live-action videogame to become an actual videogame. Based on 1980s text adventures, The Dark Room combines improv comedy and retro gaming as audience members make their choices and try to get out... while host John Robertson delights in making them suffer! Beat the game and you could win £1,000 (but you probably won't).

Note that The Dark Room for kids is aimed at a family audience and Dark room til ya die! at the late night crowd.



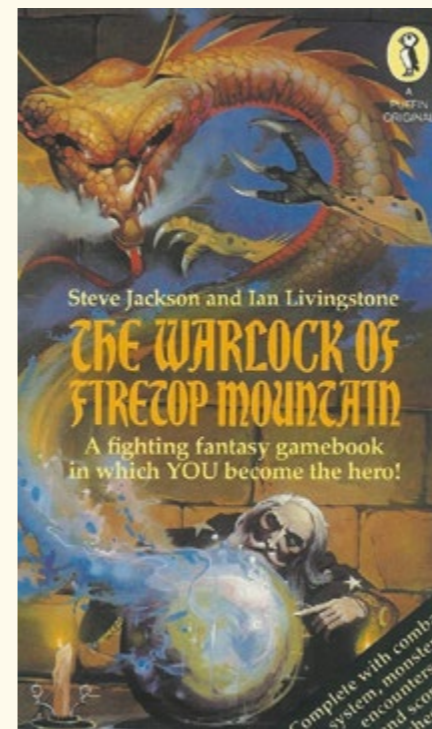
JOLLYBOAT: BARDS AGAINST HUMANITY

Jollyboat (real-life brothers Tommy & Ed) are the UK's best comedy-pirate-geek-rock duo. They write catchy comedy songs packed with one-liners and puns, touring conventions, comedy clubs and festivals around the world. Their songs cover all the geeky things they love: D&D, Batman, Harry Potter, Game of Thrones, and many more. Jollyboat have performed at Edinburgh Fringe and Glastonbury Festival, won the Musical Comedy Awards in London, and toured Europe & Australia.



KNIGHTMARE LIVE

A live stage adaptation of the cult kids TV show Knightmare, hosted by Treguard (Paul Flannery). Following two sell-out Edinburgh runs, national tours, and a show in the glittering West End, Knightmare Live returns with more adventure, characters, puzzles, and monsters in this critically acclaimed stage adaptation of the TV classic. Each show one member of the public will be guided through Treguard's dungeon but will they succeed in their quest?



THE WARLOCK OF FIRETOP MOUNTAIN

Ian Livingstone - co-author of The Fighting Fantasy series and The Darkroom star, John Robertson come together in a live reading of The Warlock of Firetop Mountain.

This year is the 40th Anniversary of the publication of this groundbreaking 'choose your own adventure book'.

The player takes the role of an adventurer travelling to find the treasure of a powerful Warlock hidden deep within Firetop Mountain. People from a nearby village advise that the treasure is stored in a chest with two locks, and that the keys are guarded by various creatures within the dungeons. The player must then navigate the dungeons beneath Firetop Mountain, battle monsters and attempt to locate the keys.

"THIS BOOK CERTAINLY HAS THE COVETED DISTINCTION OF BEING THE FIRST ONE THAT NAILED IT, THE ONE THAT EVERYBODY TALKED ABOUT, THE ONE THAT REALLY PUT GAMEBOOKS ON THE MAP AND COMPLETELY CHANGED THE LANDSCAPE OF FANTASY BOOKS FOREVER."

-SCI-FI-ONLINE.COM

This event supports charity: half of each ticket fee will be added to the UKGE Charity donations.



WEREWOLF: LIVE

Come onstage and fight for your life, hunt down the werewolves or laugh from the audience in this immersive comedy game show! A theatrical reimagining of the classic game of deception, Werewolf: Live has been performed all over the world, allowing hundreds to hurl accusations and unjustly murder their friends. Jon Gracey of The Beta Males presents an interactive hour of mob rule and delicious paranoia. Will you save your village... or tear it apart?



TOM CROSBIE: THE PERFORMING NERD

An hour of amazing skills with Rubik's cubes, mathematics, and memory. A great show for the family. Some might say Tom Crosbie's nerdiness knows no bounds. Tom disagrees; his nerdiness does know bounds, it's just that nobody has found the scale to measure it on yet. Tom's return to the UK Games Expo sees him taking a jaunt into the unknown, with only his wit, cunning and surprising skills with a Rubik's cube to guide him.



THE NOISE NEXT DOOR

The U.K.'s premier improv comedy troupe have taken the comedy world by storm.

Twelve time sell-out veterans of the Edinburgh Fringe Festival and one of the country's most sought after comedy club headliners, The Noise Next Door leave audiences everywhere in awe of their lightning-quick wit and totally original comedic talents. They have been performing their own distinctive brand of off-the-cuff comedy together since they met at university.

Taking audience suggestions, the cheeky and charming quartet, transform them into fantastically funny scenes and songs in the blink of an eye with a perfect blend of ludicrous characters, witty one-liners, epic stories, and explosive physicality.



QUESTINY

From Knightmare Live creator Paul Flannery comes Questiny, the show that combines improvised comedy with tabletop gaming is back with even more adventures, campaigns and absurdities. For every choice there is a consequence, and for every show... a new quest, where success will be decided by a giant D20. Questiny combines improvised comedy with tabletop gaming in an epic, sprawling, entirely made up fantasy quest of the audience's devising.



SOME SHOWS SELL OUT QUICKLY SO
BOOK EARLY TO AVOID MISSING OUT!

TICKETS ARE ON SALE AT THE EVENT DESKS IN NEC HALL 3 AND THE HILTON HOTEL



FRIDAY

Tom Crosbie: The Performing Nerd	NEC Tote Suite	12.30	£7.00
Questiny	Hilton Pavillion	17.00	£7.00
Jollyboat	Hilton Pavillion	18.30	£7.00
Live Read Warlock of Firetop Mountain	NEC Tote Suite	18.30	£12.00
Werewolf Live	Hilton Pavillion	20.00	£7.00
The Dark Room	Hilton Pavillion	21.30	£7.00

SATURDAY

The Noise Next Door: Game On!	NEC Tote Suite	12.30	£7.00
Tom Crosbie: Performing Nerd	NEC Tote Suite	14.00	£7.00
Werewolf Live	Hilton Pavillion	14.00	£7.00
The Darkroom for Kids	Hilton Pavillion	15.30	£7.00
Knightmare Live	Hilton Pavillion	17.00	£12.00
Jollyboat	Hilton Pavillion	18.30	£7.00
Just One Live	NEC Piazza Cartamundi Theatre	19.00	£5.00
The Noise Next Door Game Night!	Hilton Pavillion	20.00	£10.00
The Dark Room TILL YA DIE!	Hilton Pavillion	21.30	£12.00

SUNDAY

Darren lied to you!	NEC Tote suite	13:00	£5.00
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FUN FOR ALL THE FAMILY

Some shows are highly recommended for a family visiting together. Tom Crosbie: the Performing Nerd and the Noise Next Door, Game on! are suitable for any audience and aimed at families with children from around 8 upwards.

The Dark Room for Kids is a version of The Dark Room suited for older children who might see a IZA movie for example and contains some swearing at times.

All the other shows are aimed at older teens and adults.

FIRST TIMER'S GUIDE



FIRST TIME VISITOR TO UK GAMES EXPO?

HERE ARE A FEW HANDY HINTS TO HELP YOU GET THE MOST OUT OF YOUR VISIT.

GRAB A FIRST TIMER BADGE

We have badges you can ask for at ticket booths and at the help desks and event desk if you are a first time visitor. Our ambassadors can keep an eye out for you and help you find your feet.



PICK UP THE PROGRAMME

The programme is filled with all the information you'll need to get the most out of UK Games Expo. It's totally free, so make sure you grab one.



GO ON A TREASURE HUNT

Children can hunt for hidden clues at Expo, and win some great prizes! Every child who takes part can get their hands on a small prize, but they will also be in the running to win a daily grand prize. These are in the separate First Timers guides you can pick up at the Help desks and event desks.



JUMP BACK IN TIME

Outside the main entrance to the NEC is our Living History Village. You can meet Romans, Ancient Britons and American Paratroopers, hear stories, and watch demonstrations and maybe a battle. Full details and schedule in the programme.



GLORIOUS FOOD

There are plenty of options for grub around UK Games Expo. These can be found at Chow Street at the Hilton, in NEC Halls 1, 2 & 3, as well as on the NEC main concourse and at the next-door Resort World.



TAKE IN A SHOW

Our live entertainment shows, blend comedy, audience participation, and gaming. You can find full details of all these events on our website at www.ukgamesexpo.co.uk Buy your tickets online or at the Event Desk in NEC Hall 3 and in the Hilton.

EXPLORE THE TRADE HALLS

Over 400 exhibitors are keen to show you their latest game, paraphernalia or demo. There is lots to see and try and maybe buy in Hall 2.



HERE TO HELP

If you need help, our Ambassadors are here for you. There are help desks in NEC Halls 1, 2 and 3 and the Hilton. You can also find Ambassadors around the Expo; just look for the people in light blue UKGE tops.



CHECK OUT THE FAMILY ZONE

We've got an entire zone dedicated to games for children and families. Located at the centre of Hall 2, you can learn and play games with the whole family.



BOOK EVENTS

There's so much going on at UKGE, with live entertainment, tournaments and seminars. Book early so you don't miss out. Seminars are usually free to attend and don't require booking but you should turn up early to guarantee a space. Tournaments and live events can be booked online at the UKGE website, or at one of our event desks.



COSPLAY

COSPLAY The friendly cosplayers will be in a variety of costumes over the weekend. Visit stand 2-578 to see props from movies and visit the Main Stage to get your photo with them at 12:30pm every day. Feel free to dress up and join in.



ADVENTURES FOR CHILDREN

Our Children's Roleplaying Game Zone has its own dedicated area in Hall 2 (Stand 2-786). Play a variety of adventures for children aged five to 12. No knowledge of rules is needed - just imagination and a willingness to learn. Sign up early, on the stand as places fill up very quickly.



ON TABLETOP STAGE

Want to hear more about what's going on in gaming or which titles you need to check out, make sure to head over to the Main Stage in Hall 2, stand 2-674. Built by Nautilus who own Battlefield Hobbies, the Main Stage hosts the daily cosplay photo op at 12:30pm as well as interviews by the OnTableTop crew throughout the weekend discussing what's going on at the show and chatting with professionals and attendees alike. Don't miss the annual UK Games Expo Awards Ceremony at 3pm on Sunday, giving you your chance to hear about the latest games that have got both judges and the community raving.



HAVE AN IDEA FOR A GAME?

Join in our Publisher / Designer Track with playtest tables, game design, seminars and opportunities for budding designers to pitch their ideas to publishers. See the programme for full details.

PLAY SOME GAMES

Make sure you play lots and lots of games! Many of the exhibitors and traders will be offering free demos of their games for you to try. Can't wait to play a new game you've bought? Then use the Open Gaming spaces in NEC Hall 3 and the Hilton Hotel. You can also use our free Board Game Library service to borrow games. Or for something a bit different, why not visit the Play Test Zone in NEC Hall 1 to play a game that's still in development, and you could help shape a brand new game!




TOURNAMENT ADMINISTRATION



HALL 2 HALL 3

UK Games Expo hosts over 30 tournaments in board games, card games, and miniatures games. Some are national finals with winners going on to travel to play in world finals. Many tournaments, however, are more casual affairs, so if you fancy showing how good you are, or just enjoy a competitive atmosphere why not sign up to one of the tournaments?

The tournaments will be taking place in NEC Hall 2 and in Hall 3 - the full schedule is available to view on the UKGE website. If you want to know what you can sign up to play in while you're here, visit the events desk in NEC Hall 3 or the Hilton Hotel Library Room. Most Tickets are around £5 to £9 an event.

JOIN THE COMPETITION!
TICKETS START AT
£2

BOARD GAME TOURNAMENTS

Fancy settling a new land, building railways, some terraforming action, or forging a civilisation? There's lots to choose from here. Here is the line up: Catan UK Championship Qualifier and Finals, Terraforming Mars, Carcassonne UK Championship and Carcassonne 4 Player, Dominion, Mega Civilization, 7 Wonders, UK Rummikub Tournament, Ticket to Ride, Stone Age, Azul, Hive and Megacivilisation.

CARD GAME TOURNAMENTS

Head out into space, hack the net, hunt down dragons, or engage in battles in the arena in our card game schedule. Here is the line up: NISEI Netrunner UKGE standard circuit opener, Dragon Ball Super Card Game Regional championship, Digimon Card Game Regional championship, Star Wars: Destiny Galactic Open Double, Dicemasters, and King of Tokyo.

MINIATURES TOURNAMENTS

Take command of your army and prepare to sweep all before you in our miniature wargames events. Here is what is on offer: L'Art de la Guerre, DBMM Mortem et Gloriam, Star Wars: Legion, Star Wars: X-Wing, Star Wars: Armada, Star Wars: Imperial Assault Championship, Bushido Grand masters, Warhammer Underworlds Clash, Kill team Tournament, Star Trek Attack Wing - Unational 2022.

We also are running a Megagame: Arftermath.




STARSHIP SIMULATOR

PROVIDED BY



HILTON

Take control of a spaceship and try to complete a mission with your crew at the Starship Simulator. Six players select their role - Engineering, Science, Communications, Weapons, Flight and, of course, Captain - to battle aliens and make choices that could help save the galaxy. The Starship Simulator takes place at the Hilton Hotel's Kent and Sussex Rooms. Tickets cost £12 per player for an hour-long game. A full schedule is available to view online at our website.



ROLEPLAYING GAMES



HILTON

Fancy delving deep into the tunnels beneath an ancient castle? How about taking to the stars on mission to defeat a galactic empire? Or perhaps you would rather decipher old manuscripts as you look to challenge unspeakable horrors of the deep past. If you love adventure, then our roleplaying schedule is right for you. There will be 150+ games running across 8 sessions over 3 days in dozens of systems including the popular big named games as well as Indie systems.

In most cases you do not need to bring a character or other materials as the GM's

(game masters) will provide these. Check description of the game for details.

The RPG's take place in the Hilton hotel usually in smaller rooms better designed for this style of game. The full schedule is on the website, but you can also head to the Event Desk in the Hilton Library or in Hall 3 NEC to be able to see what games are available. You can buy online or at the event desk. Games cost £5 a ticket. Game sessions typically starts at 9am, 3pm and 8pm. (there is no evening session on the Sunday). Please arrive 5 to 10 minutes before the start of your session.

WORKSHOPS PANELS SEMINARS

Our Seminars and Publisher-Designer schedule explore gaming and the games industry. For the full schedule see the events pages on the website.

There are four event spaces, but they're all really easy to find in the NEC. Our largest room is the Tote Suite, next to the main ticket desk, just outside NEC Hall 1. Events will also take place in the Piazza Suites, comprising the Cartamundi Theatre Room (Piazza 5 to 7), The Meeple Workshop Room (Piazza 1 to 3) and the Board Room (Piazza 4). These are all located off the same corridor, near NEC Hall 2. Don't forget our Ambassadors are on hand to help you if you get lost - look for the pale blue UKGE shirts. Please note, seminars and workshops are not ticketed and there is no reserved seating for them. Please arrive early. You may be asked to leave after each event, this is by the request of some of our speakers and allows a reset of the room.



UK
GAMES
EXPO

SEMINARS

These are events aimed at an audience of gamers, and all about celebrating the hobby, exploring new games and experiences, and sharing the joy of playing games together. Hear our UKGE guests speaking about their experiences in tabletop gaming. Podcasters and vloggers run live shows, and companies reveal news of new products.

UK
GAMES
EXPO

BRING & BUY

SPONSORED BY

COLOUR
FORGE

HALL 2

The Bring and Buy is a second hand market for your old games. You can bring your old games and we will sell them for you, for cash. You pay a small registration fee for each item and 10% of the sale cost that goes to charity. You receive back the other 90% at the show.

Our Bring and Buy is the largest hobby games Bring and Buy at any UK games convention and we believe in the world. In 2019 Expo donated £20,000 to charity largely from commission taken on sales. The Bring and Buy is located in NEC Hall 2.



These events are aimed at an audience of artists, writers, designers and publishers and others in the industry and focused around creating, designing, making, and selling games.

We have partnered with Cartamundi and Playtest UK to bring you a dedicated Publisher & Designer Track, offering playtest tables, game design and marketing seminars, and panels, networking events and opportunities for budding designers to pitch their ideas to publishers. The Publisher & Designer Track is all about helping you on your journey to making a tabletop game. These events include something for everyone at every stage of the process. There are events to help you get your creative brain bubbling or help you with practical aspects of making your games a reality.

The Publisher-Designer Speed-Dating and Publisher-Designer Networking events have an application process and are invitation-only events. Keep an eye on our website to find out how you can sign up for next year's events. Everything else is free and open to anyone and you can just attend, although some events have a finite capacity so arrive early to avoid disappointment.



PLAYTEST

The Playtest Zone is an area specifically designed to allow game designers and members of the public to test new games that are still in the design phase of their production. The gamers get to play new games before they are published, give their input and maybe get a playtesting credit. The designers gain valuable feedback to help them develop their games further.

PLAYTEST UK

Playtest UK is a friendly group of board/card game designers and playtesters that meet regularly in London, Cambridge, Newcastle, Brighton, Cardiff, Leeds, Enfield, Bath, Norwich, Edinburgh, Reading, Birmingham, Sheffield, Oxford, Bristol, Dundee, Cornwall, Southampton and SE London. (It's free to join and attend.)

PLAYTESTERS

- Just sit down to play new games. There is no charge.
- Give your feedback.
- Prototypes will be in various genres and difficulties; there should be something for everyone to try. No sign-up necessary.
- Playtest feedback forms will be provided on the day on request.






All playtesters who play a prototype will be entered into a draw for games prizes.

Designers can book a playtest slot to bring a prototype and get feedback from everyone who plays their game. Booking in should be done before the Expo by visiting the [Book a Playtest Slot page](#) to reserve a slot. A charity donation is encouraged to take part.

UK GAMES EXPO

NEC HALL 1

SEE MAP OPPOSITE

-  **HELP DESK** PAGE 6
-  **FOOD AND DRINK** PAGE 13
-  **EXHIBITION SERVICES** PAGE 13
-  **TOILETS**
-  **MERCHANDISE**

 **SHOP & DROP** PAGE 6

 **PLAYTEST ZONE** PAGE 21

NEC EXHIBITOR HALLS OPENING HOURS

TRADE HALL
 Friday: 9am - 6pm
 Saturday: 9am - 6pm
 Sunday: 9am - 4pm

NEC GAMING & TOURNAMENT OPENING HOURS

HALLS
 Thursday: 7pm - 11pm
 Friday: 8am - midnight
 Saturday: 8am - midnight
 Sunday: 8am - 6pm

MAP CORRECT AT TIME OF PRINT AND IS SUBJECT TO CHANGE.



 
MERCHANDISE

ENTRANCE



NEC HALL 2

SEE MAP OPPOSITE

FOOD AND DRINK PAGE 13

TOILETS

LET'S PLAY ZONE PAGE 10

CHILDREN'S RPG PAGE 12

CHILDREN'S ZONE PAGE 10

SHOP & DROP PAGE 10

BRING & BUY PAGE 20

NEC EXHIBITOR HALLS OPENING HOURS

TRADE HALL

Friday: 9am - 6pm
 Saturday: 9am - 6pm
 Sunday: 9am - 4pm

NEC GAMING & TOURNAMENT OPENING HOURS

HALLS

Thursday: 7pm - 11pm
 Friday: 8am - midnight
 Saturday: 8am - midnight
 Sunday: 8am - 6pm

MAP CORRECT AT TIME OF PRINT AND IS SUBJECT TO CHANGE.



UK GAMES EXPO

NEC HALL 3

SEE MAP OPPOSITE

FOOD AND DRINK PAGE 13

TOILETS

NEC EXHIBITOR HALLS OPENING HOURS

TRADE HALL

Friday: 9am - 6pm
Saturday: 9am - 6pm
Sunday: 9am - 4pm

NEC GAMING & TOURNAMENT OPENING HOURS

HALLS

Thursday: 7pm - 11pm
Friday: 8am - midnight
Saturday: 8am - midnight
Sunday: 8am - 6pm

HOW STAND NUMBERS WORK (EG. 2-399)

2 = HALL NUMBER

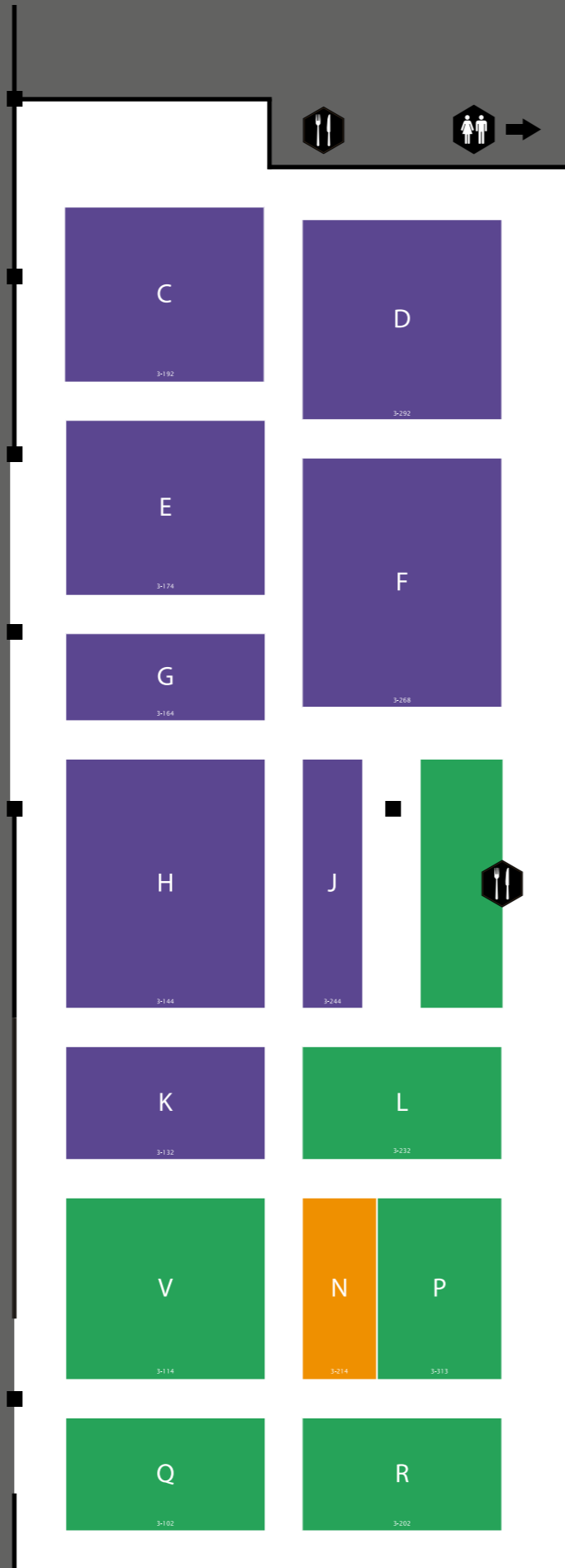
99 = APPROX. DISTANCE FROM START OF AISLE IN METRES

3 = AISLE NUMBER

ODD NUMBERS ON THE LEFT
EVEN NUMBERS ON THE RIGHT

MAP CORRECT AT TIME OF PRINT AND IS SUBJECT TO CHANGE.

HALL 2



A BIG THANK YOU

Richard Denning and Tony Hyams would like to thank everyone who helped plan and build UKGE 2022 especially considering this last, most extraordinary year and in particular the uncertainties of the last few months. In particular we thank:

Tessa Norris UKGE Administrator
Christophe Finnegan UKGE Logistics Manager and Awards Manager
James Bowles Marketing Manager
John Dodd Front of House and RPGs
Jude Dodd Hilton Manager

Jason Garwood Bring and Buy manager
Keith Thomasson Exhibitor Manager
Patrick Campbell Exhibitor Liaison
Jane Denning & Valerie Thomasson Exhibition Services
Abbie Hyams Ambassador Manager

Clare Hannah & Andy Stevenson Volunteer Managers *as well as long serving Simon Fletcher who steps down from that role*
Millie Lavelle Seminars and Live Events Manager
Mike Follett IT Manager

Nicky Hyams Merchandise Manager
Claire Hyams Cash Manager
Akha Hulzebos Programme Editor
Tom Usher Website Coding
Larry Brangwyn User Experience

Additional thanks to the Team Leaders and other individuals who come on board on Expo weekend.

TEAM LEADERS

David Batton
Darren Green
Christopher Parkinson
Rebecca Pritchard

Chantal Spaul
Kevin Cliff
Tracey Willis
Tom Short
Michael McLaughlin

Pete Darby
Charles Pritchard

CHILDREN'S RPG LEADER
Richard Law

GUEST LIAISONS

Iain Launchbury
Debbie Leung

Tony and Richard would also like to express gratitude for the partners who run sections of the show: Playtest UK, Mind Sports Olympiad, Imagination Gaming, On Tabletop, Galactic Knights, Ardenweard, Wyntercon Cosplayers, Sons of Skaro all our Live Acts and Seminar Speakers and of course our show build partners Nautilus, and the 200+ volunteers, umpires, GMs, cosplayers and others without whom UKGE just couldn't happen.



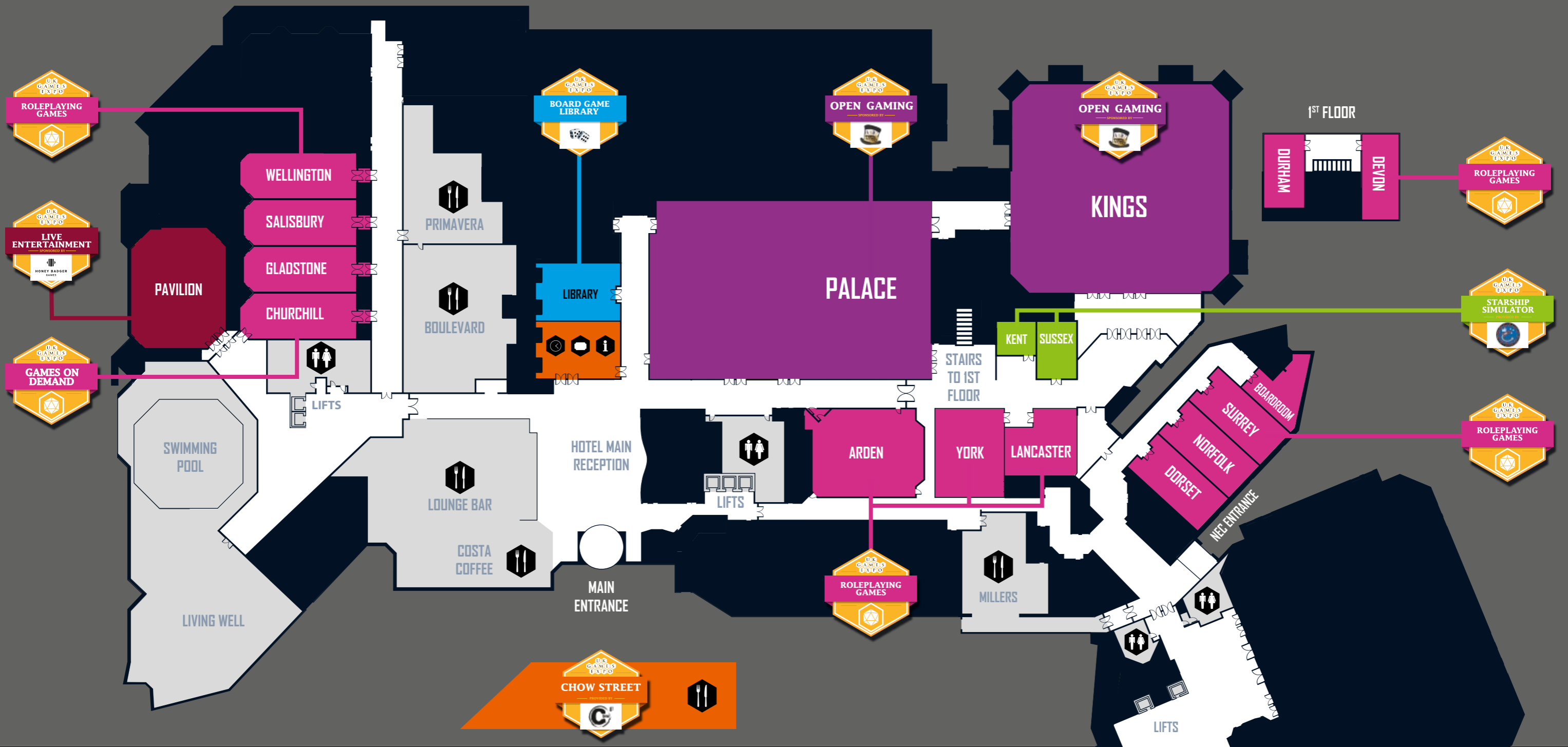
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UK GAMES EXPO

HILTON HOTEL

-  TICKETING PAGE 16
-  HELP DESK PAGE 6
-  FOOD AND DRINK PAGE 13
-  TOILETS
-  EVENT DESK

-  BOARD GAME LIBRARY PAGE 6
-  CHOW STREET PAGE 13
-  GAMES ON DEMAND PAGE 19
-  LIVE ENTERTAINMENT PAGE 14-15

-  ROLEPLAYING GAMES PAGE 19
-  STARSHIP SIMULATOR PAGE 19
-  OPEN GAMING PAGE 7

HILTON OPENING TIMES

OPEN GAMING IN THE HILTON HOTEL
 Friday: 10am - Midnight
 Saturday: 10am - Midnight
 Sunday: 10am - 5pm

ROLEPLAYING ROOMS
 Friday: 9am - Midnight
 Saturday: 9am - Midnight
 Sunday: 9am - 7pm

EXHIBITORS

#

A

B

2D6 Games	1-1124	Board games of (mostly) Estonian origin.
3D Art Lab	1-452	3D TERRAIN TABLES, DOCKFIGHTERS an epic dieselpunk aerial combat game and SPACE KRAKEN.
3 Dice	1-152	Perfectly Balanced 3 dimensional Dice, in D6 and Polyhedral sets.
A1 Toys and Static Games	1-414	A1 Toys are a specialist toy shop stocking a massive range of toys, games, limited edition.
Abandoned Lighthouse Games	1-980	If you like dark narrative driven adventure filled with menace check us out!
ABC Brushes	2-T7	Brushes perfect for all types of model painting.
Absolute Ascendancy	1-224	Indie board game developer and author.
Acerbus LTD	1-126	Birmingham based games publisher.
Acheron	2-388	Independent publisher specializing in fantastic fiction in an Italian setting.
Aconyte Books	2-1038	Your friendly fantasy publisher brings you new adventures and world-expanding fiction.
Adder Stone Games	1-567	We make Legends of Avallen, a mythical Celtic-Roman RPG.
Adversity Games	2-569	Publisher of the Nightlancer board game and Wasters the old school cyberpunk RPG.
AEG Meeting Room	2-375	Meeting room for Alderac Entertainment Group.
Aeronautique Games	2-341	We design and produce family games about flight to support STEM education.
Aleto Games	1-334	UK Board Games Distributor.
All About Games Consulting	1-975	Our team has 65+ years of experience driving innovation in the tabletop gaming industry.
Alley Cat Games	1-714	Publishing fun board games bursting with theme.
All Rolled Up	1-942	Game rolls, dice bags, folding dice trays, bittrays, Indie role-playing games, dice.
Anne Stokes Collection	1-351	Fantasy artist Anne Stokes will be on the stand with a wide selection of her art.
Anomalia Games	2-808	Sellers of the finest accessories and innovations in tabletop and card gaming.
Archon Sp Zoo	1-880	Toy and game manufacturer from Poland
Ares Games Shop	1-305	Ares Games is the publisher of War of the Ring, Wings of Glory, Sword & Sorcery, and more!
Ares Games SRL	1-302	Ares Games is the publisher of War of the Ring, Wings of Glory, Sword & Sorcery, and more!
Asmodee Dedicated Gamers	1-1092	For the Dedicated: play games like Ark Nova, Scythe, and even worldwide preview!
Asmodee Gateway Games	2-664	Gateway Games is a gamer's picnic paradise, great for all ages - the fun starts here!
Asmodee Hobby Next	2-1004	Fantasy Flight Games, Atomic Mass Games, Wizards of the Coast & more all in one place!!
Asmodee Party Games	1-352	Come and join the Party! Fun party games for all the family like Bezzerwizzer & Just One!
Asmodee Preview Zone	1-756	Shhh...VIPs only
Asmodee Unbox 'N' Play	1-652	Unbox 'N' Play your new favourite game: Repos Productions, Libellud, Stonemaier and more!
Asmodee Unbox Now	1-1106	Find your favourites like Ticket to Ride, Pandemic, Format Games, and more!
Aspalax	1-436	3D artist specialising in 3D sculpted & printed minifigures.
Atikin Games	1-1058	The Home of Hand Crafted Gaming.
Atlantis Miniatures Ltd	2-T16	28mm highly detailed Goblins, Orcs, Trolls and creatures miniatures cast in Resin.
Autismo Autism Challenge	2-663	A Life Skills Educational game for everyone to understand Autism.
AWA Game Design Ltd	1-1161	We are presenting for the first time the brand new sci-fi tabletop wargame: War On Terra!
Awards Showcase	1-992	See all the entries short listed for the UK Games Expo Awards.
Awfully Queer Heroes	1-264	Queer TTRPG Content Creators
Backspindle Games	1-T90	Award-winning family and strategy boardgame publisher.
Bad Squiddo Games	2-925	Home of believable Female Miniatures.
Band of Brothers Charity Game	2-774	Large scale wargame set in Normandy.
Bardic Inspiration UK	1-1054	Roleplaying accessories company from Northern England and Scotland.
Basically Wooden	1-246	We make unique game storage boxes and accessories to enhance your games!
Battle Foam	1-1019	The world's leading producer of storage solutions for tabletop gaming
Battle Of The Breweries Ltd	2-443	Publisher of brewery based trading card game.
Battle Systems	1-1042	Tabletop gaming terrain and our games Core Space and Maladum.
Bifrost Miniatures by Warbases	1-325	Fantasy Miniatures, MDF gaming accessories.
Big Potato Games	1-614	Visit the Big Potato stand to try out some of our brand new party games!
Big Punch Studios	1-1085	Big Punch Studios are the creators of the hit daft family game Sandwich Masters!

Biscuit Tin Games	2-220	A pair of game designers - Fay and Tom.
Black Chantry Productions limited	1-130	Black Chantry Productions are the publisher of Vampire the Eternal Struggle
Black Scorpion Miniatures	1-1154	32mm resin collectable miniatures. Old West, Pirate and medieval miniatures.
Blackwell Games	2-444	Freelance Writer, Game Designer, and RPG zine creator.
Blue Donut Studios Ltd	2-211	UK based games designer and publisher.
Blue Orange Let's Play Zone	2-638	The Blue Orange Let's Play Zone focuses on games ideal for the family to play together.
BOARD AND DICE Sp. z.o.o.	2-427	Designs, develops, and publishes family and strategy board games.
Board Game Extras	1-968	Providing that something extra for your board gaming experience.
Board Game Hub Ltd	1-256	Demo Tranquility: The Ascent, Tusky Joe's Snorkel Adventure and Rift Valley Reserve
Boda Games Manufacturing	2-409	Highly experienced and longstanding manufacturer in the board and card game industry.
BOMBYX	1-738	Each of our games takes you to a different universe!
Born in the Barn	1-1059	Various RPG Dice Spinners, D&D Accessories , Create your own D20 Necklaces!
Brambledown Designs	1-1052	Pop art and fan art, original art and prints
Bright Eye Games	2-825	We believe in bringing friends and family together to share in the joy of great games!
Bring and Buy	2-854	Sell your old games and look out for bargains.
Britannia Games	1-331	The premier Fantasy Role-playing games for Medieval and High Fantasy Games.
Broken Mill	2-372	Play as animal spirits and sew pieces of land together in World Stitches.
Bubblegum Stuff Ltd	1-630	We're a small gift and games company based in London.
Burley Games Ltd	1-1008	An independent designer, manufacturer, distributor and wholesaler of board games.
Buttons and Crystals	1-120	Hand Carved Quality Crystals.
Bydand Design	1-537	I design and make jewellery and accessories from my home in Lincolnshire.
Cake of Doom	1-265	Aliens takeover the world... with cakes. Try out Cake of Doom! Kickstarter coming in 2022.
Caltrop Games	2-356	Caltrop Games is a new board game developer, showcasing our first game Scars of Baladorme!
Camden Games	1-734	London based games publisher.
Canterbury Christ Church University Students	1-892	CCCU is here to display some games that were made whilst studying on the course.
Card Noir	1-470	Card Noir is a London based tabletop game publisher with a passion for fun and creativity.
Cards Lab	1-1158	CardsLab is a board games startup that aims to revolutionize the educational games market.
Carrooka	2-447	A brand new finger-flicking blend of Snooker and Carrom.
Cartamundi Services	1-866	Manufacturer and Publisher of games.
Cartamundi Services	1-1133	Manufacturer and Publisher of games.
Catan Studio	1-702	Develop and publishes Catan games.
Cerberus Studios	2-315	Cerberus Studios is a small design studio designing and manufacturing 32mm and 54mm minis.
Chaos Cards	1-314	A leading UK retailers for board games, miniatures, trading cards and accessories.
Chaosium Inc	1-1035	Publisher of Call of Cthulhu, RuneQuest, Pendragon, 7th Sea, roleplaying games & fiction.
Chaos Publishing	1-828	Dedicated to bringing entertaining and captivating board & card games to your tabletop.
Cheatwell Games	2-572	Family board games, card games, kids games & party games.
Children's Roleplaying	2-786	An area for 5 to 12 year old to play roleplaying game adventures.
Clockwork Arcana	2-543	Devices and Curiosities for the Discerning Adventurer.
CloudRunner Games	1-154	Book of Skulls: Slayers of Eragoth the game that combines Fantasy with Metal music.
CobblePath Games Ltd	1-164	Roleplaying publisher.
Cogito Ergo Meeple	2-550	Solar 175, the dystopian, sci-fi legacy game will feature at the CEM stand this year.
Coiledspring Games	2-622	We are the UK's exclusive distributor of some of the best games and puzzles on the planet!
Coiledspring Heroes including Giant King of Tokyo	2-524	Enter the bestselling hero range, leading the way in family games!
Colostle	2-450	A solo RPG rulebook for adventure campaign through the world of Colostle.
Cosmic Collar Craft	1-255	Handmade home creation pet items and accessories. Including collars and leads.
Cosplay Zone	2-578	Meet cosplayers dressed as superheroes and characters from Dr Who and Starwars.
Counter Attack	1-114	Who is the greatest football manager of all time? Let's find out!
Crab Studios	1-1180	Quick, fun, competitive gateways games for the whole family.
Crafts and Wonders	2-501	Craft items.
Craig Foster	1-892	Participant recruitment for research project around the social identity of tabletop gamers.
Creative Quest	2-T20	RPG Handmade Accessories, Notebooks, DM Screens, Dice, Boxes, Bags & much more.
Critical Kit Ltd.	2-470	Dice, accessories, and original publications for role-playing games.
CRITIT.CO.UK	2-577	A host of RPG gaming accessories including, dice, boxes, DM Screens and much much more!

Crooked Dice Game Design Studio	1-108	Wargaming in the world of cult TV.
Crowdfunding agency	1-467	Advice and solutions to build an effective campaign strategy.
Cubicle 7 Entertainment Ltd	1-1002	Award winning team behind roleplaying games such as Warhammer Fantasy Roleplay and 40k!
Cubiko	2-547	Award winning wooden boardgames for the family.
Cubyria	1-274	A 3D print-and-play tile-laying game now live on Kickstarter!
Cultzilla	2-471	From The Deck of Many Things to maps of Arkham, you'll find it here.
Curieus Games Ltd	1-575	Publish the Megawatt card game.
Czech Games Edition	2-420	Creators & publishers of Codenames, Galaxy Trucker, Lost Ruins of Arnak and more!
Darren Pearce	2-406	British fantasy and sci-fi author, game designer.
daVinci Editrice	2-516	Italian board game publisher.
Dazbog Games	1-569	Publishers and designers of Overtime, the satirical card game of no work and all play!
Decking Awesome Games	1-1155	Irish designers demoing two new games, Bumper Bots on Titan and Save Snowball.
Devilfly	2-218	A pair of designers Chris and Nick.
Devir	1-602	Devir are known for their high quality components, innovative artwork and great games!
Dice Coalition Games	2-348	Dice Coalition Games is a small publisher from Sweden bringing to you our first game.
Dice & Destiny	1-225	Dice & Destiny - Canterbury's Friendly Tabletop Gaming Store.
Dice Goblin	2-221	We are (goblin) dice merchants launching our first Kickstarter this Summer 2022!
Dice Kapital	1-266	Indie TTRPG Publisher.
Dicesports	1-335	Publsiher of Z War One and Air Flix.
Dinky Dungeon	1-894	30 Minute dungeoneering floor game sponsored by Paizo.
Dissent Games	2-482	Capture literary monsters in a cursed library, disarm war planes, or Roll & Colour a card!
DMB Games	2-T33	DMB Games is a company that produces high quality games, 3D Scenery and Accessories.
DnDice	1-936	Roleplaying and gaming dice sets.
Don't Hurt Birds	1-231	Roleplaying Publisher.
DragonPainter	2-463	For all your mini and painting needs.
Drags 2 Riches	1-555	Drags 2 Riches™ is the deckbuilding card game that lets you live your drag truth!
Dranda Games	1-T93	Come and play Isle of Trains: All Aboard, Solar Sphere, Solar Storm and more!
Drawlab Entertainment	2-201	Find TacTiki, the 2-player strategy game and the newest sets of Legendary Metal Coins!
Dream Big Games Ltd	1-1062	Demoing all weekend 'Wardens of Wulvengrad', a cooperative monster hunting boss battler
D.Taylor Woodworking	1-1164	Handmade wooden gaming accessories and props.
Dungeon Bones Ltd	1-474	Accessories for Roleplaying Games.
Dyce LLC	1-336	We make 5-star party games for adults and families.
East Street Games	2-216	An independent tabletop games designer and publisher based in South England.
Eclectic Games	1-864	Games retailer based in Reading.
Edge Hill University	1-108	Game design course.
Eely River Games	2-390	Board Game Publisher publishing first game.
Eerie Idol Games	2-337	Showcasing our board / card game The Old King's Crown.
Eldritch Rach	2-423	LGBT+ D&D and cryptid merch - including patches, pins, facemasks, prints & stickers.
EN Publishing	1-301	EN Publishing (noun): "a purveyor of fine roleplaying game products."
Enrica Martiné Studios	2-541	Artist - Dice Maker - Miniature Sculpture - Playing Card Designer - Sculpture.
Escape Advent Calendars and Games	1-1162	Escape game themed calendars.
Escape Plan Board Games	2-920	We'll be giving demos of our games: Stop the Train! / Hit the Silk! / Run for your Life!
Eurydice Games Ltd	1-226	Eurydice Games make fast, fun games including the FlickFleet space combat dexterity game.
Everything Epic	1-214	We're Everything Epic Games! We make highly thematic, often co-op, but always EPIC games!
Exhibition services	1-1184	Find out about exhibiting, our marketing options and our convention support service.
Exit 23 Games	2-345	The UK home of Turbo Dork paints, Relicblade and diverse miniatures.
Ex Stasis Games	1-263	We make bite-sized RPGs and great big books, mostly with a horror or dark fantasy twist.
Fabryka Kart	2-379	FABRYKA KART is our brand as a game and playing card manufacturer.
Fanattik	2-310	Dungeons & Dragons, Yu-Gi-Oh! and Magic the Gathering gifts and collectibles.
Firestorm Cards	2-T45	Games retailer.
Floodgate Games	2-819	Minnesota based games publisher.
Flybridge Studio	1-373	Games publisher based in Poland.
Folded Space	1-876	Lightweight and affordable, quality board game inserts and organisers!
Football Fortunes Limited	1-118	Football based board game.
Footprints on Forever	1-976	Make wonderful hand-made clothes.

Forest Hill Distribution	2-585	Selling games wholesale and retail, from small developers in New Zealand.
Free League Publishing	1-536	A Swedish publisher of award-winning tabletop role-playing games set in wondrous worlds.
Frenemy Games Studio	2-353	A party game for people who like games, drinking, and sabotaging their friends.
Full Colour Fantasy	1-506	Full colour and personalised dungeon tiles, dice towers, dice and other items.
FUNFORGE s.a.r.l.	1-1075	We make quality boardgames with strong themes to make you travel without moving.
Galakta	1-305	Publisher of Age of Thieves, Andromeda and other games.
Galakta	1-302	Publisher of Age of Thieves, Andromeda and other games.
Gamegenic	2-302	Gaming accessories including card sleeves and boxes.
Gameland	2-720	Publisher off Too Many Bones, Undertow and other games.
Games Lore	1-T40	Telford based retailer.
Gameslore Pack and Post	1-T36	Too many games to carry? Post them home.
GamesQuest	1-766	Board game specialist providing retail, fulfilment and with TradeQuest - distribution.
Games to Get Limited	1-408	Publishers of the Sussed card games.
Games Workshop Ltd	1-802	Manufactuer of Warhammer Age of Sigmar and Warhammer 40,000..
Gameteer Ltd	1-924	Gaming T-shirts, goods and accessories.
Game Toppers LLC	1-960	A portable gaming top that converts your table into a high quality gaming surface.
Gatehouse Gaming UK	1-1067	Your one stop shop for basing terrains, buildings, scatter and dragons cant forget dragons.
Gaugemaster Controls Ltd	2-324	Gaugemaster is offering scenic modeling products from leading manufacturers.
GCT Studios Ltd	1-202	Publishers of Bushido, Rage of the Kage and other games.
Geeknson Ltd	1-842	Board game tables for playing and dining.
Geeky Nerd Toys	1-269	Collectible toys and figures.
Gelatinous Cute	1-142	Handmade polymer clay & resin nerdy, D&D themed crafts & jewellery.
Gen42 Games	2-715	Award-winning games, Hive, Tatsu and puzzle game Feed Me!, Red Panda and VektoRace
Genki Gear Ltd	1-440	Original fun quality t-shirts and gifts.
Giant Risk Game	2-879	GIANT RISK Napoleonic themed game.
GMD Online & Digitally Printed Ideas	2-1037	GMD Online and Digitally Printed Images are a Games Design, Print & Publishing Company.
Goblin King games	2-215	Moonstone is a whimsical fantasy miniatures based skirmish game for 2-4 players.
Golden Doughnut Games	2-448	Chip & Collect! Action packed card game of bird battle & chip grabbing beside the seaside!
Goliath	1-952	40 years heritage of fantastic games! Visit us for Kids, Party, Family and True Crime!
Good Luck Games	2-222	Games Publisher.
Greater Than Games	1-852	Play demos of Spirit Island, Sentinels of the Multiverse, Sentinel Comics RPG, & more!
Greetings, nerds!	1-229	Handmade trading card stands, dioramas, greetings cards and nerdy gifts
Haba Children's zone	2-738	The Haba children's zone focuses on games perfect for younger children.
HABA, HABA Sales GmbH & Co. KG	2-730	HABA offers games that connect generations and last for years.
Hachette Boardgames UK	2-538	We distribute 24 publishers in the UK! 18 games ready for you to play at our stand.
Hall 1 Help desk	1-T57	Any questions about the show? Ask us.
Hall 1 Shop and Drop	1-1152	A place to drop off your shopping so you can go and shop some more.
Hall 2 Help Desk	2-780	Any questions about the show? Ask us.
Hall 2 Shop and Drop	2-880	A place to drop off your shopping so you can go and shop somemore
Hall or Nothing	1-1016	Hall Or Nothing delivers thematic tabletop games where quality cannot be compromised
Handiwork	1-228	We are a Scotland-based games publisher of Beowulf and other games.
HannahMayCreate	2-564	Artist, Illustrator, maker, dungeon master!
Happy Violet	1-1166	Publisher of Get Past and Go.
Harps Corporation Ltd	1-434	Dice boxes and other accesories
Hatchlings Games	2-1021	Create roleplaying experiences for all-ages.
Heavy Waite Gaming	1-1054	Creating a home brew world compatible with 5e.
Hellion's Art	2-410	Fantasy and Sci-fi artist.
Hettistich	2-549	UK based, sustainable fashion, accessories and homeware business and costume designer.
Holy Grail Games	1-T98	Holy Grail Games has got lots of exciting games on show this year!
Honeybadger Games Ltd	1-464	Edible Dice, Meeples, Potions and More...
Hopes Game	1-156	Chinese manufacturer of board game, card game and puzzles.
Hopwood Games	1-563	Daring Dustbunnies being shown all weekend
How Am I Weird Games	2-369	Games for the Weird and Wonderful.
HWS	2-323	HWS - Find you next adventure... books and events
H&Z Corporation	1-673	Heat packs for necks and shoulders

Epic roleplaying encounters, right out of the box!

Barrow of the Corpse Crawler

Want a BIG challenge? Grab a boss box! These sets, like Barrow of the Corpse Crawler, contain standalone set-piece encounters that can be used in any campaign. Inside, you'll find a HUGE boss mini, game mat, and an adventure book packed with enough prompts, stats, and monster knowledge to set your imagination alight.



Have an Epic Encounter at Booth 1-1026

Epic Encounters

Hive of the Ghou-Kin

Each warband box, like Hive of the Ghou-Kin, contains a plot-driven adventure with a rich fantasy setting. Each set includes highly detailed, pre-assembled minis, an adventure book, and double-sided game mat to bring your story to life. Slot your warband box into an existing campaign, play as a one-shot adventure, or combine with a boss box for a climactic finish!

Compatible with
the world's favourite
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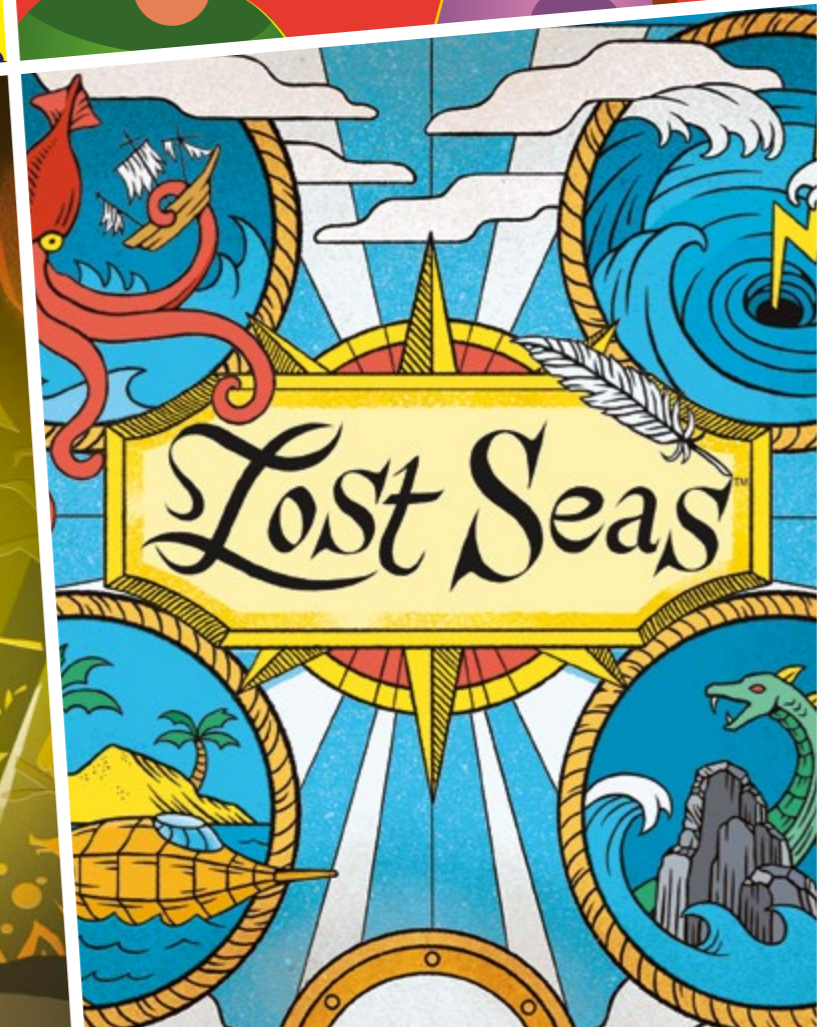
Ian Livingstone	2-T10	Fighting Fantasy Author.
Icklefam Games	1-262	Promoting our first game Wonky Wheels.
Iconz LTD	1-162	Clothes and accessories.
IELLO	2-814	Come and play the newest familial and gamer games by IELLO.
Illusionary Constructs	2-918	Digital and traditional media artist, creating works from the abstract to the fantastical.
Imagination Gaming	2-649	Family game and educational specialist.
Inside the Box Game Studio	1-514	Inside the Box Game Studio is a tabletop publisher and design studio based in East London.
Iron Gate Scenery	1-319	3D Printed Scenery & Miniatures.
James Hayball Art	2-509	Sci-fi and Fantasy Artist.
Japanime Games	2-102	Carry a wide range of Anime and Japanese-themed board games and accessories.
Johan Basberg	1-438	Here you'll find a playable prototype of our first game FOCUS! Last Roll for the Hangul.
Jonathan Green	2-T10	Adventure game book author and Fighting Fantasy contributor.
Kasasagi	1-468	Gorgeous and unique hand made jewellery for any occasion.
Kawaii Krafts	2-665	One of the UK's biggest handmade Pokemon terrarium creator.
Kitten Poker Ltd	2-344	"Draggos" are tiny adorable dragons that are in the process of being made into a card game
Kore Gaming	1-217	A mix of cool vehicles in a variety of scales!
Kosmos Games	1-602	High quality board games from Kosmos.
Kuma Cards	1-501	Come find us for: Pokemon, Yugioh, Magic, DragonballZ, Games, Pop! Vinyl, Plush, Japanese.
Laserox	1-220	We design and craft high-quality board game organizers and accessories.
Lazy Dragon Gaming	1-357	Specialists in TCGs, Miniatures Games, and Board Games
Leisure Games	1-845	Specialist games retailer stocking a huge range of board and roleplaying games.
Level Bedded	2-457	We offer unique laser cut and 3D printed accessories for your table top adventures.
Leyline Press	1-367	Produce indie tabletop roleplaying games and sci-fi & fantasy adventure modules.
L.L. Studios	1-1151	Hand finished game accessories for R.P.G's and Tabletop gamers.
Loke BattleMats	1-426	Loke Battle Mats are publishers of RPG Battle map books and other DM tools and accessories
Lonely Red Planet	1-213	T-shirts, hoodies and jackets.
LongPack Games	2-438	Games manufacturer with decades of experience.
Lucky Duck Games	1-638	Lucky Duck Games specializes in narrative and digital hybrid (app-supported) board games.
LudiCreations	1-847	Unusual Games .
LUDO FACT GmbH	1-535	Manufacturer of board and card games
Ludorati UK	2-105	Games cafe and retailer.
LunaLynes Illustration	2-442	Cute designed dice bags, scrunchies and more. Everything designed and made by me.
Luudos Studio	1-683	Publisher of Dracula, Cthulu island and other games.
MacGuffin & Co	1-231	Smart Roleplaying Games for Cool Weirdos.
Mage	2-416	Game Publisher.
Magic Geek	1-206	A small family run business selling CCG's, board and card games and accessories.
Magic Madhouse	2-602	The UK's largest online Magic: The Gathering store.
Maggie Games	1-752	You can find creator-owned and officially licensed tabletop roleplaying games.
Man O Kent Games	1-136	Designers and publishers of games small on size but big on gameplay.
Marisa Noelle	2-510	Writer of dystopian, science-fiction, fantasy, horror & mental health.
Maths Trade	1-792	Meetup to swap games.
Medusa Games	2-502	Indie publishers of board games and card games with a historical or mythological theme.
Meeple Games	2-456	Friendly Local Board Game Shop in Durham.
Mercia Books	2-510	Indie publisher of fantasy and historical novels including the Northern Crown Series.
Mighty Boards LTD	1-368	Visit the Mighty Boards stand to get an exclusive first look of our newest games!
Minerva Tabletop Games	2-551	Play and pick up Swatch: the abstract game of art, on general release for the first time!
Mini Mysteries	2-566	We make action-packed puzzle adventures by post to play with your family!
Moaideas Game Design	2-312	Established in 2011, we are one of the leading board game publishers in Taiwan
Modiphius Entertainment	1-552	The home of tabletop storytelling.
Modular Worlds	1-1067	Tabletop Miniatures, Terrain & More.
Molinarius Games Ltd	2-485	Molinarius Games Ltd design, develop and publish unique niche games
Mon Chaton	1-445	Craft items.
Mostly Curious Games	2-466	Models and curiosities.
Mottokrosh Machinations	1-462	The craft beer of tabletop roleplaying games.
MT Wallet Limited	2-479	Family fun board Game Manufacturer. The home of Christmas Rush
MythicComicsandArt	1-579	Swansea based digital artist with a love for mythology, folklore, comics and gaming.
Mythic Games	1-902	Develop high quality games by combining great mechanisms and immersive lore.



NEXT STATION LONDON™



Visit Coiledspring Games on stand 2-622 to play!



Natural Twenty Gaming Tables	2-224	We make gorgeous board gaming tables and other wooden accessories!
Naylor Games Ltd	2-T23	A tabletop games publisher that's ambitious about games.
Netherborn Games	1-257	We make tabletop roleplaying games, comics and t-shirts.
Next Dimension Games Ltd	1-573	Publishers of Evoform and Go ahead punk!
Night Quest Ltd	2-478	Night Quest is an epic fantasy drinking game; an easy pick up and play party game for all!
Ninja Cards	2-402	Specialising In PRE 2001 WOTC Japanese Pokemon Cards.
Nisei	2-907	Gear up for the future of Netrunner.
Nona Gallery	2-930	From magical Talismans to monsters and witchcraft, come and say hi and find out more!
Nuts! Publishing	1-T21	Demos of Diluvium (a 1 hour 4X) and Port Arthur (2nd game of the Combat Rations series)
Obsolete Goat	1-239	Freelance artist and lover of D&D.
Ocean City Games Ltd	2-554	Showcasing Isla, our new roll and write game coming to Kickstarter in 2022.
Oddity Works	2-358	Oddity Works will be demoing their brand new game - Magnificent BarStars!
Oink Games GmbH	1-1018	We are from Tokyo, Japan and make small boardgames that cover a wide range of game genres!
Onebold Studio	1-223	Onebold Studio is an independent publisher showcasing its latest game 'Fate Of Witches.'
On The Board - Games	2-373	Publisher of On The Board Rock and Pop Quiz.
Osprey Games	1-927	Osprey Games is a publisher of board and card games, wargames, and roleplaying games.
Over Yonder Games	1-253	We sell modular terrain for use in table top games, roleplay, or historical displays.
Panda Friends	1-341	Canadian Games Publisher.
Panda Game Manufacturing	1-252	Manufacturing services by gamers for gamers.
Paper Boat Games	1-605	Publishers of Snapshot: Wildlife Photographer and Cloud Foxes. Come by for a game demo.
Parable Games	2-1019	Creators of the Horror Movie RPG - SHIVER.
Parallel Worlds	2-338	A wide variety of merchandise including trading cards, jigsaw puzzles, figures and POPs.
Patrick's Art Room	1-456	Gaming Art and handmade terrariums
Patriot Games Ltd	1-1045	Custom made mats and gaming accessories.
Pavilion Distribution LTD	2-826	Come and discover D&D and Magic: The Gathering augmented reality pin badges!
Peculiarity	1-1124	Indie publisher of peculiar games.
Pegasus Spiele GmbH	2-802	Play First Rat or Micro Macro Crime City with us at the booth.
Pelgrane Press Ltd	2-429	Pelgrane Press publishes character-driven, story-focused tabletop RPGs.
Persona Toys LTD	2-618	Collectables with character.
Peruke Games	1-505	The quick fire dice game of strategy, tactics & luck. Easy to learn & very addictive.
Phalanx Co. Ltd	1-402	Innovative, historically-themed wargames and euro-style games with outstanding production.
Phillip S.Davies	2-510	Author of the Destiny Rebel trilogy.
Pixel	1-242	Deck of cards with beautiful pictures and offers infinite variations for solo & team play.
Planet Smasher	1-136	Independent tabletop games design & development studio.
Play For Keeps	1-235	Independent UK based board game publisher.
PlayStrategy	2-1137	playstrategy.org is an abstract games website featuring Chess, Draughts, Othello and more.
Playtest UK	1-792	Playtesting of games in development.
Pokemon Sphere	1-344	We bring desirable products, both vintage and new, to you at competitive prices!
Portal Games	2-818	Publisher of Gutenberg, Everyone lies and other games.
Primal Atom Games	2-T1	Roleplaying Publisher.
Prometheus Game Labs	1-1160	Play a game of Micro Dojo and walk away with a free copy.
PSC Games	2-726	Indie publisher with a passion for strategy games including games: Blitzkrieg! & Caesar!
Pwork Wargames Srls	1-746	Italian manufacturing company, specializing in game mats, terrains, RPG accessories.
Pyramology	1-268	The 3D pyramid stacking game.
Quantum Games	2-486	Stocking a range of weird and wonderful games and exclusive Expo bundles.
Queen Games GMBH	1-502	Publisher of Kingdom Builder and other games.
Radical 8 Games Ltd	1-261	York based board game design and publishing.
Ralph Horsley	2-505	Fantasy artist with prints, posters, and paintings for sale, including lots of Dragons.
Raptor Island	1-T6	Raptor Island is a fast paced, 2-5 player, action card game where players.
Ravensburger Ltd	2-764	Publisher of Family games.
Realm Runner Studios	2-530	Realm Runner Studios is an independent entertainment studio based in Dorset, England.
Rebellion Unplugged	1-540	The tabletop gaming division of Rebellion and publisher of Sniper Elite: The Board Game!
Rent, Shuffle and Roll	2-342	Rent, Shuffle and Roll! We have a huge selection of board games available for monthly rent.
River Horse	1-T83	Creators of the Labyrinth and Dark Crystal Adventure games, Tails of Equestria, and more!
Rogue Artist Creations Ltd	1-521	Creators of Top Hats And Treachery, Merchants Of Infinity and SKAL! Also: massive dice!
Rogues Gaming	2-343	Retailer of Magic: the Gathering, Dungeons and Dragons and other games.

All About Games



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WE BELIEVE LONG-TERM PARTNERSHIPS ARE KEY TO YIELDING THE BEST RESULTS

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OUR SERVICE PACKAGES INCLUDE:

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- Localisation and Distribution Sales ○
- ✕ Recruitment ✕
- Business Development ○
- ✕ License & IP Acquisition ✕
- And more ○

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Rookstone Games	2-467	Publisher of Edict board game.
Rowan Rook and Decard Ltd	2-330	Roleplaying publisher.
Rubicon Models UK Ltd	1-733	28mm Wargame vehicles and figure manufacturer
Ruined Sky Games	1-1151	Ruined Sky Games is the self-publishing imprint for games designed by Robin and Ada Kay.
Runaway Parade Games LLC	1-1137	Fight fire with fire in our fast-paced, competitive fire fighting game, Fire Tower.
Sabrewolf Games	2-563	Indie publisher of card games including YOHO (You Only Hang Once).
Savania Games	1-1174	Pick up and play our first new release - our co-operative adventure: Cosmic Voyage!
S C Games	2-675	Self publisher, our games are family fun, easy to learn and quick to play
SCI-FA ENTERPRISE LTD	1-539	SCI-FA is a company which aims to solve problems in a unique way with our product offering
SeaGriffin Games Ltd	1-406	Cornish pirates be here! Dicey treasures and questionable rum.
Seajay Games	2-473	Galactic Era (a space empire builder boardgame about darkness and light)
Second Thunder	1-1036	Publishers of Lucrum abstract strategy board game and Open Combat miniature skirmish game
Senet Publishing	1-1040	Independent print magazine about the craft, creativity and community of board gaming.
Senior Games LTD	2-581	Games Publisher.
Shades of Vengeance	1-1056	Creates Tabletop Roleplaying Games and Card Games.
Shadowborne Games LLC	2-112	Oathsworn: Into the Deepwood is a dark fantasy RPG miniatures game.
Shut Up & Sit Down	1-584	Game reviews on podcast and video.
Sidekick Games	2-904	Kickstarter exclusive games retailer.
Siege Studios Limited	1-833	The leading commission miniature painting company in the industry.
Silver Birch Games	1-561	Play on the giant version of Deckchairs on the Titanic - Launching now!
Sinister Fish Games	1-729	UK-based publisher of Villagers, Streets. Stop by for a demo of our upcoming games!
Sky Guardian Creations	2-374	Handmade nerdy crafts, including; Custom dice sets Soap bars and bath bombs.
SlugFest Games	1-986	We're the makers of The Red Dragon Inn, and other fine games!
Smart Games	2-937	Family, pre school and educational toys and games.
SM-Artworks	1-574	Original Art and Limited Edition Prints.
SoulMuppet Publishing	2-364	Roleplaying publisher.
Sovriins Art	1-982	Beautiful and bespoke wooden gaming accessories for Dungeons and Dragons, MTG, and more!
Spartans Unleashed	1-452	Heroes Of Thargos CG, War Galleys of Thargos CG and Cursed Empire 3rd Ed RPG...
Spin Master	2-576	Join us to play some of our most popular family games including Hedbanz & Beat The Parents
Squarehex	1-946	Purveyors of: The Black Hack RPG, OSR RPGs, and a range of other gaming accessories.
Steamforged Games Ltd	1-1026	We love making games you love.
Steel Harpy Gaming	2-1029	Painting & Airbrushing Stencils for use in tabletop Wargaming.
Steepled Games	1-144	A Canadian, immersive board game publisher of Chai, Beaver Creek and Through the Desert!
Stone Sword Games LTD	1-1025	Visit to see and play Daimyo, Senjutsu, Cosmoctopus, Lone Wolf and more!
Stop Drop and Roll Ltd	2-441	Creators of Pugs in Mugs and Earth Rising. Come along and play some games!
Stout Stoat Press	2-455	An award-nominated indie RPG publisher from Edinburgh, Scotland.
Studio Agate	1-372	French RPG Studio and music label.
Stuff by Bez	1-T11	Lots of Bezzy Bargain Bags, each one a source of delight. There might also be balloons.
Stydian Fox	1-327	Roleplaying publisher.
Surprised Stare Games	1-828	Pocket Campaigns small box serie. Snowdonia Deluxe Master Set. Prototype of new Kingmaker!
Syrinscape	1-476	Epic Sound Effects, Ambience & Background Music for Tabletop RPGs
Tables-Tastic	2-483	Educational game involving maths.
Tabletop Crafter	2-318	Nerdy hair accessories, wax melts, dice boxes and of course plenty of dice!
Tabletop Tyrant	2-417	Tabletop Tyrant is a retailer and manufacturer of tabletop games and accessories.
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Teddy Tech Games	1-1124	Publisher of Brexit and Miss Match.
TeeTurtle	2-1031	Original reversible plushies, board games and nerdy tees galore!
Teleporthole Games Ltd	2-558	An indie tabletop games design and publishing company based in Sheffield, UK.
The Amazing Mystery Box	2-518	"It's what inside that counts" "Everybody likes a surprise; especially a nice surprise !"
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The Detective Society	2-938	Solve puzzles, investigate clues and use your detective skills to crack the case.
TheDiceshopOnline	1-T26	The world's largest retailer of dice with over 15,500 different dice & dice sets in stock
The Forgotten Imp	2-1017	Crafters of creatures, cryptids and curiosities.
TheGoblinsWorkshop	2-549	D&D enthusiast, amateur sculptor, and miniature painter.



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Warlord Games	1-920	Historical Wargames Manufacturer.
Wayfinder Games	2-587	Publishers of The Split.
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Will Shrike Art	1-273	A3 hand drawn prints of characters inspired by Film, Comics and Gaming. Framing available!
Witch Hunt	1-124	Stylish jewellery, accessories, and homeware for aesthetically-conscious gamers.
WoksOnStudios	1-543	WoksOn Studios will be exhibiting and selling the first edition of their card game Grove
Word Forge Ltd	1-232	Roleplaying Publisher.
Word of Mouth Games	2-488	Demonstrating our first title Flip, Switch & Roll. Come and play with Word of Mouth Games
Wotan Distribution Ltd	1-1124	Publisher of Camelot, the Nine Realms and others.
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Yetser Terrain	2-367	3D printable terrain for 28mm tabletop wargames.
Zatu Ltd	2-828	Games retailer.



A DECADE OF CHILDREN'S RPGS

THIS YEAR, WE ARE MARKING THE 10TH YEAR OF RUNNING CHILDREN'S RPGS AT THE UK GAMES EXPO

Ok, ok, it has technically been 12 years since I started running these games, but with the state of the world over the last 2 years, it seemed appropriate to celebrate this milestone at this year's expo, and tell some of the stories from the past decade that myself, my long time collaborator Chris, and my little team of volunteers have helped make happen.

The first games I ran for children at the Expo, were from a published Dungeons and Dragons module, using a cut down version of 4th edition Dungeons and Dragons. I was sat on my own, hidden behind another stand in the back of the Clarendon Suites figuring it out as I went along. It's scary to think that the children who played in that game will be in their late teens and early twenties now. Making them the same age, or even older, than I was when I started doing this. (If any of the players from that first year happen to be reading this, and want to come say 'hello', I would love to catch up!)

By my second year, it was clear that I had underestimated the popularity of the games; my original plan was to run a few sessions a day, giving plenty of time to recruit and sign up for the next game, but within the first hour of the Expo that year, I was fully booked all day, and completely in over my head. That's when Chris came to my rescue. He was there only as a visitor that year, but pitched in without question, grabbed a clipboard and managed sign ups and handovers for the rest of that year's Expo.

That second year was the last time me or Chris actually got to experience expo as a visitor, as by the next year he was signed up full time with me on the Children's RPGs and together the two of us ran games and recruitment together. Chris ran his first game that third year, but when we realized that every slot in every game had filled by 11am on the first day of Expo, we knew more games were needed and the pre-

written stuff from Dungeons and Dragons was not cutting it anymore.

That's when I started making my own game, taking the parts I liked from that original adventure, simplifying the rules, and writing out new stories we could tell. It took a couple more years of me and Chris running back-to-back games before we managed to convince other people to join us, not so we could take breaks, but so we could add more tables, get more players in, and feed the beast it had become. It took an embarrassing number of years for us to admit that we needed dedicated volunteers to run the sign-ups and enough GMs to actually give people a break between games, and by the time I actually managed to give myself any time off to look around Expo again, it had changed dramatically. No longer in the Clarendon Suites, I now found myself in the NEC in the middle of one the largest tabletop shows in Europe.

I am as proud of my little team as anyone can be. I thank each and every one of them from the very bottom of my heart for the countless hours of hard work and dedication they have put in over the years - a massive thank you if you only helped out a year or two, and an endless thank you to the happy few who come back year after year to help with this madness. I cannot coherently express what it means to me.

We have continued to update the game year on year: cutting out the parts that didn't work; adding clever new ideas; cutting back out the stupid new ideas (sometimes in the middle of a game). Tightening the game bit by bit until it became what we run today. It has changed a lot since that first year, but the intent has never changed, to give that very first taste of role playing games, and I hope the game, as it stands now, accomplishes this.

The rules I use have always been freely available for you to run at home. They have been used in schools, youth groups, churches and libraries to give new players a first taste of role playing. One of my

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favorite things is seeing the pictures and hearing the stories of how these games have been run by others. If you would like to run the games yourself, reach out and let me know, and I would be happy to assist in any way that I can. Teachers use the games to teach basic math and English skills, and parents tell me that after playing with us at Expo, they have continued the story at home, eventually graduating to move advanced role playing systems as the children have gotten older, and local game shops and board game cafes have run intro games to great success.

Some of my favorite games run outside of Expo have included the game built entirely of Lego, played using minifigures on a board that could be rebuilt as the action happened and the game played on a cake at a birthday party, using icing as the game board and edible monsters that got munched when they fell in battle.

As for my favorites I have run at Expo? They are all making a return this year to celebrate the anniversary! "A Return to the Clarendon school of Enchantment and occultism" is a sequel to the very first game I wrote 10 years ago; "The Haunted house strikes back" is using an updated version of my favorite board we ever used; and "The gold calls to us" is using one of my favorite mechanics in a new underwater adventure. The final adventure I will be running this year, "Sleepwalk like an Egyptian", uses an idea Chris and I have been going back and forth on since almost the beginning, but I feel this year we can finally execute it correctly.

In addition to this year's games, I will also be bringing with me a collection of bits and pieces I have kept from past years, some of the retired boards and scenery, old character sheets and adventures. If you are at all interested in how the game has evolved over the last 10 years, I invite you to come and look back through the years with us.

I would like to end this with a few simple bits of advice for running roleplaying games for children (or adults who haven't become too jaded yet).

Tips from your Dungeon Master

KEEP IT SIMPLE

Save the heavy, realistic rules for the adult table, but for kids, keep it simple, keep it fun.

DON'T BE INTIMIDATED

Even if you have never so much as looked at a D20 before, give it a go. If a party of five year olds can figure out how to play, you can too.

CHARACTERS, NOT CHARACTER SHEETS

Story is more important than rules, and character is more important than stats. At least for children.

ANYONE CAN PLAY

Mom can be the Barbarian, Grandad makes a great Ranger. You may have to move the pieces and roll for them, but why can't the dog be the Healer?

ANYTHING CAN BE A GAME

Fancy dice, battle mats, and expensive minis are amazing, but why not sketch a grid in the sand and play with rocks, or stage the great battle of the kitchen floor? Empty the toy box and raid your boardgames for pieces and play.

THE GM IS NOT MEANT TO WIN

You are there to help tell the story, not to win the fight. If your players feel like heroes, you are the winner.

ENJOY IT

We call them games for a reason: it's meant to be fun. The rules are only to guide you, so feel free to ignore them completely in the name of fun.

BE KIND, AND GO EASY WHEN YOU HAVE TO

The hope is, and has always been, to introduce new players to this wonderful hobby. If you're mean, no one will want to play with you. Keep it exciting but be forgiving on first timers.

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RANDOM NUMBERS

By Tony Hyams - UKGE Director

How much random input do we like in our lives? Is there such a thing as too many surprises or too few? Is there a perfect balance? Everyday life and work involve some random events which we have to deal with as best we can. Sometimes they are minor things, spilt milk or a traffic diversion on the way to the office. Sometimes they are positives, a new customer or order, or invite for dinner from a friend. Sometimes they can be more difficult, a problem or an issue to overcome.

As I sit to write this section of the programme I am doing so on the end of my hospital bed, aware it needs to go to print this week and knowing time is running out. I did not expect to be here 48 hours ago but a sneaky kidney stone thought otherwise. I'm here with my new best mates, Dave, Tony, Martin, Arthur and Alan all with our random urology ailments. Five people I didn't know and will probably not meet again, discussing life, car insurance, Brexit, why Martin gets a cooked breakfast and we got toast between the nurses rounds and the dispensing of strong pain killers. Five people that random chance had thrown in a room with me. Six men who, for a time, shared a bit of life together. As I sat in bed thinking about Expo, my new best mates and what I had actually planned to do that weekend I was struck by how much as gamers we both love and hate random events.

As event organisers Richard and I spend a lot of time trying to predict everything that might happen and planning out the random effects. People generally like things to be predictable, they like a programme of events, with times and capacities. They like seats in rows, they like to know where to go and what things cost. They like clear signage and people who can help. "Can we have some more random events?" is not something that we hear very often.

When it comes to games how much randomness are you comfortable with? RPG players are very familiar with the role of the dice to perform a daring deed or experience that critical fumble. The thrill of picking your "best" D20 or percentiles, the wind up, the casting of the die, the silence as they bounce on the table and the roar of triumph or despair as they settle onto the fateful number. However, I have heard

as many players lament their bad dice rolls as I have heard great stories of when they saved the day. As a GM I have often seen it as my role to smooth some of the randomness out for players to provide a better experience. However there have been times where they must be allowed to put the dice to the test.

Some people dislike this intensely, they want to plan and craft their victory. They lean towards more story driven RPG's, which is perfectly acceptable. However few hobby gamers like to stray to the unforgiving game of chess. A game with no random element apart from the choice of black or white. I have found most want, even need, a little bit of random magic. Wargamers plan and measure but then roll the dice, Board-gamers roll dice, draw tokens from bags or flip cards and no one can ever have played Magic the Gathering without hearing the endless wailing of players with bad draws from their perfectly constructed deck of wonders.

So, what do your games of choice say about your love of random numbers? How much chaos is too much? I spend my days trying to eliminate as much randomness from your weekend as I possibly can. However, those who know me best know that in truth I like it when something goes a bit wrong. When there is a problem to overcome, one of life's little surprises. That's why I love RPG's, collectable card games and complicated boardgames. I enjoy a good chunk of randomness in my games and life. It gives the opportunity to encounter new things and people.

Whatever your comfort level is we hope we have created enough order, and opportunity for disorder, for you to have a great time at UK Games Expo. As you enjoy your time with us I hope you experience things that surprise you. I hope you meet some random people, who perhaps only for a short time, make an impression on your life. I hope the dice, cards, tokens and draws come up in your favour. To the boys at the Redditch Urology ward, get well soon, and to the great NHS staff, thank you and I'll see you next week when we can hopefully sort this pesky stone out once and for all.

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MYTHIC GAMES

BREAKDOWN ON JARGON AROUND GAMES

By Chris Brown



WHAT'S IT ALL ABOUT?

The world of board games is wonderfully diverse, with a title for pretty much any topic you can think of. But while it's easy to peer through the looking glass from a distance, sometimes as you delve deeper it can feel like you're falling down the rabbit hole, with so many different terminologies often making the hobby feeling a bit inaccessible and off putting if you don't know where to start. Many of us are lucky enough to have a Friendly Local Game Store (that's FLGS) to answer questions about titles, but if you're purchasing online with no-one to talk to, where do you go to navigate all the genres? Don't worry, we've got you covered. Below we explore some of the more common board game genres. This certainly isn't a complete list of genres, but it's enough for you to dip your toe in and impress your friends with your new found knowledge.



AREA CONTROL

Often featuring a map or defined area, the aim of the game is complete and utter domination. Players will often use armies or tokens to take over areas, thinking ahead in order to thwart their enemies and block them at every turn,

Suggested titles: [Root](#), [Small World](#), [Twilight Imperium](#)



DECKBUILDER

Different to their counterpart trading card game cousins (TCG), with Deckbuilding titles players start off with their own identical set of cards which evolves as the game progresses, swapping less powerful cards for ones that have a harder punch. Unlike TCGs, the actual building of the deck happens during the game itself.

Suggested Titles: [Marvel Legendary](#), [Fort](#), [Dune Imperium](#)



DEXTERITY

Less mental skill, more physical skill. Dexterity games require players to do something physically more than just moving meeples across a board. Often these games require balancing tokens, flicking counters or sometimes even running round your house trying to find an item.

Suggested Titles: [What Next?](#) [Beasts of Balance](#), [Ice Cool](#)



DUNGEON CRAWLER

Games of myths and legends. Players take on the roles of characters who must embark on a quest, defeating enemies as they explore a map. These games are often story driven, with enemies being controlled by another player, often known as the Dungeon Master (DM), companion app or even the rule book itself.

Suggested Titles: [Destinies](#), [Hero Quest](#), [Warhammer Quest: The Cursed City](#)



EUROGAME

This theme gets its name as many of the early titles were developed in Europe. Usually competitive in nature, however with minimal conflict, players aim to gather the most resources or points to secure victory. Games feature an array of tokens and counters.

Suggested titles: [The Quacks of Quedlinburg](#), [Terra Mystica](#), [Carcassonne](#)



LEGACY

Actions have consequences in board games, but more often than not, these actions are reset at the end of the game. With Legacy titles, actions often have much longer effects which can span across multiple sessions, permanently affecting the state of the game and even the board itself.

Suggested titles: [Pandemic Legacy](#), [Clank Legacy](#), [Gloomhaven](#)



SOCIAL DEDUCTION

A game of secrets, bluffing and perhaps a little bit of lying. These games will see one or more players have a secret or hidden objective that they must achieve. Players may have to work together to find the saboteur or compete to accomplish their own goal.

Suggested titles: [Coup](#), [Obscurio](#), [One Night Werewolf](#)



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WHERE TO BEGIN YOUR ADVENTURE?

By Heidi Cook

You've got the books, you've seen the livestream shows so now what? How do you start your adventure, where do you even begin?

First you need to get a group, most RPG's adventures aren't a solo activity (although there are some solo games out there!). When you've got your group sit them all down and decide the groups big no's, you want everyone to be comfortable playing after all this is meant to be fun and not stressful. Most people will be able to tell you what they don't want to see in a game however it is still worth potentially having an X card placed in the middle of the game so that if a situation occurs where for whatever reason someone is uncomfortable they can indicate on the card and the game can be moved into a different direction.

Next you need to know what sort of genre you want to play in. This will hopefully have been helped by the conversation you've had with the group, and will be in some way dictated with the books you have to hand. Pick a genre you find interesting be it horror, fantasy, scifi or something else and then see how you can use your chosen game rules to fit that genre. Not all games will work as smoothly but there is nothing to stop you putting a little bit of different things into games. Don't forget most rulebooks are simply guidelines!

Once you have picked your genre now the fun begins! If you already have an idea of what you would like to do in your first adventure that's great, but if you don't why not do a little research. Have a look through some films, read some books or graphic novels that fit that genre to gain inspiration, if you are running a game for a younger audience why not pick a TV show you all like and have the players become the characters from the show recreating a beloved episode. Inspiration can come from many places if you look in the rulebooks most will have a bibliography or suggested reading list/viewing list to help with a starting point.

Inspiration can come from anywhere so don't be afraid to just take a bit of an idea from one place, a name from another and start to weave them together for your own beginning point. Once you have started playing you may find that the story continues to write itself with the players directing what happens in the world. Once you have a plan and an idea - it doesn't have to be a big complex world it could simply be 'The Adventurers enter a wood and find a large wolf heading to a cottage - what happens next?' Leave some room for the players to go off on a tangent (they will and that's okay!). Prepare some random fights/encounters in advance and then if players start to head down a direction you haven't expected these can be used to delay them a little until you are able to prepare for the next session. Make any maps up in advance just in case the players need some visuals but also don't worry too much should they head in a different direction, just let them know you will need to draw the map as they go.

Finally organise a date for your first session, get all the dice, pens, papers, character sheets you'll need and don't panic - RPG's are meant to be fun for everyone including you the GamesMaster. So go into the session with a smile and enjoy it.

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YOU START TO
FOLLOW HER

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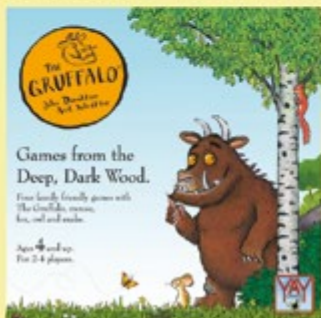
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ACCESSIBILITY OF GAMES RULES

By Fay Craddock

In recent times, thanks to the likes of Critical Roll, Stranger Things, The Adventure Zone, and many more amazing media, Table Top Roleplay games are becoming more mainstream.

This is great, and in turn, more companies have been making their games more inclusive to the Disabled community, making it easier for people with disabilities to portray themselves within games, with the disabilities that they live with, in real life. Which in all honesty is amazing to see. As, we're seeing more rules for wheelchairs, artificial limbs, asthma, and the like.

However, as someone from this community, all this inclusivity, can come across as shallow, when the games can be an endless labyrinth to read through. While it's great to have inclusivity, how many of these companies are thinking about the accessibility of their games?

Dungeons and Dragons is 'THE' most popular tabletop RPG, and it's taken them to 2021, to make some of their sourcebooks, and campaigns a little bit easier to follow. But as someone with learning disabilities, it can be very hard for me to follow some of the core rulebooks and earlier campaign books, for example, Curse of Strahd, is proof of how poorly written their books can be.

Early 5th edition suffered from a lot of cramped walls of text, where information can get easily lost in, mixed with not enough bolded text, as well as a bad choice of backgrounds for their pages, meaning the text can be unclear to read for people with visual disabilities.

If, for example, we used a new group of players who got into it through Stranger Things, with nobody with previous knowledge of the game, I feel the three core books you need to run the game, don't actually help you learn the game, I feel like sometimes the rulesets can be a constant labyrinth to read through, and it can be hard to get clear information. These people don't have anyone to help them learn from their mistakes, and could make huge mistakes, like how I made recently, and hand their player a "+9 to hit Dagger" not realizing that, the +9 was from the stats of the NPC, and not for the dagger. However, I was lucky enough to have a bunch of veteran players in my group, who quickly corrected me on the mistake. But a new group would not have the same grace, and an unknowing GM could suffer with having one of their players having Magic Missile in the form of a dagger.

The best way to learn a ruleset should be through the book, however, I feel a lot of rule books fail from this. The complexity shouldn't be made further difficult by its own cluttered writing style.

If a company/creator is quick to write a whole section about "What is an RPG?", then why not take the time to make the ruleset easy to learn and read for someone who has never picked up a roleplaying game before, or someone with learning disabilities.

If I was to go back to 5th edition again, I feel their early writing and layout style were very poor for new readers and people with learning disabilities, the font type was too small, it was very cluttered, and not enough of it was bolded, and even now, as I'm running 'Wild Beyond the Witchlight', I should just be able to look down at the page to gather the information I need for that scene very quickly, however, I need to use highlighter stickers, just to make sure its bolded and clear to my eyes.



Even a well-written ruleset, such as 'The Witcher' by R. Talsorian game suffers from a small problem of confusing and convoluted rules when it comes to their combat. It was one of the most clearly written rulesets I had seen in my 15 years in the community, however, the same could not be said for combat, as it requires a literal flowchart to run, as created by the fanbase behind it to help make combat a little smoother.

Going forward, I would love to see more creators think about how people will read their rulesets, and hire accessibility readers to help make their books a much clearer and better read. I'm not against crunchy systems as a player, such as Fragged Empire, Anima, and DCC, but I could never imagine running them as a GM.

MY TIPS FOR A CLEARER RULESET ARE:

- Bold more keywords, make what you're trying to convey easy to read.
- Don't clutter your pages with walls of text, take the time to space out your paragraphs and make the page easier on the eyes.
- Have a page at the back, with a quick breakdown of one sentence versions of bolded keywords/rules, and have a page number leading back to a more in-depth version of said rules.
- Cleaner font is a must, while I understand you might be going for a style. Function is sometimes better, and you can make the style come out throughout the art of the RPG.

I have the pleasure of speaking to some creators behind amazing indie TTRPGs, who have thought about the accessibility of their games, as well as the inclusivity, some with learning disabilities themselves, and they are perfect examples of the tips I gave.

Black Hack, is very clearly written, with a lot of clearly bolded keywords, a quick rule breakdown at the back with page numbers, with its art doing the speaking for the style of the RPG, without it affecting the function.

Dark Souls: The Roleplaying gaming is a brilliant take on the 5th edition rules, which helped me learn how to run 5th edition far easier than the Dungeons and Dragons book ever did. All its rules are neatly put into boxes, making it clear to know what you're currently reading about, it also didn't lose its style while also being functional.

Through the Breach and Thirsty Sword, Lesbians is another excellent example of where they used their art to sell the style of game that they wanted to portray, without affecting the function of each page, as they use a clear and well thought out font and paragraph layout, with a clear bolded keywords!

I just hope going forward we will see new creators think about how clearly their ruleset is written, and be accessible to all to run and play!

Hope to see you at the table!

FemmeFaytle

Twitter: @femmefaytleRPG



ARE WE STILL GEEKS?

By Jim Cohen

Being a geek generally means that you're passionate about something outside of the mainstream. I think we can safely say that was the case for us as fans of board games up to a few years ago. We are now seeing games being sold in many high street stores. Not just the traditional party games or classic 80's fare either. But games we might consider "proper" games.

COVID-19

The lockdown periods during 2020 and 2021 encouraged many people to try new stay-at-home hobbies. Many games publishers and retailers saw a boom in sales, all on the back of steady growth over the last few decades. Anything but another YouTube work out!

New people joining the hobby mean companies and independent designers can now not just survive, but thrive. If we have more end users, we can build a more sustainable economy. This is essentially a real-time resource-based euro in the real-world, with unlimited replay value.

STARTUP

Hachette Board Game launched in the U.K. in July 2021. This was not the easiest period to start a new business for anyone. But they are now flourishing. The trick, according to General Manager Flavien Loisier, is to keep those new to hobby informed and interested.

"IF PEOPLE HAVE ACCESS TO GOOD GAMES AND GOOD ADVICE, THEY WILL STAY. WE ARE BRINGING NEW GAMES LIKE "CRITICAL" NEXT SUMMER, FOR PEOPLE TO START RPG WITHOUT PREPARATION. I HOPE YOU'LL SEE OUR GAMES AT MANY MORE MAINSTREAM OUTLETS BY THE END OF THE YEAR."

LOCK DOWN

Moonstone Games launched in December 2019 as a one-person operation. Founder Gemma Newton said that the first lockdown accelerated her drive to get her game Plotalot to market.

"SUDDENLY FAMILIES FOUND THEMSELVES IN NEED OF HOME ENTERTAINMENT, AND THERE'S ONLY SO MUCH NETFLIX WE CAN ALL WATCH. I HAD A GAME BASED AROUND INTERACTION, LAUGHTER AND GETTING PEOPLE TOGETHER - IT FELT LIKE THE PERFECT TIME TO LAUNCH."

Like all good economically driven euro games, the process was not all plain sailing. Gemma continues,

"COVID SHUT DOWN A LOT OF MANUFACTURERS, LEADING TO MATERIALS SHORTAGES, RISING PRICES, AND PRINTING DELAYS. WHILE THE LOCKDOWNS INCREASED GAMING INTEREST, COVID DAMAGED THE SUPPLY CHAIN - THERE ARE ALWAYS TWO SIDES TO THE STORY!"

Sounds Like Brass doesn't it?

POST COVID

Post covid, with the problems slowly receding, does Gemma think we are about to enter the mainstream?

"I HOPE THAT YOUNG GAMERS, WHO PLAYED WITH THEIR PARENTS AND FAMILY, HAVE COME AWAY WITH FOND MEMORIES AND TAKE THOSE WITH THEM INTO ADULTHOOD, CONTINUING THE HOBBY FOR YEARS TO COME."

"I HOPE THE LAST FEW YEARS HAVE TAUGHT US THAT WE ALL NEED FUN AND LAUGHTER IN OUR LIVES, AND QUITE OFTEN, THAT CAN BE FOUND AWAY FROM THE TV AND IN THE PRESENCE OF THOSE WE LOVE THE MOST."

MAINSTREAM?

Sentiments I am sure we all share. The high street and online retailers have clearly seen this too. It seems that games are here to stay. Look around you now. How busy are the halls as you read this? I will always be a geek. But I'm no longer a niche geek. I am now rolling with the mainstream and it feels great.



About the author

Jim writes for What Board Game and has been a passionate gamer and geek all his life.

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GAMES LIKE WORDLE

By Hereford Games Club

Wordle is a word deduction game and has become a huge hit, even being bought for a huge sum! It is surprisingly social as you can share your guesses and successes without giving away too many spoilers. Over the last few months many communities have been sharing their wins, losses, techniques and stories. Wordle - The New York Times (nytimes.com)

SO WHAT GAMES ARE LIKE WORDLE?

Let's break it down. At its heart Wordle is both spelling and deduction. Your guesses confirm what letters are in the word and if they are in the correct place. The meaning of the words doesn't matter. You can be entirely logical and use deduction if like me you can't spell (badly Dyslexic). For example, you may know 'R' has to be the 1st or 4th letter and 'E' is the 2nd or 4th letter. This means with cold logic you can 'brute' force an answer as the website only accept real words and you won't lose guesses by smashing the keys like I do.

Let's see what games are focused on words (spelling but not meaning) and / or deduction.

WORDS (SPELLING)



BANANAGRAMS
Get random or otherwise letters and race to use them all by spelling words crossword style but you get more and more letters as the game progresses so the ability and requirement to rearrange the letters to form new words is key. Small, portable and ideal to play in a pub or outdoors and the tiles are waterproof.



ELL DECK
A deck of letters by Stuff by Bez with which you can play multiple games.

THE OTHER CLASSICS

Minimal introduction needed for Scrabble and Upwords. Scrabble focuses on playing the words / letters on multipliers and Upwords lets you stack letters on top of each other up to five tiles high to create and change words. As a Dyslexic person, I like Upwords and struggle with Scrabble.

DEDUCTION



MASTERMIND
A code breaking game for two players. The modern game with pegs was invented in 1970.



BREAK THE CODE
A logical deduction game played with numbered tiles and question cards.



TREASURE ISLAND
One player takes on the role of Long John Silver who has hidden his treasure and must give the players clues so they can locate it on the map.

Can you solve the clues and get to the treasure first? Uses logic such as "the treasure is near a volcano." Not in the rules but it plays well cooperatively as well competitively with a few tweaks.

Originally posted on the Herefordshire Board gamers website on Feb 2022 as a follow-up to a Local radio interview. If we've missed any let us know.



CRYPTID
A monster is hidden, and each player has a fact (rule) about its location. You can use your hidden knowledge to make guesses to work out everyone else's information and therefore find the monster first. The more guesses you make, the more you have to give away your logic. Can you misdirect and slow the others without revealing your logic? Example logic, "monster is on a forest or desert".



SCOTLAND YARD, MR JACK, MIND MANAGEMENT
One player's character is hidden, and the other players use logic to try and find them. The hidden player has to periodically reveal information and/or missions to complete whilst staying hidden. Scotland yard is a classic and the hidden player genre remains fairly popular with Spectre Ops and Mind Management being newer.

WORDS (MEANINGS) AND DEDUCTION



SO CLOVER
The newest game on the list and a huge hit for us at our local club. Team based deduction which leads to great conversations. Each player creates clues to link four pairs of words on four cards arranged on a grid. Then the rest of the players work together to solve it. One or more extra cards are added and the cards can be rotated so great discussion and deduction result. Sparks more conversation than Just One and has less downtime than Codenames both of which are still highly recommended and different enough to own. They aren't on this list as the deduction element is not as strong. There is deduction based on exact word choice, the clue may be car, cars or vehicle the exact word choice may help. Codenames Duet has more deduction as each player has their own secret overlay grid with some rules for overlapping.



DECRYPTO
Players compete in two teams in Decrypto, with each trying to correctly interpret the coded messages presented to them by their teammates, while cracking the codes they intercept from the opposing team. Deduction is needed as is subtlety in giving clues.



CROSS TALK
Honourable mention but out of print.

Another subtle team game, whereby each team starts with a single private clue and then each team captain gives public clues, but the other team guesses their word first! One of the more complicated word meaning games but very clever.

Also consider escape room / unlock style board games if deduction games are your thing.

Herefordshire Board Gamers

Herefordshire Board Gamers is a fund raising (£14 000 in 6 years) and gaming community with a focus on giving back and inclusion. We make giant games, write guides, provide a free lending library and run free events.

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CAN EVERYONE COME OUT TO PLAY?

Richard Lee

As you gaze upon your carefully organised shelves of beautifully designed and delightfully rattling boxes you realise this goes beyond just any other hobby. You have built up your piles of cardboard, bags of counters, crates of dice and have a surfeit of Meeples. You watch Rahdo and Rodney, absorb Tom Vassel and the Dice Tower Empire, and do the ironing to Shut Up and Sit Down whilst planning your own unboxing videos. But then reality hits hard. Due to life, the universe and everything getting in the way, getting your group together as often as your gaming itch requires is really hard. So how do you respond? How do we expand the dice rolling community to ensure we have enough gaming opportunities to satisfy even the most ardent of us without having to make UK Games Expo a weekly event? The Expo is a gathering of like minded people for many of whom the gaming bug has already bitten hard. But when we go on our slightly bleary eyed separate ways, dragging behind us cases of new loveliness, how do we keep the gaming fires bright and burning until next year?

Solo games have been around for a long time, Solitaire by its very name is an obvious starting point. But even before the events of the last two years we saw a plethora of new games that don't just have a bland automaton tacked on but are specifically designed to be a positive solo experience. Yes you miss out on the social experience of a games night with friends but to fill the gaps until the next gathering they can be very satisfying episodes. Of the top ten highest rated games on Boardgamegeek at least half work well as solo games. For Gloomhaven this is by playing 2 characters or for Terraforming Mars by setting a timeline and success criteria. Spirit Island is clearly a natural solo experience sitting at 9 in the BGG all time list but 1st in the solo player list. And then we have Gaia Project which, like Scythe and Viticulture, have been given solo life by the specialist Automa Factory.

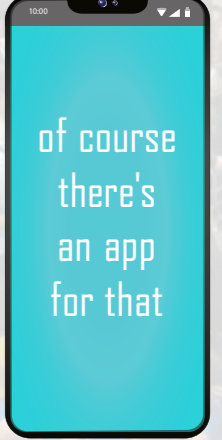
Looking down the rest of the BGG top ten solo games list we can roughly summarise 3 categories. Firstly complex thinker games such as Mage Knight and Terraforming Mars that can suffer with downtime issues when playing on higher player counts. But as a solo experience even the most AP prone player can take all the time they like to mull over that ergonomically terrific move. Secondly, the expandable card games that, whether set in the MCU, Arkham or Middle Earth, encourage multiple attempts at solving the puzzles set with thematic decks. Lastly those games for which being alone can be part of the atmosphere such as Gloom Of Kilforth, Nemesis and the truly captivating Robinson Crusoe, Adventures on a Cursed Island.

Time to put my head above the cardboard parapet and admit that I really like a game with an app.

NO, DON'T THROW CTHULHU PLUSHIES AT ME, LET ME EXPLAIN.

There are those for whom an app supported game is always going to be an anathema. "If I wanted to play a computer game I would". But a well planned app can give the solo gamer another dimension to the experience and provide content updates to give

longevity. Journeys in Middle Earth does this particularly well with the app providing campaign tracking, storytelling, encounter variety and regular updates. At the same time the analogue contents are satisfying, extensive and give you the proper tabletop feel. Indeed the adventure genre lends itself particularly well to solo experiences with the app driven games with Mansions of Madness from Fantasy Flight and Forgotten Waters from Plaid Hat being particularly strong examples. The loss of social interaction is at least partially soothed by the excitement of a slow reveal of story, characters and new game elements. UBoot is one of the most immersive, thematic and wonderful app based games available but this is one where sitting on your own staring at that remarkable model whilst wearing a naval hat may be a step too far for the solo gamer.



During the restrictions of the last couple of years we did experiment with remote boardgame platforms supported by a discord channel. There have been many articles and blogs about this so I won't spend more time here but our most successful ones were Terraforming Mars on Steam, Potion Explosion app and Everdell on Tabletop Simulator.

Having waxed lyrical about the solo gaming experience let's face facts. Most of us are boardgamers because it is a nice way to spend time with other people without the need of developing a skilled line in small talk or doing exercise. Whether you are grinding your opponents faces into the scoring track, like that game of Tapestry where I was lapped, or sharing the joy of a well told story, the engagement with others is important. But this article started from the point that we couldn't do a convention weekly and my wife is not keen on me moving into a gamers commune. So we need to engage others to satisfy that need.





HERE ARE MY FOUR GOLDEN RULES FOR CONVERTING NON GAMERS INTO OCCASIONAL GAMERS.

Choose the game wisely and accept the need to go for well designed gateway titles

If you invite your neighbours round and they find you dressed as Princess Leia with a complete reenactment of the Battle of Endor laid out they may reject the Darth Vader robes and flee into the night. Familiarity is your best friend here, a good gateway game has rules you can learn in 5 minutes and a mechanism that will be known to most. After all Ticket to Ride is just set collection with a map, Camel Up is snakes and ladders with a pyramid, Patchwork is Tetris plus buttons and Celestia is poker with airships. Theme is also really helpful in establishing why you have to do certain things in a game either as a known franchise for Harry Potter Hogwarts Battle or a clear place and time such as Dream Home or Archaeology.

Aesthetics matter

As hardcore gamers we can ignore some issues with graphic design or artwork if the gameplay itself is good enough. I will sit happily with Castles of Burgundy and luxuriate in the sleek mechanism but it's not going to be my home screen picture. A three hour back and forth in Nations is a joy but most of the leaders look like they are wearing bad wigs and fake beards. For our occasional gamers they are going to make a judgement based on what they see, what there is to hold and whether it makes them smile. Draftosaurus, surely everyone feels happier with a fistful of dinosaur meeples! Barenpark has Pandas peeking out from tiles and a chance to explain why Koalas are not bears. And then there is the daddy of gateway games, Carcassonne. Yes we have to read the farm rules again every time we play but building the map is a lovely visual affair even before you place the iconic and original Meeples.

A good story can lead to success

I have no doubt my then 8 year old would not have sat through hour after hour of dice rolling if the tales of Mice and Mystics hadn't gripped her so. Those who have been lucky enough to play Coraquest will attest that the storytelling and bad puns are what makes it such a success. For the past few years the games of Ryan Laukat, such as Above and Below or Near and Far have managed to combine great visuals and positive gameplay with constantly engaging 'choose your own adventure' stories. More recently Michael Menzel followed up the hugely successful Legends of Andor with The Adventures of Robin Hood. This has an innovative modular board that remembers your progress and a lovely old school hardback book containing the story excerpts.



If it is not fun you are doing it wrong

You are going to have to take on a GM type role when leading your proto gamers down the rabbit hole. This means knowing the rules but not being afraid to let something slide to keep the fun quotient high. It means playing your hand properly but softly and therefore sometimes selecting the move that will ensure the most fun rather than the optimum victory strategy. As the experienced gamer, you should be able to crush everyone around the table but if you do will they play that game again? Don't get me wrong, if I am facing Dan, Andy and Wayne across a map of Istanbul I will imprison their relatives, block the post office, grab every gem going and laugh at their chagrin. But I know they will a: do the same to me if they get the chance and b: want to play again next week. But if I do that to our lovely neighbours or our daughters' friends' parents I will be back to looking through the Airecon photos and dreaming of better times. Now for the potentially controversial bit. When playing with children, or occasional gamers, I have no problem with a little light cheating to keep the positive story going. A Las Vegas blackjack dealer has nothing on me when it comes to making sure the right card from the deck is dealt to ensure that the excitement builds, the saga continues and most of the time the good guys win. I have nothing but respect for parents who espouse the 'make them play properly it is educational' school of thought but if I want to be back in Hoodez Dungeon tomorrow I need to ensure we don't get defeated by the first goblin who is lucky with dice. In the end I am here to enjoy the journey, not just claim a win.

Like many of us here the last 2 years have been a reminder of the importance of community and of the role boardgames play in our social interaction. As you read this I am embracing that by sitting in silence at the back of the open gaming hall with my usual gaming friends staring at the board and trying to work out how I can ruin their dreams. Whose turn is it?

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YAK



Join the village elders in YAK and guide the merchants through the Himalayas on their Yak drawn carts!

Build your own stone tower by acquiring stones for food from the merchants; haul your resources around the board by yak-drawn carts that players manipulate with cards played from their hand. Beware! Fog stones which can come at any time, The Fog stones can confuse the yaks and set your strategy askew. Will you build the tallest stone tower and win victory?

Take a look:





Ian Livingstone

AN INTERVIEW WITH IAN LIVINGSTONE

Looking back now it is easy to see the impact that Games Workshop, Dungeons & Dragons, Warhammer and Fighting Fantasy had on the development of the Hobby Games Industry. But in 1975, did you have any idea how much impact you would have on the industry?

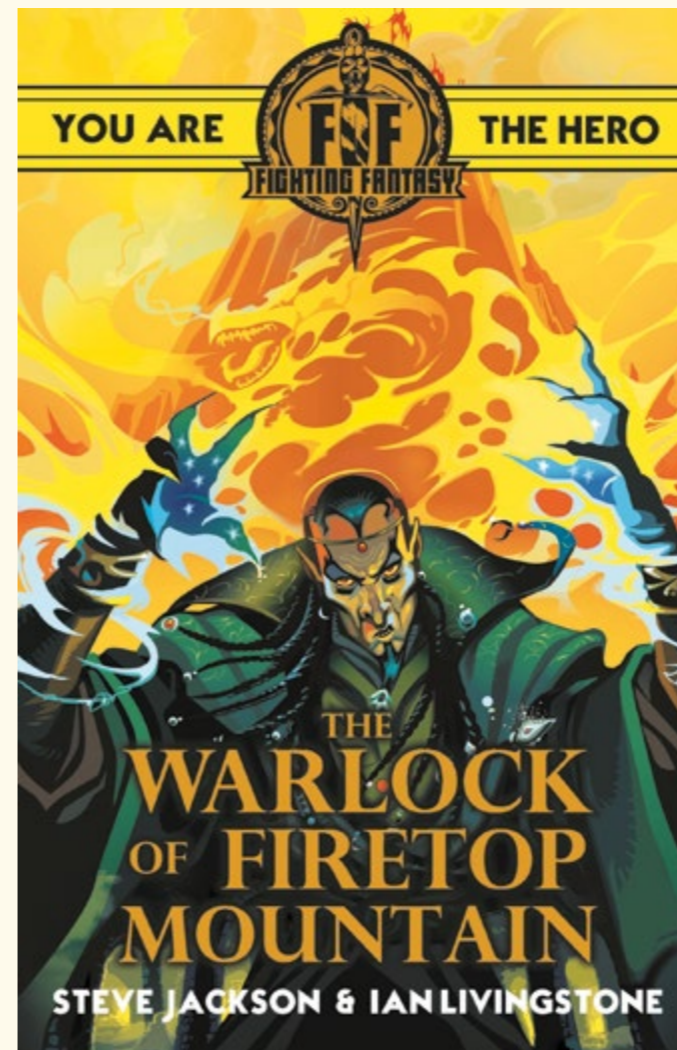
We had no idea whatsoever! We were just pleased that we took the plunge and turned our hobby of playing games into a small business selling games making it up as we went along. Nobody could have imagined back in the mid-1970s that the tabletop and RPG hobby would turn into a multi-billion-pound industry. When we started out, we were happy just to sell a few copies of D&D every week by mail order. It wasn't until we opened our first Games Workshop stores and saw the success of our Fighting Fantasy gamebooks and Warhammer that we began to understand the impact we were making on a relatively new kind of entertainment industry. I recently finished writing the origin story about Games Workshop with Steve Jackson. Entitled Dice Men, it will be published this autumn by Unbound.

It is the 40th anniversary this year of The Warlock of Firetop Mountain. That book launched the Fighting Fantasy Series and made branching narrative gamebooks popular. Where did the idea of that come from and how did you set about creating that concept?

Steve Jackson and I started playing Dungeons & Dragons in 1975 not long after co-founding Games Workshop. We became obsessed by D&D but it wasn't always easy to get a group of 5 or 6 players to meet on a regular basis. It also required a lot of effort on the part of the gamesmaster to run the game. Steve and I discussed the idea of designing a solo role-playing game which was more accessible and could be published in book format. The idea was that the book would replace the gamesmaster and give multiple choice questions to the reader for a fun solo experience. We decided on a branching narrative format with a simplified game system attached to it for combat, random events, etc. But that was easier said than done! Conceiving the plot was the easy bit. Writing our first gamebook was a nightmare. It involved writing multiple story lines at once and keeping a track of the various choices on a map compiled like a computer flow chart. There was a lot of toing and froing whilst writing, putting items, such as a key or magic item, needed at certain points in locations where they could be found earlier in the book. Then we had to make sure that there was a 'one true way' through the book which was actually possible to finish with average dice rolls, taking into account difficulty, the economy and creature strength. With hindsight, the maze in The Warlock of Firetop Mountain was a bit tough to navigate, but it certainly became a talking point. It seems incredible that 2022 is the 40th anniversary of The Warlock of Firetop Mountain. I've written a new book, Shadows of the Giants, to celebrate this milestone event which will be in the shops in early September.

What is your favourite Fighting Fantasy gamebooks and why?

That's a bit like asking me who is my favourite child when I have four. You love them all equally, but for different reasons. Therefore, I'm going to name four titles. My four favourite Fighting Fantasy gamebooks are The Warlock of Firetop Mountain because it was the first, plus Forest of Doom, City of Thieves and Deathtrap Dungeon because I was proud and excited about the settings, characters, creatures and adventures I created in these titles and they all had covers painted by my favourite fantasy artist, Iain McCaig.



Your career started in tabletop gaming but you have spent a lot of your time developing online and digital gaming. What are your thoughts on the growth and future of tabletop given the competition of electronic gaming?

The tabletop games, role-playing games and computer and video games markets are all growing in size, and long may it continue. It's not a question of either/or. Each format is additive to the games market, not substitutional. There is something for everybody which is great.

Lately there has been quite a lot of development of Hybrid Digital and tabletop games. What are your thoughts about those type of games?

I enjoy playing board games and video games. I also enjoy playing board games made of video games and video games made of board games. But I'm personally less keen on hybrids which combine the two where there is a digital component to a physical game.



Of all the projects and activities you have been involved in what is the one you enjoyed the most and what are you most proud of?

On the basis of my rule of four, I am going to list four significant events in my games career which I am very proud of, but for different reasons:

- 1 **Co-founding** Games Workshop with Steve Jackson in 1975.
- 2 **Co-writing** The Warlock of Firetop Mountain with Steve Jackson and seeing the book first Fighting Fantasy gamebook appear on the shelves of WH Smith in August 1982.
- 3 **As Executive Chairman** of Eidos plc, launching Lara Croft: Tomb Raider in October 1996.
- 4 **Co-founding** venture capital fund Hiro Capital LLP in 2018 to fund games companies.

The first generation of role-players and tabletop gamers are now in their fifties, sixties or older. How do you see tabletop companies appealing to younger generations?

Younger generations tend to have shorter attention spans than older generations. This is nothing new, but it seems to be getting shorter over time. Add to that the fact that not many people enjoy reading rules. Therefore, tabletop games have to be easy to learn but difficult to master to appeal to a broad market segment. The themes of the games have to capture the imagination. The art style has to resonate with the target audience, and you need to be able to explain the idea of the game in a sentence or two. Most importantly, the gameplay has to be original and compelling with that little bit of magic fairy dust that makes you want to play it again and again.

What advice would you give to a budding designer or game publisher to get them started in the industry?

Get a job in a games company no matter what it is. Just get on the ladder. Learn while you earn! When you feel ready, perhaps think about taking your learnings and starting your own business, making and publishing games you want to play. But don't be afraid of failure. Failure is success work-in-progress. Not long after we started Games Workshop, lack of funds meant that Steve Jackson and I had to live in a van for three months. But it didn't matter because we were living the dream of building a games company. Amazing days.

If you could visit any locations from any of the worlds you have created which would it be and why?

It would have to be Allansia, the world we created in which most of my Fighting Fantasy books are set. I would like to visit the grand wizard Yaztromo in his tower on the edge of Darkwood Forest. I would like to go to Port Blacksand to meet the elusive tyrant Lord Azzur. I would like to go to Fang in northern Allansia and try my luck in Baron Sukumvit's Deathtrap Dungeon and last, but not least, I'd like a guided tour of Firetop Mountain and say hello to Zagor the Warlock.

If you had to choose one tabletop game to introduce people into gaming what would it be and why?

Again, I'm going to stick with the rule of four! Besides, I need four games depending on who and how many players are going to play the game. In no particular order, I'd suggest Ticket To Ride, Splendor, 7 Wonders Architect and Lost Cities. They are all excellent entry-level games which are great fun with simple but innovative mechanics, satisfying player interaction and re-playability appeal.

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- Moe T Tabletop Bellhop

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WHO ARE ONTABLETOP?

OnTableTop is an inclusive and welcoming team of hobbyists, painters, wargamers, board/card and roleplaying gamers who have come together to explore everything that's fantastic about our hobby.

We're also the official media partner of UK Games Expo and have been working with the team behind this amazing event for a few years both physically, there on the show floor and via Virtually Expo.



WHERE CAN YOU FIND US?



WHAT DO WE DO?



We've been producing video and written content for many years now including gameplay of popular tabletop games, painting and hobby tutorials and unboxings over on our YouTube channel!



Every day of the week, both on YouTube and over on the OnTableTop website we produce content for you to watch and news pieces that keep you up to date with everything that's going on in the tabletop gaming world.



Our team is made up of Warren, a lover of Barbarians and Weresharks (they're a thing!); Lloyd who enjoys a good train alongside building wargaming terrain and Justin who is our "hobby savant", able to put his mind to pretty much any game out there!



We also have Gerry, our very own live-in Wookiee who has a pretty encyclopaedic knowledge of wargames and Ben who has been writing about tabletop gaming for so long that he's probably made of Meeples and lovely Wingspan eggs...he doesn't eat them though!



We also can't forget Free who loves all things "adorable", although they don't have to be cute to fit that criteria! She is an avid Middle-earth nerd and enjoys a good board or card game evening. John then finishes off our cadre of presenters as our very own Tank God. Want to know how many rivets were in a Sherman tank? He could probably tell you!



Our flagship show is the Weekender that comes out every Friday and is our big round-up of some of the best bits of the week's news plus discussion and more. It's great to put on in the background whilst you're painting away on your latest miniatures!

Subscribe

As well as providing free content for everyone, we also have a dedicated community of subscribers called the Cult Of Games. The Cult Of Games get access to extra shows like the Cult Of Games XLBS (a second, subscriber only Weekender show on a Sunday!) and helps support the OnTableTop project for less than the cost of a cup of coffee a month!



In addition to keeping a finger on the pulse of the tabletop gaming world on a day-to-day basis, the OnTableTop team has been to conventions all over the world. We've visited Gen Con, Historicon, Salute, Essen SPIEL and of course the UK Games Expo, all to bring the best event coverage we can to you. Our hope is that we try and make it feel like you're there with us!

ONTABLETOP AT UK GAMES EXPO

OnTableTop are at the UK Games Expo as the official media partner to the event. 2022 is a big year and we are going to be sharing everything fun and awesome that's happening both on the show floor and inside our very own studio that is set up in the middle of the hall!

Throughout the UK Games Expo we're going to be interviewing designers and publishers talking about the latest and greatest games that they have to offer. We'll be looking at new releases but also what's coming in the near future too!

So, if you're at the UK Games Expo and want to get the lowdown on what's happening, make sure to find us and see what we're getting up to. There's the chance that you might even find yourself getting involved and joining in the action, either asking questions or perhaps even winning some prizes!

As well as offering up a great show for you at the event, we're also going to be live streaming via Twitch and YouTube! So, if you couldn't get to the UK Games Expo this time around then you have nothing to worry about. We'll have you covered.

You'll also be able to follow along with our live blog, a catalogue of interviews all over the event with publishers and attendees, as well as some of the fine folk from the industry! We mentioned prizes already but this is another great way to get your hands on some awesome goodies that will make your pile of potential grow even larger!

Maybe we'll even find some time to return with our world famous (maybe that's hyperbole!) blow-by-blow coverage of the awesome Viking reenactor battles that happen every year at the UK Games Expo! We might be tooting our own horn but we're sure we make the event decidedly more "historically accurate".

We should mention that we'll be wearing our OnTableTop (OTT) t-shirts during the UK Games Expo so you certainly won't miss us when we're out and about! Don't be afraid to flag us down and say hello. We LOVE talking to everyone about what they've been up to!

CHECK OUT THE ONTABLETOP STORE!

As well as producing content for tabletop gamers to enjoy, OnTableTop also has a webstore where you can get your hands on some great deals when it comes to miniatures.

In addition to shipping out your goodies, we also have a physical store that you can come and visit at our studio in Coleraine, Northern Ireland. Why not consider making a pilgrimage one of these days to come and see us if you're in that neck of the woods?



VISIT US AT THE ONTABLETOP VISITORS CENTRE

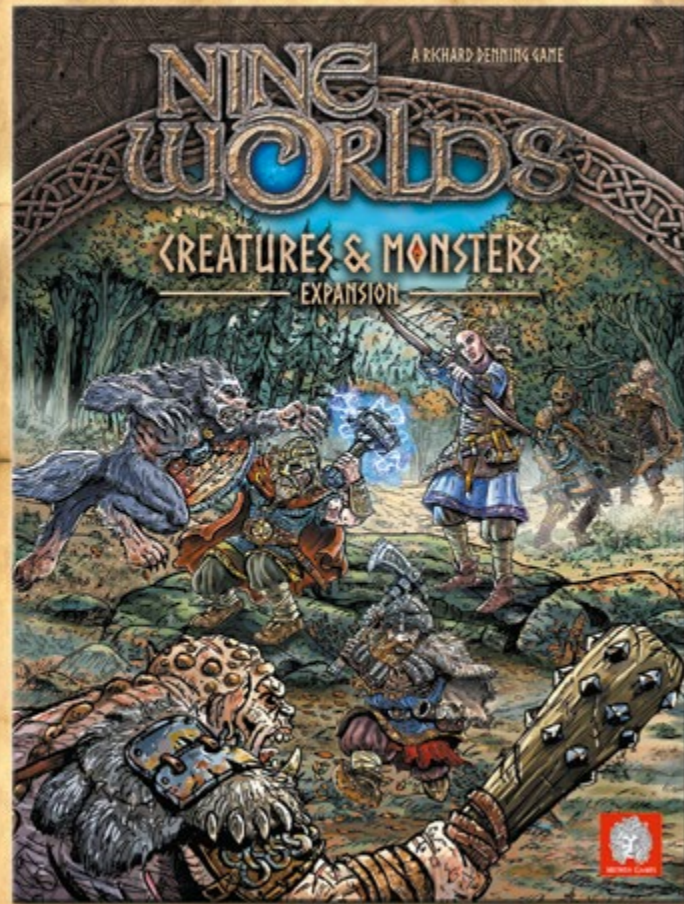
Another great reason to visit us is that we also run the fantastic (if we say so ourselves) Visitors Centre. Spending years diving into all sorts of tabletop games has meant that we have amassed quite the collection of awesome "stuff" and so we've put that to good use.

Our visitors centre features awesome tables that are covered in fully painted terrain, perfect for wargamers. If you and a few friends wanted to come down and play without the hassle of needing to sort all that out yourself, we have you covered!

There is also space set aside for those wanting to do some roleplaying or perhaps some board and card games. Whatever your tabletop gaming jive is, we should be able to cater to your needs.

We also have space set aside for hobbying so you can even get in and do a bit of painting if you like!

The Visitors Centre has also played host to events in the past. We've held tournaments and our awesome "Boot Camps" over the years where people from all over the world have joined us for weekends full of entertainment.



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WHY WOULD ANYONE WANT TO BE A REENACTOR?

BY JOHN GENDALL

Well, for me, I blame Mr Benn and Ian Livingstone!

If you have visited the UK Games Expo before over the last nine years, you may well have seen such a sight at the front of the NEC. If this is your first Expo, make sure you step outside and come and visit us!

WHY DO WE DO IT?

The reasons for becoming a reenactor are many, some love history, some want to wear the clothing and learn about a particular period in history or, like me, you get into it through roleplaying games.

I became heavily into roleplaying games in the mid-80s. Initially it was the Fighting Fantasy books, where you feel like you are making up your own adventures, different every time. These quickly led onto Dungeons and Dragons, then a whole new world of gaming opened up to me! I enjoyed miniature war games like Warhammer as well as board games, and luckily, I had friends who also enjoyed these pastimes.

I have always been a Star Wars geek, and from there I went to Lord of the Rings, Conan and others, which then led to me becoming interested in history. I wanted to find out the truth of these great stories - the Arthur tales, Norse stories and Greek myths as well as delving into my own Welsh/Celtic heritage. I wanted to be a Celtic Aragorn/Jedi.

I was vaguely aware of reenactment, and LARP was around but nowhere near as popular as it is now. By complete chance I happened to find out about a 'Celtic' group near me who were part of a bigger Viking reenactment society. I went along to play with 'real' swords (albeit they are blunt reenactment weapons) and I was hooked from Day One. That was 30 years ago.....

Learning about skills they would have used back in the day such as bone carving and nalbinding is fun too, and they are skills you can make use of in your day to day life. Bushcraft skills are useful too, particularly how to make a fire with just flint and steel. This is useful for later, after the crowds go home, and you are free to socialise around the campfires, chatting with old friends and making new ones.

The social life is amazing. I have hundreds of friends across the UK and beyond, to America, Canada, France and Italy. All I have met through reenactment. This is another draw for people, often people will get involved to meet others, make new friends and have fun.

I am always honest about why I started reenacting - it's because I'm a big kid at heart, I've never grown up and this is the closest I will get to being a Celtic Aragorn! It's fun, it's sociable and it's great for stress. You also get to camp in castles and stately homes, and to explore them after the public have gone. You get to travel the country (and other countries) and see more places than you would have otherwise. What's not to love?

There are many reenactment groups in the UK alone, I mean hundreds! They cover every time period, from Stone Age to the Gulf War to American Civil War. Whether you like tanks or stone tools there would be a group for you. They all have the same basics - warfare and living history. Every period in history has had its share of battles (stone age perhaps not so much!), humans do like to fight each other for one reason or another. In general, a reenactment show will portray a battle, fielding warriors from both sides, and a living history camp showing the crafts and cooking and



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The Rent, Shuffle and Roll Team

Reenactment (re-en-act-ment)
The word generally conjures up visions of weird people in strange clothes pretending to kill each other with old fashioned weapons, usually in the grounds of castles and stately homes. And you would be absolutely correct in this vision!

family life of the time period. Reenactors will show a neutral view of the conflicts and will tell the story in a fair and rounded way.

Some reenactment groups take their hobby very seriously, and will stay 'in character' for the whole event, complete with hierarchy and jobs extending to after hours socialising. For example, some Roman groups will have their warriors all sleep in one large campaign tent for the duration. Some Cavaliers and Roundheads won't mix with each other in the beer tent after the show. We all have our quirks and ways of doing things. If you want to give reenacting a go, it's best to try a few groups and see where you fit best, take into account discipline, personalities, inclusiveness - all these things.

In order to get these shows on the road, there is work to do behind the scenes too. For example, in my group, Ardenweard, there is the group leader who goes to all the meetings with the other group leaders around the country, he or she 'carries the can' when it comes to issues within the group. We have a secretary, who answers all the emails, books the shows, manages the risk assessments and manages new members and all paperwork. The treasurer is obviously in charge of the accounts, all money coming in and going out of the group, and managing the bank account. We also have qualified first aiders, authenticity experts, combat trainers, archery and missiles trainers, acting trainers and living history and logistics people. A lot of work goes on all year round!

Taking part in this hobby can be as cheap or expensive as you like. Earlier time periods tend to be cheaper, as clothes were simple, weapons too were more basic. Much of the kit you would need can be made by yourself, or at least by another group member, so the only outlay is your membership fee and the raw materials such

as fabric. As you move into later periods, perhaps 17th or 18th Century you are looking at very flamboyant and opulent clothing which, unless you are an excellent seamstress, you would need to have made, or buy off the peg at specialist suppliers.

At the UK Games Expo this year, you not only have The Vikings (us!), but you also have Vicus who are an Iron Age and Early Roman reenactment group covering the period 1 BCE to 2 AD. They have Romans, Celts, and gladiators, they will have combat displays, talks and a living history encampment. The other reenactment group are called ETO Alliance and they portray World War Two Pathfinders from the US 502nd Parachute Infantry Regiment of the 101st Airborne Division. They have several members who are ex military with an airborne background, so they endeavour to capture the brotherhood and camaraderie of the time. The women portray the doctors and nurses of the 3rd Auxiliary Surgical Group and US Women's Army Corps.

We will all be doing demonstrations of weapons and drills in the arena during all three days of the Expo. We will have battles, games and of course, we will be running 'Kiddie Vike' for the primary age children to come and have a go at fighting the Vikings. Please see the Arena Timetable to make sure you don't miss anything!

Don't be shy, come and ask us questions, get a photo or six (all reenactors love the camera!) we are all pretty friendly, generally don't bite and are almost house trained. We will teach you some Viking games such as Hnefatafl and Nine Man's Morris, and you can try on chain mail, helmets and hold a sword or axe to pose for your pictures. We may even get a cosplayer or two popping over!

See you there!

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SHOULD MORE TABLETOP DESIGNERS EMBRACE THE MASS MARKET SPACE?

Earlier this year, Spin Master and CMON's Kickstarter campaign for *Marvel Zombies: A Zombicide Game* became the fourth biggest tabletop games Kickstarter of all time, raising over \$9m.

"We are blown away by the response of hungry fans who share our passion for this bold and action-packed gameplay," said Chris Beardall, Spin Master's President of Toys and Chief Commercial Officer, adding: "The incredible results, both the dynamic game and the overwhelming success of the Kickstarter, are a true testament to the power of our partnership with CMON, Marvel and our dedicated teams."

The campaign is a good example of the blurring lines between the tabletop sector and the mass market games space. And just as Spin Master and CMON have found that the addition of a mass market brand can boost a game's appeal, Funko Games is also a leader when it comes to fusing tabletop mechanics with mass market IP. Just take a look at the RPG-inspired *The Goonies: Never Say Die*, the social deduction take on Alfred Hitchcock's *Rear Window* or Funko's upcoming legacy game, *Jurassic World: The Legacy of Isla Nublar*.



Another sign that these worlds are inching ever closer can be seen in University Games' recent acquisition of strategy games company Forbidden Games. As part of the move, Forbidden President Glenn Drover will join University Games as VP of the firm's new Strategy Games division, highlighting an appetite from University to become a serious player in tabletop.

But when it comes to the inventor community, should more tabletop designers look to create mass market games too? What are some of the benefits - and are the skills transferable? To dig into the question, I asked games designers Scott Rogers and Brett J Gilbert, as well as Fat Brain Toys' Adam Hocherman and Heaves Design's Richard Heaves.

BRETT J. GILBERT, GAME DESIGNER MANDALA, RUBIK'S MATCH, ELYSIUM

"First consider that tabletop games is already a very broad category. Might we not also ask: Should Eurogame designers make war games? Should war game designers make games for children? Every niche of tabletop games is a foreign country - and they do things differently there. Different customs and languages; different expectations and limitations. Different games for different people.

With that said, the answer to the question and all its siblings remains the same: "Yes! Of course. Why ever not?" But any designer embarking on so daring a journey might be in for a shock, and the sobering realisation that they don't have quite as many transferable skills as they thought.

I can only speak from experience. It's tempting to imagine that being able to speak intelligently and at length about, say, Eurogames automatically equips you to speak with similar authority about mass-market games (more so than it might, perhaps, about war games). The conceit being that (surely?) mass-market games are obviously simpler - trivial, even - and that the skills needed to create them must therefore be a subset of the skills you've already acquired.

But the best mass-market games are sophisticated and subtle, and often beguiling in a manner that hides these exact qualities. They may appear elemental, and yet they are not simply the inevitable, reductive precipitate of applying known methods to familiar and more complex compounds.

The real voyage of discovery - as Proust almost said - consists not in seeking new landscapes, but in having new eyes."



ADAM HOCHERMAN SVP OF PRODUCT DEVELOPMENT & INNOVATION FAT BRAIN TOYS

"The path to mass retail for a strategy game is a funnel. Speaking from a US perspective, the vast majority of strategy games begin on Kickstarter. A subset of those move to the hobby channel and a subset of those to mid-tier retail (i.e Barnes & Noble). Finally, a very small number of these games make it to shelf at mass retail - i.e. Target.

As evidenced by *Gloomhaven: Jaws Of The Lion* any title, no matter the complexity, can be positioned at mass retail! The trick is to design your game with variations in mind from the start, which will support your move into other channels of trade. If your game is a medium-weight or "gateway" game that may mean nothing more than understanding how and where to reduce component costs to meet the needs of a more price-sensitive consumer one day.

On the other end of the spectrum, *Jaws Of The Lion* underwent a major game-engine evolution in order to bring a USD \$100+, 20 pound (US pounds! i.e. 9 kg!) game down to a more accessible, \$40 game.

Regarding a completely lateral shift from strategy game design to party game design? Proceed with caution. These are very different beasts and while the time to develop a party game is not nearly what is required of a hobby game, the party game space is also highly competitive, with a dearth of differentiation in game engines. Zipping out a "me too" game thinking that gaining traction in this space is a layup, is short-sighted thinking."



SCOTT ROGERS, GAME DESIGNER ALIEN: FATE OF THE NOSTROMO, PANTONE: THE GAME

"The simple answer to your question is absolutely. The mass market has evolved so much in the past ten years that it barely resembles what it used to be. I regularly visit my local big-box stores to see what they are carrying, and I am so delighted to see the variety of games available. Everything from *Exploding Kittens* to *Betrayal at House on the Hill* - titles that were considered "hobby games" just a few years ago.

RICHARD HEAVES FOUNDER PLAYLENZ/HEAVES DESIGN

"There are many routes people take into designing tabletop games. For many, it's a hobby that turns into a desire to create their own product. Maybe they come at it from a game mechanics, graphics or product design perspective. The ability today to attract an audience on a budget, even a small one, can often be enough to justify some time and effort in creating and publishing a game that will go on to sell a few thousand units.

However, that kind of volume for most people isn't enough to sustain a permanent game design role. For that you need to be looking at tens of thousands of units or licensing your ideas to companies who will sell in that kind of volume.

Creating for the mass market is all about really understanding the market and the consumers you are designing for. It is about understanding the metrics of the business as much as it is about designing a great game. They may be very different from you; they may be 4-year-olds, mixed families, teens or tweens who prefer digital over physical. It will be about designing for people who maybe only play games at Christmas and on holiday.

It's also about appreciating price versus value and finding play patterns and themes that work and are quickly understood. You must learn to compromise and find balance between what you'd really like in the game and what you can afford to actually make. For me, creating these compromises are at the heart of most of the work I do, but when you can find the solution, it doesn't even feel like a compromise - you know you've cracked it.

Designing for the mass market is really about listening to people and what they'd like, not what you think they'd like. From the business owner to the retail buyer to the consumer, designing for the mass market is a shift of focus for the designer. It's about seeing your game not only as a great experiential product that will not only deliver a great play experience, but one that will deliver a real commercial value and success."

As a designer, I find creating games for the mass market to be an interesting space. The mass market allows us game designers to work on some amazing IP (such as with *Alien: Fate of the Nostromo*) and I even like the limitations of designing a mass market product (box size, complexity, etc.) as it allows me to focus on the "fun".

I'm looking forward to teaming up with more publishers to design games for the mass market audience!"

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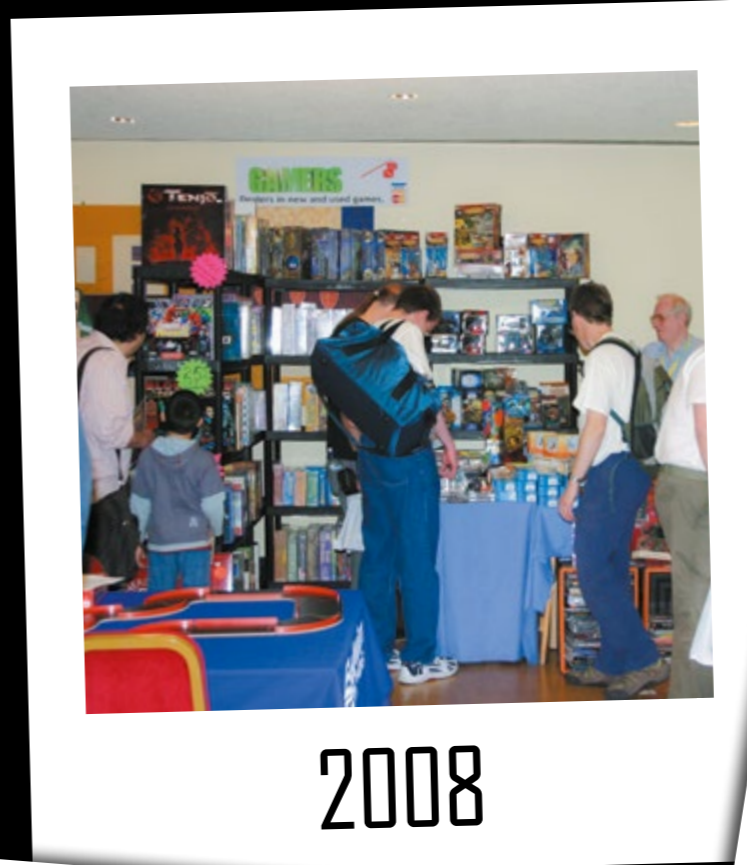
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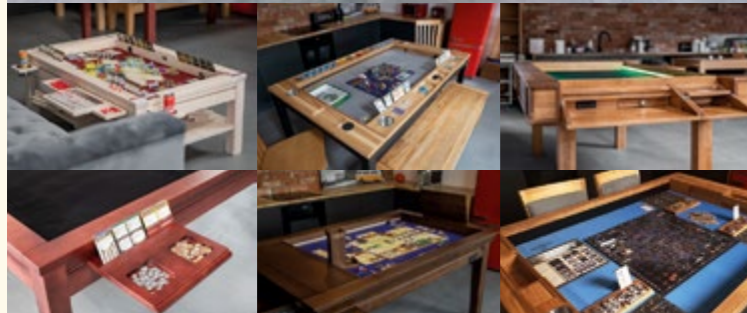
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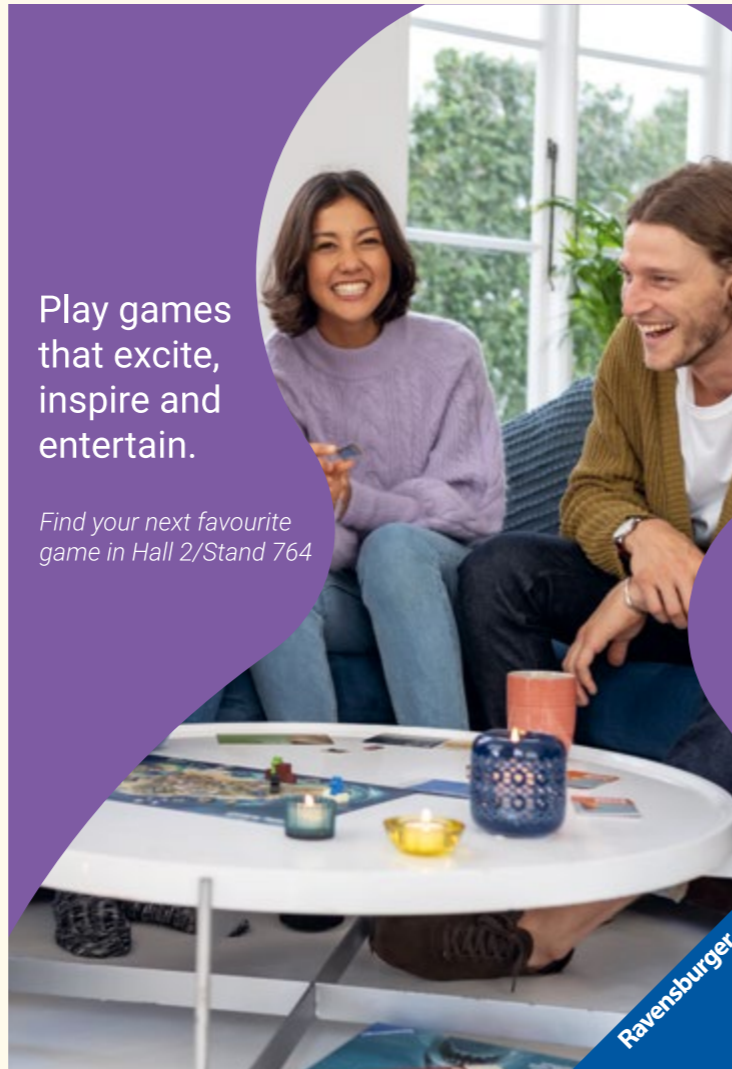
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PLAYSTRATEGY

CURRENT GAMES		STATS 2021	
CHES	DRAUGHTS	MSO	PLAYSTRATEGY
XIANGQI	OTHELLO	USERS 3,500	715 USERS
MORE ON THE WAY!	OWARE	PLAYED 15,000	4449 PLAYED

The idea for PlayStrategy came in 2021 as a result of the prolonged global pandemic. The Mind Sports Olympiad (MSO), which is an annual festival of tournaments including many abstract games, had been forced online in 2020, away from the usual in person event based in London. In the 2020 MSO, there was a cheating incident in an Othello tournament, which highlighted the need for good cheat detection technology in order to ensure the integrity of serious online tournaments. Etan Ilfeld, an American entrepreneur who runs the MSO, wanted a high-quality website that brought together all of the abstract games which the MSO hosts tournaments for - all powered by AI. That website is playstrategy.org!

PlayStrategy is built upon the open-source Chess website lichess.org and was 'forked' in May 2021. PlayStrategy went live on 20th July 2021, just in time for the 2021 UKGE, with Chess and Lines of Action as the only games. Over the past year new games have been added to the site, and PlayStrategy now also supports Draughts, Shogi (Japanese Chess), Xiangqi (Chinese Chess), Othello, and Oware, as well as many variants for each of these games.

During August 2021, PlayStrategy supported the MSO online, holding 24 events in total for variants of Chess, Lines of Action and Draughts. Unfortunately, there were some players that decided to cheat, most commonly using engines to aid their play. Using a combination of users flagging opponents or games, and tools available on the site, the moderation team were able to catch and review each case, following up with the individuals and declaring bans where necessary. Thanks to the site's moderation tools and cheat detection, PlayStrategy can provide a fair environment for competitive play.

There are several features beyond playing games and cheat detection available on the site, these include games analysis and studies as well as social elements such as creating teams, forums, live tv/watching games, and leaderboards; and more are promised for the future. Top future features include the support for different games, increasing the coverage of the online MSO events, as well as puzzles, analysis and AI for all games.

PlayStrategy uses a similar software infrastructure to Lichess, and as such also uses a free open-source chess engine called Stockfish for players to play against an AI as well as for analysis of games. With the introduction of Shogi and Xiangqi and their variants, support has been added for another free open-source engine called Fairy Stockfish. This new engine can support a large variety of chess variants, i.e., those played on a chess-like board with chess-like pieces. This surprisingly involves a huge number of games, and the development team are currently working towards supporting playing these games against an AI, along with analysis of those games.

To support competitive play, two types of tournaments can be run on PlayStrategy, Swiss and Arena. These tournaments can be set up by any team at any time and run independently on the site. In addition, PlayStrategy runs regular tournaments for each of the game types to encourage users to play and improve their ranking.

The latest innovation that the development team has added is 'Medley' tournaments. These are Swiss in nature, but with each round being a different game type, e.g., r1 - Chess960, r2 - Shogi, etc. Medley tournaments will provide a unique experience and encourage players to play different types of abstract games. The hope is that medley tournaments will help support the aim of trying to find the best overall games player - aligning PlayStrategy's goal with one of the MSO's.

PlayStrategy is running several UKGE online tournaments over this weekend. If you sign up during the weekend, take part and win one of the events there is a prize to be won! Please drop by our stand 2-1137 during the weekend to collect your prize!

PlayStrategy are currently working with several organising bodies (World Othello Federation, International Draughts Federation) to help support top level online competitions to run on the site. Organisations and teams are encouraged to run tournaments using playstrategy.org, such as the Mochalunt tournament (Feb-Sep 2022), which consists of 32 different abstract games played over 8 rounds between 16 national teams.

Speaking of tournaments, the MSO Grand Prix, a brand-new free online Mind Sports competition, took place between 15th April to 29th May 2022. The goal of the MSO Grand Prix is to bring together the world's best players in online competition. The Grand Prix included a variety of games such as Eurogames, Poker and Abstract games. Just over 30 of the 100+ tournaments were held on PlayStrategy, and the aim is to further increase that number for next year.

Last but not least, it is a delight to share that the physical Mind Sports Olympiad will be back in the summer, in London during 21st to 29th August 2022. It has been 3 years since the last physical event and we are all excited to compete over the board again, and hope to see you there! Sign up at mindsportsolympiad.com

If you want to play and practise abstract games online then come visit playstrategy.org. It's free to play and together we can build a community who love and enjoy playing games.

COMPARISON	ARENA TOURNAMENTS	SWISS TOURNAMENTS
DURATION OF THE TOURNAMENT	Predefined duration in minutes	Predefined max rounds, but duration unknown
NUMBER OF GAMES	As many as can be played in the allotted duration	Decided in advance, same for all players
PAIRING SYSTEM	Any available opponent with similar ranking	Best pairing based on points and tie breaks
PAIRING WAIT TIME	Fast: doesn't wait for all players	Slow: waits for all players
IDENTICAL PAIRING	Possible, but not consecutive	Forbidden
LATE JOIN	✓	Yes until more than half the rounds have started
PAUSE	✓	Yes but might reduce the number of rounds
STREAKS AND BERSERK	✓	✗
SIMILAR TO OTB TOURNAMENTS	✗	✓
UNLIMITED AND FREE	✓	✓

TOURNAMENTS

UK GAMES EXPO	10:00	11:00	12:30	14:00	15:00
Friday		Chess Medley	Lines of Action	PlayStrategy Medley	Oware
Saturday	Othello	Chess Medley	Lines of Action	PlayStrategy Medley	Oware
Sunday	Othello	Chess Medley	Lines of Action	PlayStrategy Medley	

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the Medieval mishap

Embark on an immersive puzzle adventure... through time!

The top secret **Ministry of Time** is missing an Agent! Sent back in time to investigate a strange anomaly in 1345, they haven't been heard from since. The only clues they left behind: some coded parchments, cryptic journals, and an unmarked map of... somewhere? Are there dark forces at work? Well, that's where you come in!

The **Medieval Mishap** is the latest, family friendly puzzle adventure from **Mini Mysteries**. Talk to characters and input your answers on your device, while you play the game in the real world with beautifully produced puzzles. Everything comes in one package; all you need is a pen, an internet connection... and your wits.

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Ask Richard Denning about his experience with her services

CHIP & COLLECT

Golden Doughnut Games

A sunny seaside town, 3 flocks, 24 greedy birds, 1 portion of chips

2-4 Players | 15-30 minutes | Ages 6+

An action packed chip grabbing card game for kids and big kids, designed by three kids (one big!).

Fly to stand 2-448 Play testing & FREE Stickers!

What's in the box

Quidnie	Ghost	Stripe	Snappy
Skills	Grab	Chips	Held or Dropped?

24 Bird cards: 3 Flocks, 8 Gulls, 8 Pigeons, 8 Ducks

9 Skill cards | 20 Grab cards | 21 Chip cards | 20 Held or Dropped cards
94 cards (24 Bird cards, 70 Collect cards)

Do bird battle with other greedy flocks using your Chip & Collect skills. Swoop in and grab chips and other bonus seaside food, avoiding bad food and an Evil Plastic Bag! Any held food is kept. The first flock to collect the most and a Kiddie Cone portion of chips wins!



MINI MYSTERIES

IDENTENCE EV

MINISTRY OF TIME CASE FOLDER

MEMO

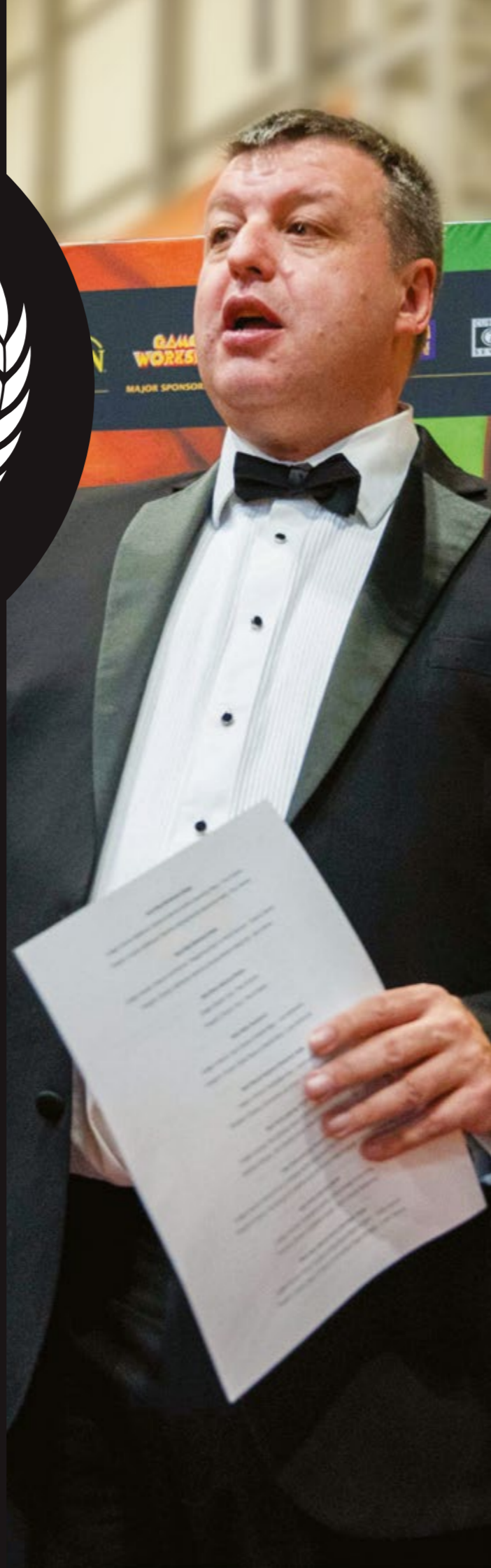
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THE UK GAMES EXPO AWARDS RECOGNISE THE ACHIEVEMENT OF MANUFACTURERS AND PUBLISHERS IN A VARIETY OF GAME GENRES.

The UK Games Expo awards are organised into twenty different categories reflecting different styles and types of games. There are two awards in each Category: a Judges' Award and a People's Choice award. All submitted games are rated by a panel of expert judges chosen by UKGE. These judges produce a shortlist of the top games in each category, as determined by the judges' ratings. Judges use various methods to reach their findings but can consider such factors as Theme, Originality, Quality, Playability, Balance, and Fun Factor. Expo visitors can also vote on these shortlisted games via their Expo account and the top voted game in each category will receive a People's Choice Award. Depending on the number and quality of the entrants into any category the Judges may decide to issue a short list with fewer than 3 items. One of the shortlisted games will also be selected as the Judges' Award winner. The People's Choice and Judges' Awards results will be announced on Sunday at 3pm on the OnTableTop Main Stage in NEC Hall 2.



BEST ABSTRACT GAME

An abstract game is a game that minimizes luck and does not rely on a theme. It typically focuses on strategy where skill and careful planning is the key.

LAST YEAR'S WINNER

JUDGES' AWARD
DISTRIX
DISTRIX GAMES

PEOPLE'S CHOICE
FLASH 8
SCORPION MASQUE



DECKCHAIRS ON THE TITANIC
SILVERBIRCH GAMES

GREAT PLAINS
LOOKOUT SPIELE

TAKTIKI
DRAWLAB ENTERTAINMENT

BEST ACCESSORY

An abstract game is a game that minimises luck and does not rely on a theme. It typically focuses on strategy where skill and careful planning is the key. This year the judges selected a short list of 2 games.

LAST YEAR'S WINNER

JUDGES' AWARD
5E CONDITION CHIPS
DUNGEON BONES LTD

PEOPLE'S CHOICE
BOX OF ADVENTURE:
VALLEY OF PERIL
LOKE BATTLEMATS



FS-DWRLD INSERT FOR
DINOSAUR WORLD
FOLDED SPACE

TABLETOP TYRANT BOARDGAME
BACKPACK
TABLETOP TYRANT

TOME OF SPELL HOLDING
DUNGEON BONES LTD

BEST BOARD GAME AMERICAN STYLE

A game which is ideal for children (perhaps older children) and adults to play together and all enjoy equally. Something for parents and kids to have fun together with.

LAST YEAR'S WINNER

JUDGES' AWARD
KITARA
IELLO

PEOPLE'S CHOICE
KITARA
IELLO



LIVING FOREST
LUDONAUTE

OLTREE
STUDIO H

UNFATHOMABLE
FANTASY FLIGHT GAMES

BEST BOARD GAME (EUROPEAN STYLE)

Generally these games will have less direct player interaction, limited elements of luck and less conflict. Sometimes called a Eurogame or German-style board game. (Game with a target ages of 12+ and specifically not for young children.)

LAST YEAR'S WINNER

JUDGES' AWARD
EXCAVATION EARTH
MIGHTY BOARDS



BITOKU
DEVIR

IKI
SORRY WE ARE FRENCH

LOST RUINS OF ARNAK
CZECH GAMES EDITION

PEOPLE'S CHOICE
EXCAVATION EARTH
MIGHTY BOARDS

BEST CARD GAME (STRATEGIC)

Generally these games will not involve a board, but cards will be the predominant feature. This category includes lighter and more family orientated games.

LAST YEAR'S WINNER

JUDGES' AWARD
SCHOTTEN TOTTEN 2
IELLO



LORD OF THE RINGS LCG:
REVISED CORE SET
FANTASY FLIGHT GAMES

MINI ROGUE
NUTS! PUBLISHING

SHAMANS
STUDIO H

PEOPLE'S CHOICE
IMPERIUM: CLASSICS
OSPREY GAMES

BEST BOARD GAME (STRATEGIC)

These are games which involve tactical and strategic game play, involve direct player interaction, often involve elements of competition, conflict and sometimes military themes. Miniatures may be involved or tokens representing characters or units (Game with a target ages of 12+ and specifically not for young children.)

LAST YEAR'S WINNER

JUDGES' AWARD
PRISMA ARENA
HUB GAMES



GET ON BOARD
IELLO

MASTERS OF THE NIGHT
ARES GAMES

THE THING - THE BOARDGAME
ARES GAMES

PEOPLE'S CHOICE
UNDAUNTED: NORTH AFRICA
OSPREY GAMES

BEST CHILDREN'S GAME

A game which is specifically designed for younger children (10 years or below) to play with or without adult supervision but not a game adults would play on their own.

LAST YEAR'S WINNER

JUDGES' AWARD
MICONS
GIGAMIC



BLOCK NESS
BLUE ORANGE

MOONLIGHT CASTLE
HABA SALES GMBH

QUACKS & CO:
QUEDLINBURG DASH
SCHMIDT

PEOPLE'S CHOICE
DRAGOMINO
BLUE ORANGE

BEST CARD GAME GENERAL

Generally these games will not involve a board, but cards will be the predominant feature. This category includes lighter and more family orientated games.

LAST YEAR'S WINNER

JUDGES' AWARD
VILLAGE GREEN: A GAME
OF PRETTY GARDENS AND
PETTY GRUDGES
OSPREY GAMES



CULTIVATE
POPS & BEJOU GAMES

DUNGEON DECORATORS
SLUGFEST GAMES

STAR SCRAPPERS ORBITAL
HEXY STUDIO

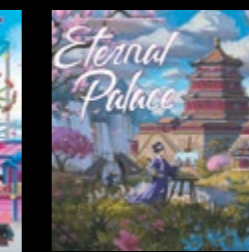
PEOPLE'S CHOICE
VILLAGE GREEN: A GAME
OF PRETTY GARDENS AND
PETTY GRUDGES
OSPREY GAMES

BEST DICE GAME

Generally, these games will not involve a board, but dice will be the predominant feature.

LAST YEAR'S WINNER

JUDGES' AWARD
ESCAPE THE DARK SECTOR
THEMEBORNE



DICE THEME PARK
ALLEY CAT

ETERNAL PALACE
ALLEY CAT

UNDER FALLING SKIES
CZECH GAMES EDITION

PEOPLE'S CHOICE
ESCAPE THE DARK SECTOR
THEMEBORNE

BEST DIGITAL HYBRID

A digital hybrid game combines physical and digital elements to introduce a new kind of game experience in a single product. Note this must involve a physical game alongside an app or other digital element. Entirely computerised forms of games will not be considered.

THIS IS A NEW
CATEGORY FOR 2021



DESCENT: LEGENDS OF
THE DARK
FANTASY FLIGHT GAMES

DESTINIES
LUCKY DUCK GAMES

TROUBLE IN FOLKLORE FALLS
THE DETECTIVE SOCIETY

BEST GAMING NOVELTY

The category covers items and products which are not directly used in or with games but are themed or related to the world of gaming. Examples would include clothing, food and drink, books and journals, jewellery etc

LAST YEAR'S WINNER

JUDGES' AWARD
FINDING THE DRAGON
GAME FLOW

PEOPLE'S CHOICE
LEGEND OF THE FIVE RINGS:
POISON RIVER
ACONYTE BOOKS



LTD EDITION 12 PIN MAGIC
AUGMENTED REALITY
PIN BADGE SET
PINFINITY

POLYHEDRAL DICE HOLDER -
FORGOTTEN GRAVEYARD
GELATINOUS CUTE

TERRAFORMING MARS:
IN THE SHADOW OF DEIMOS
ACONYTE BOOKS

BEST EXPANSION

Add-ons and expansions to existing games which introduce new components or new mechanics but require the base game to play.

LAST YEAR'S WINNER

JUDGES' AWARD
DICE HOSPITAL -
COMMUNITY CARE
ALLEY CAT GAMES

PEOPLE'S CHOICE
STUFFED FABLES -
OH, BROTHER EXPANSION
FANTASY FLIGHT GAMES



LOST RUINS OF ARNAK:
EXPEDITION LEADERS
CZECH GAMES EDITION

THE TAVERNS OF TIEFENTHAL -
OPEN DOORS EXPANSION
SCHMIDT

UNDAUNTED: REINFORCEMENTS
OSPREY GAMES

BEST MINIATURES RANGE

A miniatures range for use in wargames or roleplaying games.

LAST YEAR'S WINNER

JUDGES' AWARD
STARGRAVE: SCIENCE FICTION
WARGAMES IN THE RAVAGED GALAXY
OSPREY GAMES

PEOPLE'S CHOICE
STARGRAVE: SCIENCE FICTION
WARGAMES IN THE RAVAGED GALAXY
OSPREY GAMES



CARNEVALE: QUEENS OF THE
ADRIATIC
TTCOMBAT

FROSTGRAVE: BLOOD LEGACY
MINIATURES RANGE
OSPREY GAMES

VICTORY BATTLEFLEET SET
WARCRADLE STUDIOS

BEST FAMILY GAME

A game which is ideal for children (perhaps older children) and adults to play together and all enjoy equally. Something for parents and kids to have fun together with.

LAST YEAR'S WINNER

JUDGES' AWARD
DARING DUSTBUNNIES
HOPWOOD GAMES

PEOPLE'S CHOICE
ZOMBIE TEENZ EVOLUTION
SCORPION MASQUE



AKROPOLIS
GIGAMIC

CHRONICLES OF AVEL
REBEL CENTRUM

LLAMALAND
LOOKOUT SPIELE

BEST MINIATURES RULES

A rules system where the core part of the game is using miniature figures to fight out battles. This may include variants and expansion of Miniatures Rules such as additional campaigns etc. This year the shortlist has 2 entries.

LAST YEAR'S WINNER

JUDGES' AWARD
SCIENCE FICTION WARGAMES
IN THE RAVAGED GALAXY
OSPREY GAMES

PEOPLE'S CHOICE

JUDGES' AWARD
SCIENCE FICTION WARGAMES
IN THE RAVAGED GALAXY
OSPREY GAMES



SHOWDOWN AT RETRIBUTION
2-PLAYER STARTER SET
WARCRADLE STUDIOS

THE SILVER BAYONET
OSPREY GAMES

BEST PARTY GAME

A game which is usually light and easy to play, with simple rules and designed for larger groups or a party

LAST YEAR'S WINNER

JUDGES' AWARD
INKLING
OSPREY GAMES

PEOPLE'S CHOICE
50 CLUES: PART 1 - THE
PENDULUM OF THE DEAD
50 CLUES



LAST MESSAGE
IELLO

MATCH 5
SYNAPSES GAMES

SECRET IDENTITY
FUNNYFOX

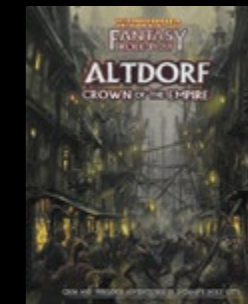
BEST ROLEPLAYING EXPANSION

An expansion or supplement for roleplaying games which expands or adds to an existing game system.

LAST YEAR'S WINNER

JUDGES' AWARD
THE COMPENDIUM OF
EQUESTRIA
RIVER HORSE GAMES

PEOPLE'S CHOICE
LAND OF THE RISING SUN
BRITANNIA GAME DESIGNS LTD



ALIEN RPG COLONIAL MARINES
OPERATIONS MANUAL
FREE LEAGUE PUBLISHING

ROOT RPG: TRAVELERS AND
OUTSIDERS
MAGPIE GAMES

WARHAMMER FANTASY
ROLEPLAY ALTDORF: CROWN OF
THE EMPIRE
CUBICLE 7

BEST ROLEPLAYING GAME

The main rules set for a game in which players assume the roles of characters in a fictional setting and where the main thrust is players take responsibility for acting out these roles within a story generally run by a games master.

LAST YEAR'S WINNER

JUDGES' AWARD
THE DEE SANCTION
ALL ROLLED UP

PEOPLE'S CHOICE
VAESEN - NORDIC HORROR
ROLEPLAYING
FREE LEAGUE PUBLISHING



SHIVER CORE BOOK
PARABLE GAMES

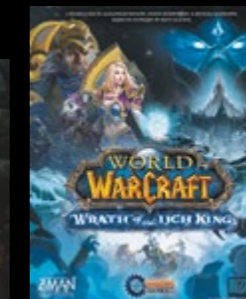
THE ONE RING™ RPG
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TWILIGHT: 2000
FREE LEAGUE PUBLISHING

BEST VARIANT

The category includes standalone games based on existing game systems or designs, but which introduce new features such as new boards and maps, rules and themes.

THIS IS A NEW
CATEGORY FOR 2021



CORE SPACE: FIRST BORN
BATTLE SYSTEMS

WORLD OF WARCRAFT:
WRATH OF THE LICH KING -
A PANDEMIC SYSTEM BOARD
GAME
Z-MAN GAMES

ZOMBIE KITTENS
EXPLODING KITTENS

BEST ROLEPLAYING ADVENTURE

An adventure, scenario or campaign or campaign setting for roleplaying games.

LAST YEAR'S WINNER

JUDGES' AWARD
ALIEN RPG DESTROYER OF
WORLDS
FREE LEAGUE PUBLISHING

PEOPLE'S CHOICE
ALIEN RPG DESTROYER OF
WORLDS
FREE LEAGUE PUBLISHING



ODD JOBS
MACGUFFIN & CO

SYBAROUM - ALBERETOR
THE HAUNTED WASTE
FREE LEAGUE PUBLISHING

THE DEE SANCTION:
ADVENTURES
ALL ROLLED UP

'BY FAR MY FAVOURITE PARTY GAME!
- King Me Boardgamery -

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BLUFF & SABOTAGE
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ICB01



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Starter Pack
ICB02

Ironclads is launching at UK Games Expo 2022! With THREE factions to play at launch, we will be bringing more nations, more ironclads, and more weapons!



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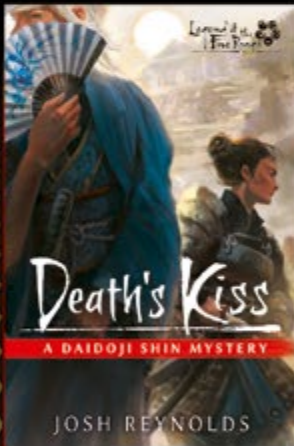
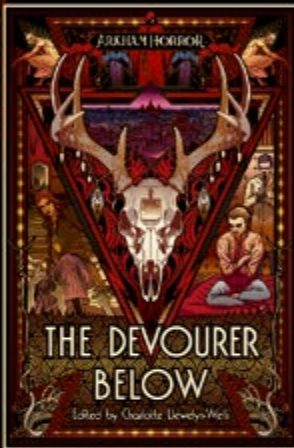
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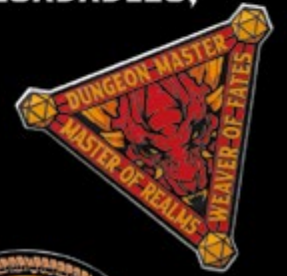
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Slayers of Eragoth
STAND I-154

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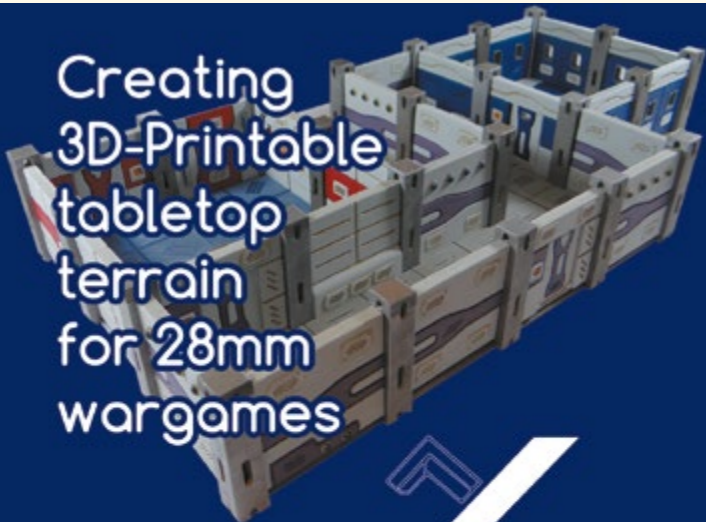
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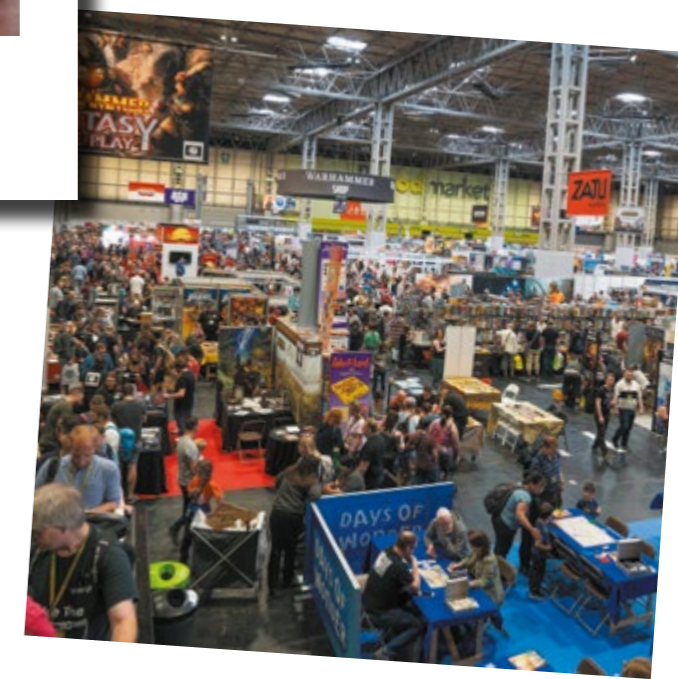


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2019



2021



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industry in the UK to meet with the aim of
supporting the industry, growing the marketplace
and disseminating knowledge and expertise

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3D Model



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Overview



Top Layer



Middle Layer



Bottom Layer



Explosure Graphic